

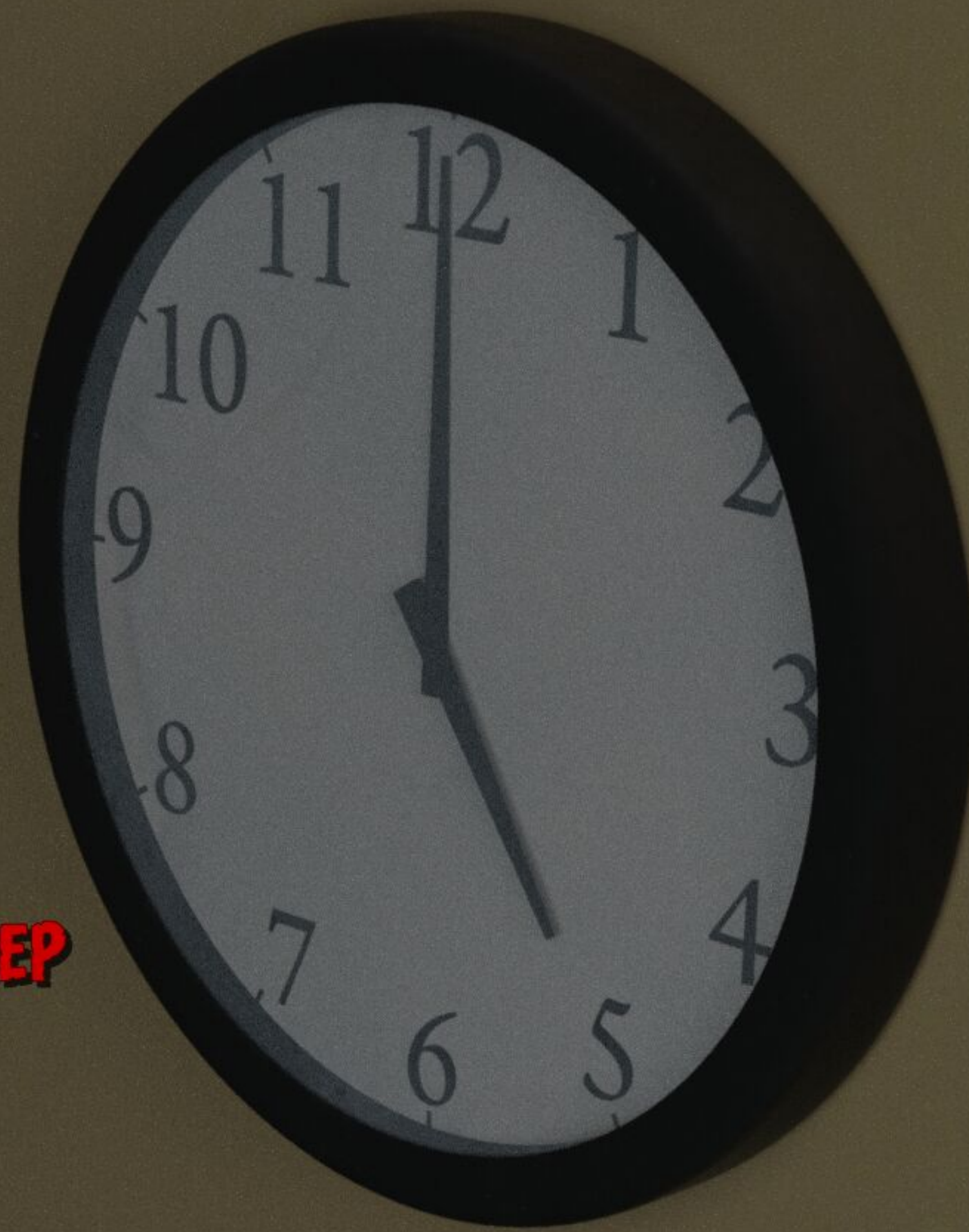


LIVE DATING SIM



AND THAT
CONCLUDES OUR
MEETING.

YOU MAY
NOW RETURN TO
YOUR HOME OFFICE
TASKS.



BEEP

BEEP

**FINALLY
OFFICE HOURS
ARE OVER.**



DATING SIMULATOR 3DXXX

LOGGED IN AS XXXDRLONGSCHWANZ469XXX

LEWD VERSION SPEECH CRACK BY TIM-BONER-HARD

NUDITY PATCH BY SEXPHIRO666



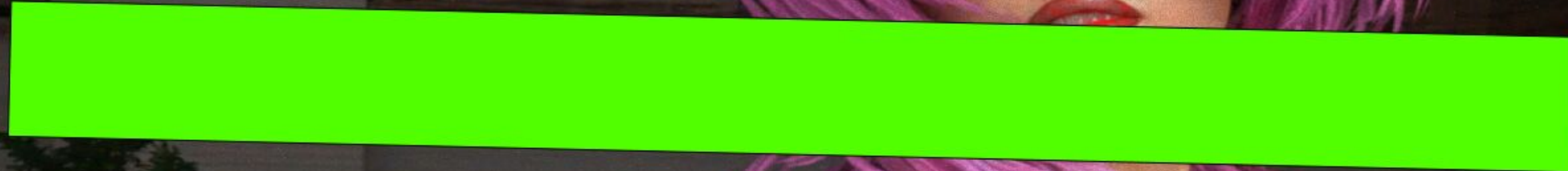
A man with short, light-colored hair is shown in profile, sitting at a desk and using a computer. He is wearing a tan blazer over a striped shirt. His right hand is on a white mouse, and his left hand is on a white keyboard. A speech bubble is positioned above the keyboard, containing the text "LET'S HAVE SOME FUN." The background features a window with horizontal blinds and a framed picture of a forest path on the wall.

**LET'S HAVE
SOME FUN.**

CHOOSE PLAYER TEMPLATE:

RONNIE

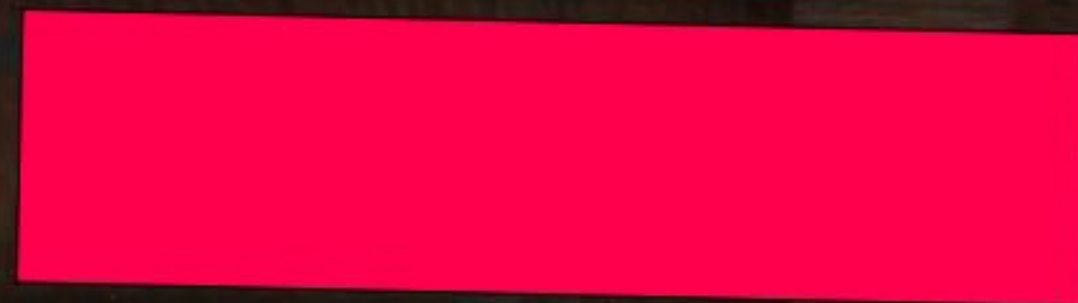
MUSCLE:



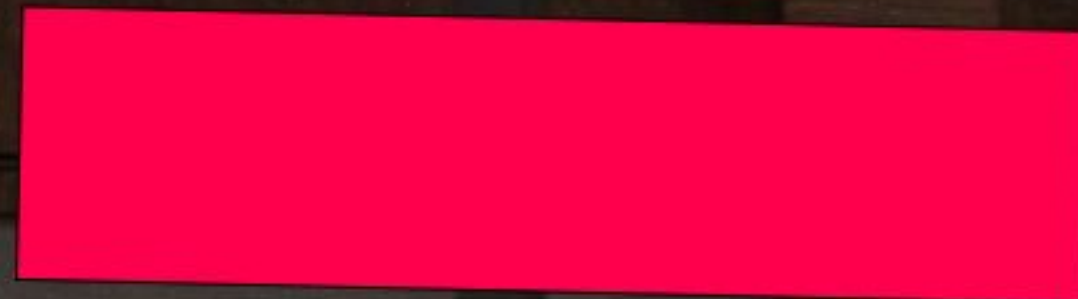
INTELLECT:



PRESENCE:



MONEY:



RONNIE HAS GOOD MUSCLE TO IMPRESS THE LADIES.
HE KNOWS AND UNDERSTANDS SOME STUFF.
MOST PEOPLE WOULD CHOOSE TO NOT BE AROUND HIM GIVEN THE OPTION.
LOW MONEY.



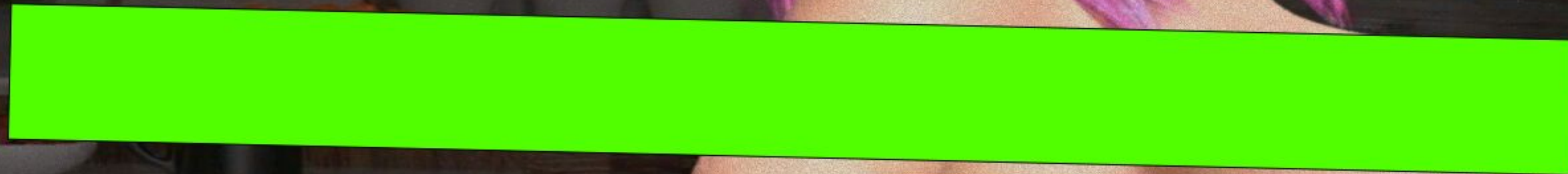
CHOOSE PLAYER TEMPLATE:

MARC

MUSCLE:



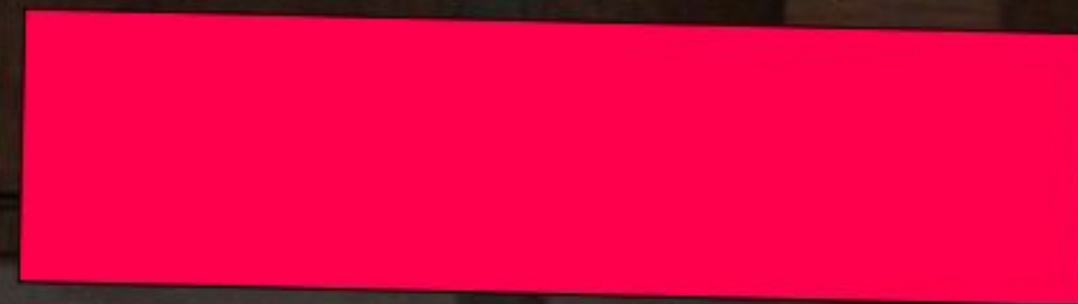
INTELLECT:



PRESENCE:



MONEY:



MARC IS A TOTAL PUSH OVER WHEN IT COMES TO PHYSIQUE. HIS ABILITY TO NAVIGATE COMPLEX FIELDS OF THOUGHT IS UNPARALLELED. GENERALLY PEOPLE CAN VIBE WITH HANGING AROUND HIM. LOW MONEY.



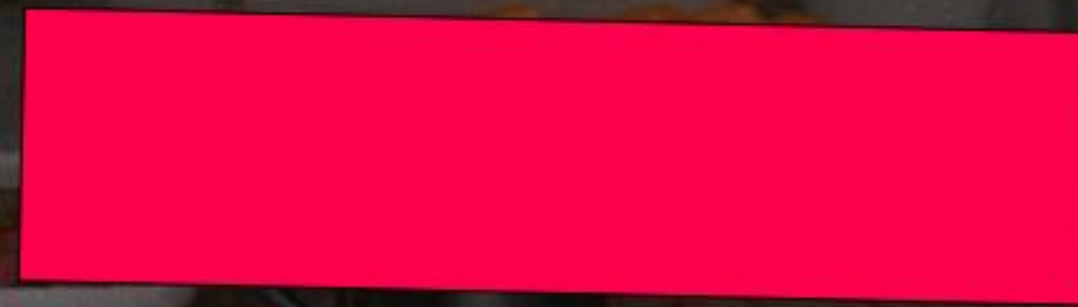
CHOOSE PLAYER TEMPLATE!

PATRICK

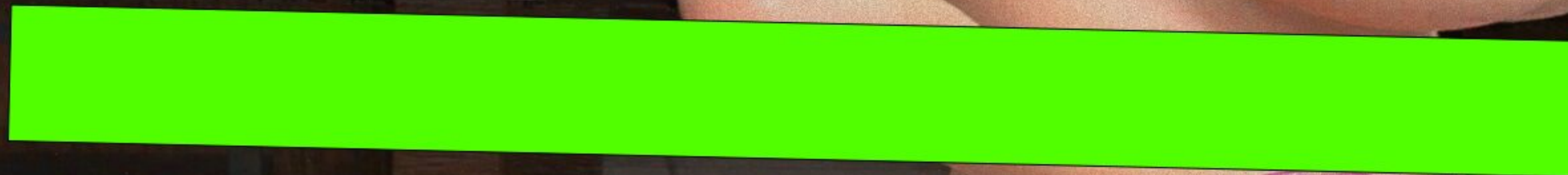
MUSCLE:



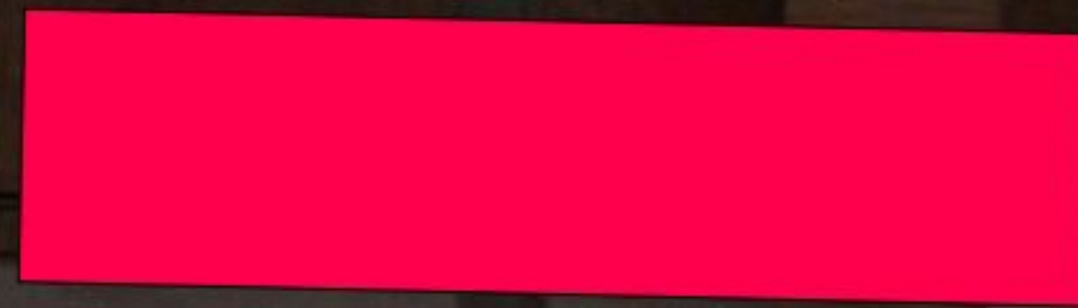
INTELLECT:



PRESENCE:



MONEY:



PATRICK HAS RESPECTABLE HEALTH AND STAMINA.
HE IS DUMB A TON OF BRICKS STUFFED WITH STRAW.
A SHINING SOCIAL BEACON, HE DRAWS IN PEOPLE LIKE MOTHS TO A LIGHT.
LOW MONEY.



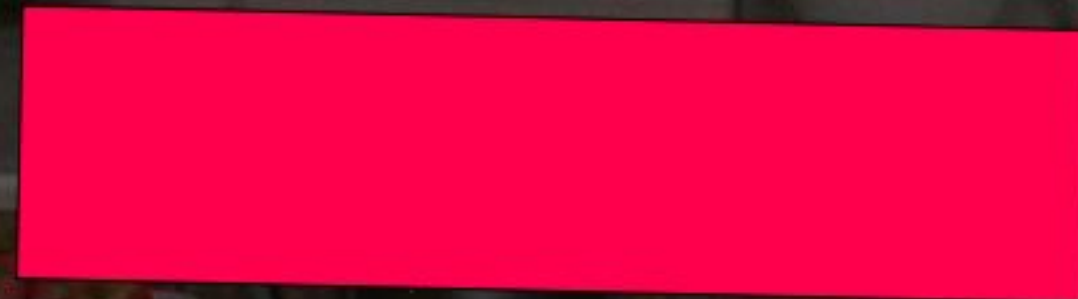
CHOOSE PLAYER TEMPLATE:

SILVIO

MUSCLE:



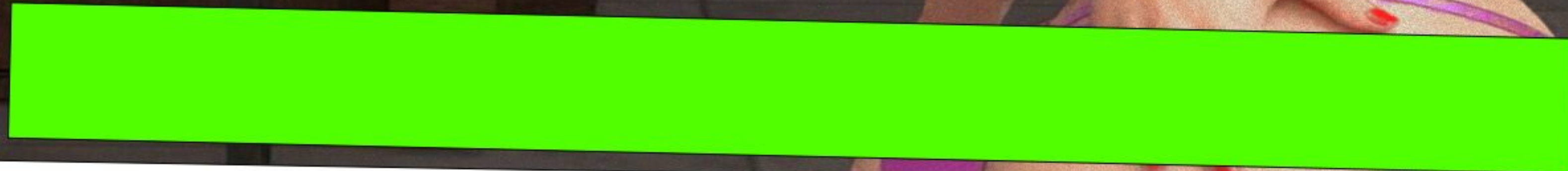
INTELLECT:



PRESENCE:



MONEY:



SILVIO HAS NOTHING GOING FOR HIM BUT HIS POCKETBOOK.
MONEY IN THIS GAME CAN BE SPEND TO AUTOMATICALLY PASS ANY TEST.
HOWEVER, ANY TIME MONEY IS USED, THE STAT DROPS, UNTIL IT HITS ZERO.
ONCE ZERO POINT IS REACHED, MONEY CAN NO LONGER BE USED.





WHO TO
CHOOSE?

to be continued