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Status ailments can be afflicted through specific encounters or as a result of the user’s individual decisions. These ailments hinder the user’s ability to progress throughout the game and often negatively affect the player’s statistics. These ailments are usually temporary. However, only time and further progress can fully remove them.



INTOXICATION: While intoxicated, movements will be sluggish and imprecise. User judgment will be impaired. Extended time spent while intoxicated leads to increased susceptibility to other ailments.

ACADEMIC ACHIEVEMENT: User’s intelligence stats decrease. Judgment impaired, unable to voice opinions or communicate properly with others. Popularity increases.



SEXUAL OBJECTIFICATION: While in this state, user’s sex appeal stat greatly increases while personal respectability decreases. Danger counter increases temporarily due to influx of unwanted attention.



BOTOX: Masks user’s emotion, creating a façade of a cruel, uncaring persona. Decreases popularity, likeability stats.

