Emily: Sister Attraction
Created by Palmer 2014
http://palmeraif.weebly.com

Disclaimer

This game contains elements of nudity and sexual acts involving underage siblings. Do not play the game if you are offended by this. All pictures used in this game are of models over the age of 18.

About

Emily: Sister Attraction is a dialogue driven and linear game, with dynamic content and plenty of pictures. The story revolves around the increasingly passionate relationship between the player character and his sister Emily, as well as their love for each other. The game employs two main variables which in turn control the story: Intimacy Level and Daringness. Intimacy Level reflects how close the Player is with Emily and directly influences conversations and story, while daringness is required to enable certain commands in the game. These variables can be raised or lowered by performing certain actions or solving puzzles.

This is my first game, and although I and my beta testers have tried hard to squash all bugs, some may yet remain. Please try to overlook bugs and spelling mistakes should you find any. Bug reports and feedback are very welcome, and can be provided on my site (http://palmeraif.weebly.com).

Thank you

A very special thank you to my beta testers A.Bomire, BBBen, Dolphin, ExLibris, and Sorrow for helping me out with testing. I'd also like to thank the following people who have donated via my site and supported development: One stealthed Rogue, spyrink9, MuckyMuck, Jaytime, Dagger, Rikko66, Dreamfloater, Almerra, Fernando_Coruja, TSU72, SiloJin, and to all of you have donated but chosen to remain anonymous. I'd also like to thank all of the people who have visited my blog and provided comments and feedback.

Setup

Please review the included picture and setup Adrift 5 to look accordingly. Turn off the Map and Graphic windows (Window → Show map, show graphics). **Do not forget to turn off Auto Complete** (Edit → Auto Complete).

Instructions

This game sports the usual verbs found in Adult Interactive Fiction. If you're unfamiliar with these, please review http://overanalysingaif.blogspot.com/2012/12/aif-player.html. In addition to these, the commands "finger x," "cum," and "cum on x" (where x is a body part) are also available. Some special commands in the game are underlined. Your score is displayed in the statusbar, but can also be reviewed by typing "status".

Conversations are performed via "talk to character" and "ask character about x/tell character about x" (where x is a conversation topic), and these provide different results and opportunities. Topics of conversations are sometimes italicized, and the player must on rare occasions converse with Emily about a specific topic to advance the plot.

Press any key to advance the plot when three periods appear.

Ignore the first error message that appears when you start the game.