

Sakura Wars 3: Is Paris Burning? (Import) LIPS Guide

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Sakura Taisen 3 LIPS Guide v1.5

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|1. Intro and Table of Contents|

Hello and welcome to my LIPS guide for Sakura Taisen 3. I've put this thing together to help people get all they can out of this great game without spoiling too much by listing the correct responses to all of the LIPS one faces throughout the course of playing. Please note that this is NOT a translation guide by any means; Kayama is doing a wonderful job of that as he has in the past with ST1 and 2. With that in mind, please enjoy the guide...I hope you find it useful :)

4/29/01 - Version 1.0 - game completed but many things missing, like the individual LIPS on the final chapters for different girls

6/26/01 - Version 1.5 - final version...hopefully the formatting is fixed, and everything is in here except 5 LIPS; see closing for why

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|2. Game Elements|

First let's introduce the key elements in the Sakura Taisen games:

2a. LIPS

LIPS stands for Live Interactive Player System, and it's the way we've been interacting with characters since the genesis of this wonderful series in the original Sakura Taisen. There are a variety of different types of LIPS in ST3:

Untimed LIPS: Probably the rarest LIPS in the game, you usually encounter these either when you are picking a battle plan or dealing with decisions not important to the central story.

Regular LIPS: The most common type of LIPS in which you have a limited amount of time to choose from up to 3 printed answers, as well as not choosing any of them which itself is a possible answer (although rarely the correct one).

Timing LIPS: Almost the same as regular LIPS, except that at the halfway point of time allowed some answers may change, new answers may be added or old ones may be taken away.

Double LIPS: Basically LIPS within LIPS. There will be a long timer surrounding the screen which serves as a time limit in which you must answer several LIPS of varying types. Failure to do so within the time limit is usually a Very Bad Thing.

Click LIPS: Click LIPS entail a static background screen on which you can point and click on several different objects in the background. Usually this will lead to regular or timing LIPS, and sometimes click LIPS themselves are timed as well in the same manner as double LIPS.

Analog LIPS: New to ST3, analog LIPS are encountered in situations where you need to choose how strong or weak your response is. For example when you're shaking someone's hand you decide how firm your handshake is based on the position of the line in the window.

2b. Trust Points

Trust points have also been around since ST1 as the measurement of how much your squad members trust and care about you based on your answers to LIPS. In battle scenes trust points are translated into attack, defense, and movement bonuses, and are converted to love points at the end of every chapter. Love points carry over for the entire game and determine which of the girls you end the game with.

New for Sakura Taisen 3 is the fact that you can get trust points with people other than your squad members, including Mell, Ci, Grand Mere and several of the other non-main characters. The trust points you earn with these characters translate into battle scene bonuses for Oogami which is a much needed feature, since in ST3 your attack and defense power are

relatively pathetic :) There are 2 big reasons to get trust points with non-squad members, but unfortunately they don't happen until the last chapter of the game (more on that later).

2c. Free Roams

Free roams are another staple of the ST series in which you have an allotted time period to wander around wherever you please, which allows for a wide variety of activities from playing minigames with your squad members to spying on them in the showers (spy at your own risk).

Another new feature of ST3 is activated events in free roams. While walking around Chattes Noires or the city you may come across one of the characters which causes the screen to darken and a meter to appear in the middle of the screen. There are also cases of only the meter appearing, but those are relatively uncommon. If you press the A or Y buttons before the meter runs out an event will start and usually lead to a LIPS of one type or another. Most of the time going to a location in free roam will produce the same result as activating the event in front of it, but not in all situations.

|3. Guide format and conventions|

The general format for chapters will have the answers for individual LIPS listed in order of appearance divided into sections of LIPS that appear in a given scene. Scenes are usually divided by free roams or eyecatches, but if not I just put in an extra blank line as an indication of a new scene.

For this guide usually only the "correct" answer for each LIPS is given, but in some cases other outcomes are listed as well. By correct I mean the answer which gives the largest trust point bonus, or gives the most bonuses to the most people.

When LIPS answers are listed they're in the format of (number)Person followed by - or + signs indicating the response and the level of impact on that person's love/trust points (see Trust Points section). The number in parenthesis indicates which answer, with 1 being the topmost. Sometimes instead of a number, "wait" will be listed indicating that no answer should be chosen. Additionally in answers for timing LIPS the words "(number) fast" or "wait (number)" may appear to indicate whether the answer should be chosen before or after the halfway point respectively. And finally, for analog LIPS there are basically five choices (high, midhigh, middle, midlow, or low) which refer to the position of the line in the onscreen window. Middle indicates the starting point of the line, with midhigh/midlow being halfway between the top or bottom and high/low being the extreme in either direction.

Trust points are measured with pluses(+) for increases and minuses(-) for decreases which are listed after a character's name in a given LIPS answer. One + or - always indicates the same amount of change, but like the previous STs more than one + or - can stand for a large difference in points. For example the ++s you get on the dates in chapter 6 raise battle scene bonuses a LOT more than in other places.

In free roam sections there are two sub-sections EARLY or LATE. EARLY refers to the first 30 minutes and LATE refers to the last 30 minutes of a given free roam period. There are a few special cases where the time frame is different but those instances are specifically noted. Also please note

that some free roams start at the bottom of the hour, but all time references made are from the STARTING time...ie 50 minutes means 50 minutes after the free roam started, NOT necessarily at xx:50.

Also, I did not record any of the Cinematron LIPS in free roams (ie from Oogami's apartment) because it takes at least 10 minutes (5 to go there 5 to call) for each call which reduces the number of places you can go during free roam too much IMHO. The Cinematron LIPS may be added in future updates.

This is how locations are referred to in free roam sections:

Inside Chattes Noires:

Attic - staircase in the upper left corner

Mid stairs - rear stairs between the Dressing room and the Prop room

Shower - 2nd choice in the elevator

Lobelia's room - 3rd choice in the elevator

Planning room - 4th choice in the elevator

Garage - 5th choice in the elevator

Dressing room - behind and left of the stage

Prop room - behind and right of the stage

Backstage

Stage

Kitchen

CN Bar - the bar inside Chattes Noires

Mell - leads to Grand Mere's office...most of the answers here refer to a LIPS after choosing answer 1 (talk to Mell) in an untimed LIPS

GM office - Grand Mere's office, behind the room Mell works in

Shop - most of the answers here refer to a LIPS after choosing option 2 (talk to Ci) in an untimed LIPS

1f tables - the area in front of the stage

2f tables - up either of the staircases next to 1f tables

Lobby

Porch

In the city:

Graveyard

Flower shop

Bar - the bar NOT inside Chattes Noires

Erica's room - Erica's room in the Church

Church

Police - the police station

Library

Restaurant

Cafe

Plaza - the area immediately behind Chattes Noires

Town - shopping area to the right of Chattes Noires

Park

Bridge

Circus

Embassy

Glycine - Glycine's room in her house

Hanabi - Hanabi's room in Glycine's house

Bleumer House - the front area where you usually meet the maid

Any location marked with a * in front of it indicates that you get a special picture for it in the picture album in the omake mode, or that it's part of a 3 part series which results in getting a picture for the album. If you don't do the first part of these series the second and third parts will not be accessible in later chapters, and that location will usually be

empty instead.

And now, on with the guide!

|4. Chapter 1|

(1) [No chime, but this is the correct answer]

(1)Erica+ later [dodging the car]

(1)Erica++

(3)Erica+

(1)Grand Mere+

(1)Grand Mere+

(midhigh or high)Erica+

(1 fast) [No chime, but this is the correct answer]

Free roam 30 minutes:

Dressing room - [Click LIPS with Erica]
 on her hair 3 times Erica+
 on her cross twice (2)Erica+
 on her clothes (1)Erica+
 talk to her (1 fast)Erica+
 talk to her again (1)Erica+
 talk to her a 3rd time Erica+

Prop room - (1)Mell+

Backstage - (1)Ci+ [see note below]

Kitchen - [automatic at 20 minutes, double LIPS]
 (1) then (1) then (1) then (2) or
 (2) then (2) then (2) then (1) or
 (3) then (3) then (3) then (3)
 any of these result in Erica++

CN Bar - (1)Jean+

CN Bar - (wait 3)Mell+ [second visit to CN Bar]

Mell - (1)Mell+

GM office - (1)Grand Mere+

Shop - (1)Ci+ [see note below]

Lobby - (1)Grand Mere+ [before 30 minutes]

Lobby - [at 30 minutes, ends free roam, Ambassador+]

If you head to any of the rear rooms before going to the shop, you will encounter Ci in the hallway. Answering (1) will have her escort you to the shop.

Also, if you go to a location that makes you walk past the backstage area (ie prop room to dressing room) you will encounter Ci backstage. This encounter will cost NO time as long as you don't pick backstage as your destination.

At 30 minutes the free roam will not end, but you should go to the lobby to meet Ambassador Sakomizu. Otherwise the free roam will end at 35 minutes with Erica coming to get you, and the Ambassador being annoyed.

The next set of LIPS choices is not timed and serves as backstory with references to Sakura Taisen 1 and 2. If you combined ST1 or 2 system files in the startup menu, any girls you completed those games with will have

different pictures when you remember them.

EYECATCH

(mid, mid-high, or high)Erica+

(1)[this will result in Erica++ later, after Glycine leaves]

(1)Glycine+

The next LIPS is untimed and is Ci asking you to help find Grand Mere's cat Napoleon. If you choose (1) you will be able to activate one of two events in the free roam immediately afterwards (see note below), while if you choose (2) you find Napoleon immediately and miss out on those events.

Free roam 60 minutes:

Assuming you answered (1) to Ci, the first thing to do in this free roam is find Napoleon. If you head towards the Embassy first you can activate an event with Glycine in front of her house. If you head anywhere else you can activate an event at the Town area. Either way you end up with Erica+ and Ci+ for finding the cat. Neither of these events cost you time, so there's really no reason to answer (2) to Ci.

The rest of the free roam then proceeds normally, although there is no EARLY or LATE for this free roam:

Flower shop -	(1)Erica+ or (3)Ci+
Erica's room -	[click lips in Erica's room, see note below]
	click on picture (2)Erica+
	click on diary twice Erica+
	click on bed twice (2)Erica+
Church -	(1)Erica+ or (2)Priest+ [see note below]
Restaurant -	(1)Glycine+
Library -	(wait)Glycine++ [see note below]
Cafe -	(1 or 3)Erica+
Plaza -	(2 fast)Grand Mere+ and Erica+
Town -	(1)Erica+ and Ci+
Park -	(2)Jean+
Bridge -	(1)Erica+
Circus -	(midlow)Erica+
Embassy -	(1)Ambassador++
Chattes Noires -	[Erica+ if you bought her bromide earlier]
Your apartment -	(2)Erica+

After the location you go to at 35 minutes, Erica will take you to the church automatically and you will meet the Priest there. If you attempt to go to either Erica's room or the church before this time you will be forced to meet the Priest first and it will cost you 5 minutes of time. However, if you let Erica take you automatically it costs no time, so I recommend that option.

Any time you walk past the library you can activate an event with Glycine, but doing so results in Glycine- so I suggest NOT activating it. If you head straight to the library itself you'll still meet Glycine inside.

(1)Erica+

(1) [No chime, but this is the correct answer]

(wait)Ci+

(2)Glycine+

(full)Glycine++

The first LIPS in the planning room is untimed. The first two options ask about the Parikagekidan and Chattes Noires respectively, while the third option skips it.

If you've completed the game there will be another untimed LIPS in which you can choose whether to fight the battles as normal (1), or fight the boss directly (2).

(1)Erica+ and Glycine+ [launch order]

EYECATCH

In battle:

When the battle starts you will be offered a tutorial in battle commands.

(1) will take you through a tutorial while (2) continues the battle as normal.

(1)Erica+ [if a turn ends with Oogami next to her]

(2)Glycine+ [if a turn ends with Oogami next to her]

(1)Erica+ and Glycine+ [at the beginning of Oogami's second turn]

Boss battle:

(1)Erica++ and Glycine+ [save the noble]

EYECATCH

|5. Chapter 2|

The first LIPS is untimed and prompts you to ask about different things.

(1) asks ABOUT the Parikagekidan, (2) about Chattes Noires, and (3) about the Koubu Fs.

(1)Erica+ or (2)Glycine+

(2)Glycine+

(1)Mell+ or (2)Ci+

Free roam 60 minutes:

At the start of the free roam Mell and Ci will meet you in front of Chattes Noires automatically and offer you a tour of the elevator. At the untimed LIPS (1) accepts the tour while (2) declines. If you've taken the tour before there's really no reason to accept. Free roam then proceeds as normal.

EARLY

Prop room - (wait 2)Jean+

Dressing room - [click LIPS with Glycine]

twice on her hair Glycine+

on her necklace (2)Glycine+

talk to her (3)Glycine+

talk to her again (3)Glycine++

GM office - (2 fast)Grand Mere++

Mell - (1)Mell+
Shop - (1)Ci++ [see note]
*Church - (any) [Part 1 of confession with Erica]
Plaza - [must visit first time to open LIPS with Evian]
Plaza - (3)Evian+ [second time in Plaza]
Bridge - (3)Evian+ and Priest+
Embassy - (2)Ambassador+ [same as LATE]

LATE

Planning room - (2)Grand Mere+
Garage - (2)Jean+
Attic - (1)Mell+ [wait for Cinematron call, see note]
1f tables - (1)Ci++
Restaurant - [Double LIPS with Glycine]
(1) then (3) then (1) G+, G+, G+
Police - (3 fast)Erica+ [wait for Cinematron call, see note]
Park - (1)Glycine+
Embassy - (2)Ambassador+ [same as EARLY]

Upon passing through the lobby in Chattes Noires, Ci will introduce you to the lobby attendant and the bartender.

Answering (1) at the shop will open up an additional LIPS in the next free roam later in this chapter.

If you go to the attic or the police station before receiving calls on the Cinematron (at 35 minutes and 50 minutes respectively) there won't be anything to do there.

After the free roam:

(1)Erica+
(1) [any answer works, but this is the most appropriate]
(1)Coquelicot+
(1)Coquelicot+

(midhigh)Coquelicot++

EYECATCH

(1)Erica+

Tea LIPS

Tea LIPS are a special version of click LIPS in which you have to talk to several people in order to achieve a certain goal. There are usually many possible outcomes, but in this guide only the best one is listed.

For this tea LIPS talk to the people in the following order:
Erica or Ci, then Mell, then Mell or Glycine, then Ci
[results in Erica+ and Glycine+]

(1)Coquelicot++

Glycine+ after the circus

EYECATCH

(2)Grand Mere+
(2)Grand Mere+

Free roam 60 minutes:

EARLY

Mid stairs - (2)Erica+
Dressing room - (midhigh or midlow)Glycine+
Shower - (midhigh or midlow)Glycine+ [after Dressing room]
Lobby - (wait 2)Glycine+ [after Shower]
CN Bar - (middle)Jean+
Shop - (1)Ci++ then (2)Ci+ [see note below]
[double/click LIPS sorting things]
(1)Erica+ [the first time Erica talks to you]
(2)Erica+ [the second time Erica talks to you]
(if you sort a lot of things)Ci++ and Erica+
GM Office - (2)Grand Mere+
2f tables - (1)Mell+
Church - (3)Priest+
Embassy - (2)Ambassador+

LATE

Garage - (wait)Jean+
*Stage - (2)Ci+ [part 1 of practice with Ci]
*CN Bar - (3)Grand Mere+ [part 1 of drinks with Grand Mere]
Mell - (2 or 3)Mell+
Circus - [click LIPS with Coquelicot]
click on her hair Coquelicot+
talk to her (1)Coquelicot++
Police - (2)Erica+ [after Cinematron call at 50 minutes]

If you answered (1) to Ci in the shop in the first free roam this chapter, there will be a two LIPS before she asks you to help sort things. This is what the "(1)Ci++ then (2)Ci+" refers to. If you did NOT answer (1) earlier, Ci will just ask you for help sorting when you choose (2) in the standard shop untimed LIPS.

Going to the church (late), plaza, or flower shop results in a scene where you see a victim...if you go to too many victim scenes the free roam will end. No matter what you'll eventually end up at the Circus.

(high)Erica+
(wait)Coquelicot++

(2)Erica+ OR (wait 3)Glycine+ [either results in Coquelicot++]

(1)Coquelicot++

Next is the untimed battle plan LIPS:

Answer (1) will have you destroy 3 large gun emplacements, (2) will have you gathering all the gems on the ground, and (3) will fight the boss directly. As in chapter 1, the fight the boss answer only appears if you've completed the game.

(1)ALL+ OR (2)Coquelicot++ [launch order]

EYECATCH

In battle:

At the beginning of Oogami's second turn Mell will offer to teach you how

to use the "order" command (forest/fire/earth/wind). (1) will enter tutorial mode while (2) will continue the battle as normal.

(1)Coquelicot+ [if a turn ends with Oogami next to her]
(3)Coquelicot+ [at the beginning of her 3rd turn]

(1)Erica+ [at the beginning of her 3rd turn, if you chose]
[to gather all the gems]

(wait)Glycine+ [if a turn ends with Oogami next to her]
(1)Glycine+ [at the beginning of her 3rd turn, if you chose]
[to destroy the gun emplacements]

Boss battle:

(1)Coquelicot++

(1)Erica+ [if a turn ends with Oogami next to her]

EYECATCH

|6. Chapter 3|

(any) [this LIPS _may_ affect the kind of super you have in battle]

(1)Coquelicot+ [play her minigame]
(score well)Coquelicot++

(1 fast)Glycine+
(any) [this LIPS affects the kind of super you have in battle]

(1)Maid+
(1 or 3)Coquelicot+ OR (wait 2)Erica+
(1)Coquelicot+

Free roam 65 minutes [EARLY is the first 30, LATE is the last 35]:

EARLY

Dining room - (1)Erica+
Middle right room-[First place to go for your job]
Lower left room - [Second place to go for your job]
Main Hall - Maid++ then (1)Maid+ [Last place to go for your job]
Ship - (midhigh)Coquelicot+ [opens up a LIPS answer later]
Glycine's room - [Click LIPS for her room, see note below]
twice on the weapons (1)Glycine+
twice on the mirror (2)Glycine+

LATE

Dining room - (find Coquelicot in a click LIPS)Coquelicot+
Main Hall - (2)Coquelicot+ and Erica+
Middle left room -[Double LIPS with Coquelicot and Erica]
(1)Coquelicot+ THEN (wait)Coquelicot+ and Erica+ THEN
(1)Erica+ THEN (wait 1)Erica+ and Coquelicot+ THEN
(1)Erica+ and Coquelicot+
(if you picked these answers)Erica+ and Coquelicot+
Ship - (3 or wait)Glycine+
Gazebo - (1)Erica+ [opens up a LIPS answer later]

Front Gate - (1)Ci++ and Mell+ OR (2)Mell++ and Ci+
Front Gate - (1)Ambassador+ [second time]
Kitchen - (2)Erica+

This is a special free roam, since you have a job to do and there are quite a few possible outcomes. If you finish your job in the EARLY section the head maid asks you to choose lunch for a visitor, for which you get the choices from seeing Erica and Coquelicot in the noted locations. You can also get a third choice if you leave Glycine's room before she forces you to leave (if you click on too many things in the click LIPS). On the other hand if you finish your job in the LATE time period the maid just asks you to guard the house, and if you don't finish in the time allowed she scolds you.

Next is the choice for food for the visitor. If you didn't finish work early and pick (1) when the maid asks you this LIPS won't appear. Depending on who you talked to there will be a different number of choices, but assuming you got all 3:

(1)Maid++ or (2 or 3)Maid+

After the eyecatch if you picked 2 or 3 you'll get Erica++ or Coquelicot++ respectively.

(2)Glycine+

EYECATCH

(low)Erica+

(1)Coquelicot++ [Glycine+ later]

(3) [any answer works, but (3) is the most appropriate]

(1 or 2)Hanabi+

The next LIPS are untimed; the choices ask about Glycine, her household or Count Riche. After choosing one answer, the bottom choice in the next LIPS ends the conversation while the upper ones ask more. Afterwards you will go meet Glycine in the gazebo.

(midhigh)Glycine++

(1)Maid+

Free roam 60 minutes:

EARLY

Cafe - (1)Coquelicot+
Embassy - (1)Ambassador+
Bleumer house - (1)Maid+
Glycine - (1)Glycine+
Hanabi - (1)Hanabi++ [same as LATE]
Bar - (2)Erica+
*Church - [part 2 of confession with Erica]
(2) then (1) then (wait 3)Erica+
Church - (2)Priest+ [2nd visit]
Garage - (1)Jean+
Stage - [click LIPS with Coquelicot]
(click on hair or eyes)Coquelicot+

Mell - [she reads your fortune which results in 1 of 3]
[events immediately afterwards in the hallway]
GM office - (1)Grand Mere+
Chattes Noires - (1)Ci+ [you have to hit A or Y to activate this]

LATE

Mid stairs - (1)Ambassador+
Garage - (1)Erica+ and Jean+
Kitchen - (midlow)Erica+
*CN Bar - (3)Grand Mere+ [part 2 of drinks with Grand Mere]
Mell - (midhigh)Mell++
Shop - (2)Ci++
Stage - Coquelicot+ [before 1f tables]
*1f tables - (1) [Gives Coquelicot+ if you go to dressing room]
Dressing room - (1)Coquelicot+ [after 1f tables]
Shower - (find the switch without looking at her)Coquelicot+
Bridge - (2)Glycine++
Hanabi - (1)Hanabi++ [same as EARLY]

(1)Coquelicot+ and Erica+

(2)Glycine++

[Double LIPS with Count Rische/Leon]

(1) then (1) then (high)

(any)Glycine++ [all the answers seem to have the same result]

The untimed LIPS for the battle plan has the extra choice of fighting the boss directly (3) only if you've beaten the game.

(1)All+ OR (2)Glycine++ [launch order]

EYECATCH

First battle:

(1)Coquelicot+ [if a turn ends with Oogami next to her]

(1)Erica+ [if she blows up a box or steps on a damage tile]

(2)Glycine++ [at the beginning of her 3rd turn]

Boss battle:

(1)Glycine++ [before the battle starts]

The first time Glycine attacks Leon they will have a conversation, after which the following LIPS will be available:

(3)Glycine+ [if a turn ends with Oogami next to her]

EYECATCH

|7. Chapter 4|

(1)Grand Mere+ [this LIPS may affect your super type in battle]

(1)Grand Mere+

(1)Glycine+

Free roam 60 minutes:

This is technically 65 minutes long, but if you dont go to the porch at 60 minutes you get people upset with you.

*Church - [part 3 of confession with Erica]
(answer you chose in Chap. 2) then (1)Erica++
Church - (1)Priest+ [same as LATE, second visit]
Police - (2)Evian++
*Library - (1)Glycine+ [part 1 of Glycine in library]
Library again - (midlow or midhigh)Erica+
Plaza - (3)Maid+
Town - (3)Coquelicot+ and Glycine+
Park - (2)Mell++
Bridge - (1)Grand Mere+ and Ambassador+
Hanabi - (2)Hanabi++
Planning room - (2)Glycine+
Shop - (3)Ci++

LATE

Library - [see note below]
Cafe - (1)Glycine+ [Glycine's minigame]
(finish all 10 puzzles)Glycine++
Plaza - (midlow)Coquelicot+ and Ambassador++
Church - (1)Priest+ [same as EARLY]
Circus - [click LIPS in Coquelicot's room]
on the chair twice (1)Coquelicot+
on bed twice (2)Coquelicot+
Stage - (1)Ci+ [see note below]
Prop room - (1)Erica+ [Double LIPS with Erica]
(3) then (1) then (3) then (1) then (3) then
(1) then (wait 2)Erica++, then Erica+
Shower - [shower scene with Erica, after prop room]
Kitchen - (mid low)Jean+
Mell - (2)Mell+ [see note below]
GM office - (1)Grand Mere+

If you choose (wait 3) at the stage with Ci you'll get Ci--, but it changes answer (3) at Mell's room. If you choose (3) at Mell's room normally it results in Mell--, but if you do it after (wait 3) at the stage it results in Mell++. Thankfully these types of incidents seem to be very rare, as they make mapping LIPS out a pain in the butt :)

The first LIPS with Hanabi in the library is whether or not you answer the Cinematron call you receive. Choosing (1) answers it, leading to another LIPS. Choosing (1) in the second LIPS sends you to the Police station resulting in Erica+ while answering (2) has you help Hanabi in the library instead resulting in Hanabi++.

(1)Erica+ Glycine+ and Coquelicot+

(mid, midhigh, or high)Lobelia+

(1)Erica+ or (2)Lobelia+

(3)Lobelia+

(1)Erica+ or (2)Coquelicot+

EYECATCH

The untimed LIPS asks for information from either Glycine or the warden,

and then the free roam begins as the alarm sounds. If you've completed the game there's a third choice which results in the alarm sounding immediately.

Free roam 60 minutes:

For this free roam you should do it in order as situations only appear at exact times.

Cell #2 - (2)Glycine+
*Rear Hallway - (2)Erica+ [head to Lobelia's cell but hit A or Y]
Waste 5 minutes - [nothing to do for 5 minutes]
*Cell #5 - (1 or 2)Coquelicot+
Waste 5 minutes - [again, nothing in any of the rooms]
*Cell #1 - (2)Glycine++
Cell #4 - [Double lips with a time bomb! See note below]
(wait 2) then (2) then (little above the kanji)All++
Chief's office - (1) [catches the criminal]
Cell #2 - (wait 2)Erica+
Cell #3 - (wait 2)Coquelicot++
Lobelia's cell - [click LIPS with the cell, ends free roam]

For the double LIPS with the time bomb, you must get the analog part exactly at a certain point or it will make you retry several times until you do. Also the amount of time you have to defuse the bomb is based on whether you go to cell 4 immediately upon receiving the Cinematron call or not.

(1)Lobelia++

(3)Lobelia++

(1)Coquelicot+

(1)Lobelia+

EYECATCH

(1)Glycine+

Tea LIPS

For this tea LIPS you basically have to choose whose plan you want to follow. You have one hour to talk to everyone but the best plan of action is to pick one side (either Lobelia/Erica or Glycine/Coquelicot) and alternate talking between those two girls. Afterwards pick the plan of the girls you talked to and you get ++ for them.

If you chose Lobelia's plan

(wait)Lobelia++

(wait 3)Lobelia++

(full)Lobelia++

If you chose Glycine's plan

(2 fast)Glycine++

(full)Lobelia++

After either scene you will end up back in the planning room. Again, the untimed battle plan LIPS has a third choice of fighting the boss directly if you've completed the game.

(2) [starts double LIPS with Lobelia]
(1) then (1) then (1)Lobelia++

(1)All+ or (2)Lobelia++ [launch order]

If you want even a remote chance of finishing the game with Lobelia I suggest you choose Lobelia's plan and pick (2) for the launch command. Even after protecting her every battle and inviting her on the date in chapter 6 she was only #3 and quickly fell down to #4 by the following eyecatch :(

EYECATCH

In battle:

(1 or 3)Coquelicot+ [when a turn ends with Oogami next to her]

(1)Glycine+ [at the beginning of her 3rd turn]

(2)Lobelia+ [when a turn ends with Lobelia next to Erica]

Boss battle:

(3)Lobelia++

(3)Lobelia+ [when Lobelia attacks the boss]

EYECATCH

|8. Chapter 5|

(2)Grand Mere+ [this question affects your super in battles]

Free roam 60 minutes:

EARLY

Graveyard - (1)Glycine+
Church - (middle)Erica+
Police - (1)Evian+ [same as LATE]
*Library - [timed click LIPS, part 2 of Glycine in library]
(find the book)Glycine+ then (wait)Glycine+
Plaza - (1 or 2)Coquelicot+
Bridge - (1 or 2)Ambassador+
*Circus - (middle to low) [part 1 of Coquelicot's teeth]
Lobelia's room - [Click LIPS with her room]
click on boxes twice (1)Lobelia+
click on bed twice (2)Lobelia+
try to leave (1)Lobelia+ [starts minigame]
(finish with a good score)Lobelia++
Shower - [shower scene with Lobelia, after going to her room]
Planning room- (2)Grand Mere+
Garage - (1)Jean+ [same as LATE]
*Stage - (wait 2)Ci+ [part 2 of practice with Ci]
*Mell - (1)Mell+ [part 1 of searching with Mell]
Shop - (1)Ci+

LATE

Cafe - (2)Ci++
Park - (1 or 2)Erica+
Police - (1)Evian+ [same as EARLY]
Circus - (2)Coquelicot+
Bleumer house - (1)Maid+ [45 minutes and after]
Restaurant - (2 or 3)Glycine+
*Lobelia's room - (2)Lobelia- [part one of Lobelia's evil plans]
Garage - (1)Jean+ [same as EARLY]
Stage - (wait 3)Grand Mere++
Flower Shop - [if you go after 45 minutes free roam ends]

(any)

(2)Hanabi+

EYECATCH

(1)Coquelicot+ or (2)Ci+

Tea LIPS

If you want a good result in this tea LIPS you must talk to each girl a specific number of times and in a certain order:

Glycine 3 times, then Erica, then Coquelicot, then Glycine 2 times, then (1), then Erica, then (1), then Coquelicot, then Lobelia, then Glycine, then (2).

Afterwards you will get Glycine+ Erica++ Coquelicot++ and Lobelia++. There are many other possible outcomes, but this is the best one.

(2)Ci+

(1)Hanabi++

(1)Hanabi+

Free roam 60 minutes (with Hanabi):

This free roam is your big chance to get Hanabi way up there in trust points.

EARLY

Graveyard - (3)Hanabi++ [same as LATE]
Church - (wait 3)Hanabi++
Police - (1)Evian+ and Hanabi+ [same as LATE]
Library - [click LIPS with Hanabi, same as LATE]
 click on eyes twice (1)Hanabi++
 talk to her twice (1)Hanabi++
Park - (2)Hanabi++
Circus - (2)Hanabi++ and Coquelicot+
Embassy - (1)Hanabi+ and Ambassador+
Bleumer house - (1)Hanabi+ OR (2)Glycine+
Hanabi - [click LIPS in her room, same as LATE]
 click on bamboo twice (2)Hanabi++
 click on screen twice [double LIPS, see below]
Dressing room - Hanabi+ [same as LATE]
1f tables - (3)Hanabi++ [same as LATE]
Mell - (wait 1)Mell++ [same as LATE]
Shop - (1)Hanabi+ [same as LATE]

LATE

Library - [same as EARLY, see above]
Graveyard - (3)Hanabi++ [same as EARLY]
Cafe - (3)Coquelicot+ and Hanabi+
Town - (midlow)Erica+ and Hanabi+
Park - (1)Glycine+
Bridge - (2)Coquelicot+ OR (3)Erica+
Bar - (3)Lobelia+
Police - (1)Evian+ and Hanabi+ [same as EARLY]
Embassy - (1)Hanabi+ and Ambassador+ [same as EARLY]
Bleumer house - (1)Maid+ and Hanabi+
Hanabi - [same as EARLY, see above]
Dressing room - Hanabi+ [same as EARLY]
Shop - (1)Hanabi+ [same as EARLY]
1f tables - (3)Hanabi++ [same as EARLY]
Mell - (wait 1)Mell++ [same as EARLY]

For the double LIPS after clicking the screen in Hanabi's room you're given 3 choices REALLY fast. The answers are ordered randomly so there's no way to list what the correct choice is except in Japanese. Just before the double LIPS begins, she reads you a poem in Kanji (the hiragana particles are important too) and basically you have to pick the correct reading for the Kanji in the following 3 LIPS choices. If you get none of the 3 correct you get no bonus, 1 correct gets you Hanabi+, 2 correct gets you Hanabi++, and all 3 correct gets a blushing Hanabi++.

(3)Hanabi++

(wait)Hanabi+ [this LIPS affects your super in battles]

If you've completed the game there will be an untimed LIPS here where you can fight the battles as normal (1) or fight the boss directly (2).

(1)All+ [launch order]

EYECATCH

In battle:

(wait 1)Erica+ Glycine+ Coquelicot+ OR (wait 3)Erica++ and Coquelicot+

(1)Erica+ and Glycine+ [start of Oogami's second turn]

Any time after Oogami's third turn:

(1)Erica+ [if a turn ends with Oogami next to her]

(2)Coquelicot+ [if a turn ends with Oogami next to her]

(3)Lobelia+ [if a turn ends with Oogami next to her]

(1 or 3)Glycine+ [if a turn ends with Oogami next to her]

(1)Hanabi++ [after the battle is over]

EYECATCH

Boss battle:

(1 or 2)Glycine+ [start of Oogami's second turn]

(high)Hanabi++ [after you take the boss below 600hp]

(1)Hanabi++ [start of Hanabi's second turn]

Any turn after that:

(3)Hanabi+ and Glycine+ [if they end a turn next to each other]

EYECATCH

|9. Chapter 6|

(2)Grand Mere+
(1)Jean+
(2 or 3)Grand Mere+

(any) [1 is most appropriate]
(any) [1 is most appropriate]
(1)Glycine+ and Hanabi+

Free roam 60 minutes with Kayama:

EARLY

Bar - (wait)Jean+
Church - (1)Erica+ OR (2)Priest+ [same as LATE]
Police - (wait 1)Evian++ [same as LATE]
Plaza - (high)Lobelia+
Town - (1)Erica+ OR (2)Coquelicot+
Park - (1)Ambassador++ [same as LATE]
Embassy - (1)Grand Mere+ [after Park, same as LATE]
Bleumer house - (1 or 2)Maid+ [same as LATE]
Restaurant - (3)Hanabi+ and Glycine+
Chattes Noires - [same as LATE, see below - takes 15 minutes]

LATE

Library - (wait 1)Glycine++ [between 25 and 45 minutes]
Plaza - (1)Hanabi++ [see note below]
Park - (1)Ambassador++ [same as EARLY]
Bridge - (1)Erica+ [see note below]
Bar - (wait 1)Lobelia++
Church - (1)Erica+ or (2)Priest+ [same as EARLY]
Police - (wait 1)Evian++ [same as EARLY]
*Hanabi - (1 or 2)Hanabi+ [part 1 of writing with Hanabi]
Bleumer house - (1 or 2)Maid+ [same as EARLY]
Circus - (2)Coquelicot+ [between 25 and 35 minutes]
Circus - (1 or 2)Coquelicot+ [40 minutes and after]
Embassy - (1)Grand Mere+ [after Park, same as EARLY]
Glycine - (midlow)Glycine+ [see note below]
Chattes Noires - (any seems to work) then
(1)accepts Ci's tour offer [takes 15 minutes] then
(3)Ci+ leads to Shop [buy a bromide] then
[click LIPS with Ci and Mell]
click on Mell's eyes twice Mell+
click on Ci's eyes twice Ci+
talk to Mell (wait 1)Mell++
talk to Ci (3)Ci++
(any)all open different dialogues, then
(1) ends free roam or (3) exits to the city OR
(2) leads to a shower scene with Grand Mere
(any)you get caught no matter what, then
(1) ends free roam or (2) exits to the city

The event in the plaza EARLY is automatic and unavoidable if you head to the Embassy or the Bleumer household. If you don't pick (high) you have to chase Lobelia down and lose 5 minutes of time.

If you go to the Embassy before going to the park answering (1) will NOT result in Grand Mere+.

Since the tour takes 15 minutes, I suggest going to Chattes Noires at 55 minutes so you can go to 11 other places first.

If you see Glycine in the Library (late) you will get Hanabi+ the next time you see Hanabi in this free roam.

If you see Glycine in her room (late) you will get Hanabi- the next time you see Hanabi in this free roam, and you will get Ci+ and Mell+ (eventually) if you go to Chattes Noires. Also you'll get Lobelia++ if you see her in the Bar afterwards.

(any) [at the end of free roam]

Then comes the date invitations. The girls you go on dates with affect the battle in this chapter; that is detailed below. The following LIPS are for the girl you call first:

(2)Glycine+
(2)Coquelicot+
(2)Lobelia+
(3)Hanabi+
(3)Erica+

Then your #1 girl will call you and ask if you're free tomorrow. If you invited your #1 girl to the date, your #2 girl will call instead:

(1)girl+ or (2)girl-- or (wait)

(1) and (wait) end up with you going on the second date in the afternoon, while (2) declines and opens up an extra LIPS for the first date (noted below).

EYECATCH

Glycine's date:

(1)Glycine+
(wait 3)Glycine++

Hanabi's date:

(1 or 2)Hanabi+
(1)Hanabi+

Coquelicot's date:

(2)Coquelicot++
(3)Coquelicot++

Lobelia's date:

(1)Lobelia++
(2)Lobelia++

Erica's date:

(1)Erica++
(3)Erica++

If you refused the second date you will have an extra LIPS after the first one as to whether you want to continue. Choose (1) for girl+.

Also, it seems that if you invite your #1 girl for the date, you sometimes get an extra girl+ when you meet her in the morning. I have no idea what triggers this unfortunately. Finally, for each girl you go on a date with, you get 2 pictures in her section of the picture album.

(1)All+ [launch order]

Since there's no battle plan LIPS this chapter, the launch order has an extra choice (3) if you've completed the game. Choosing (3) places you on the battlefield with just 1 weak enemy left to defeat.

EYECATCH

(any) [answer doesn't seem to matter]

The locations of your members and the rest of the LIPS in this battle depend on who you went on a date with. The girl(s) you dated will remain next to you while the others will become surrounded by enemies. The first LIPS you get will be from the girl you invited on the date at the start of her second turn. Additionally if you went on two dates, should the two girls you dated happen to end a turn next to each other they will have a conversation. This opens up a LIPS with the girl who you were invited by if Oogami ends a turn next to her. As getting all the LIPS requires playing up to chapter 6 five times I don't have answers for all of them yet.

Girls you invited

(1)Lobelia+	[at the start of her second turn]
(1)Hanabi+	[at the start of her second turn]
(?)Erica	[at the start of her second turn]
(?)Glycine	[at the start of her second turn]
(?)Coquelicot	[at the start of her second turn]

Girls who invited you (after they end a turn next to girl you invited)

(2)Glycine+	[when a turn ends with Oogami next to her]
(1)Coquelicot+	[when a turn ends with Oogami next to her]
(?)Erica	[when a turn ends with Oogami next to her]
(?)Hanabi	[when a turn ends with Oogami next to her]
(1)Lobelia	[when a turn ends with Oogami next to her]

After the battle:

(1 or 2) [dunno what effect this LIPS has, if any]

EYECATCH

|10. Chapter 7|

(1)Mell+ and Ci+

(1)Erica+ and Coquelicot+

(1 fast)Coquelicot++ and Glycine++ or

(2)Erica++ and Lobelia- or
(wait 2)Hanabi++ or
(wait 3)Lobelia+ and Coquelicot-

Free roam 60 minutes:

EARLY

Erica's room - (3)Erica+
Church - (2)Priest+ [same as LATE]
Police - (2)Evian+
Library - (1)Hanabi+ [see note below]
Cafe - (1)Grand Mere+ [same as LATE]
Town - (2)Coquelicot++
*Circus - (wait 2)Coquelicot++ [part 2 of Coquelicot's teeth]
Embassy - (1)Ambassador+ [same as LATE]
Bleumer house - (wait)Maid+ [same as LATE]
*Hanabi - (midhigh)Hanabi++ then (1 or 2)Hanabi+
[part 2 of writing with Hanabi]
Lobelia's room - (wait 1)Lobelia++
Garage - (1)Jean+ [same as LATE]
Mell - (2)Mell++
Shop - (2)Ci++
Lobby - (2)Glycine+
Plaza - [get a clue about the note thrower, same as LATE]
Restaurant - [get a clue about the note thrower]
Cafe - [get a clue on your second visit, same as LATE]

LATE

*Library - (1)Glycine++ [part 3 of Glycine in library]
Cafe - (1)Grand Mere+ [same as EARLY]
Bridge - (wait 2)Erica++ then (1)Erica+
Flower shop - (midlow or midhigh)Ci+
Church - (2)Priest+ [same as EARLY]
Front of CN - [Hanabi minigame, before 50 minutes, see note below]
(1)Hanabi+ then (do well)Hanabi++
Circus - (1)Coquelicot++ and Priest+
Embassy - (1)Ambassador+ [same as EARLY]
Bleumer house - (wait)Maid+ [same as EARLY]
Restaurant - (midlow)Glycine++ and Erica+
*Lobelia's room - (NOT high)Lobelia- [part 2 of Lobelia's evil plans]
Garage - (1)Jean+ [same as EARLY]
Kitchen - (3)Lobelia+
Shop - (1)Mell++
Shop - Mell+ [on your second visit]
Shower - [Hanabi shower scene after 50 minutes, see note]
Town - [get a clue about the note thrower]
Cafe - [get a clue on your second visit, same as EARLY]
Plaza - [get a clue about the note thrower, same as EARLY]

Since you are supposed to be gathering info on who threw the note, if you don't go to ANY of the clue locations you will get EVERYONE- when the free roam is over. If you go to 1-3 of the clue locations you get Grand Mere+, and if you go to all 4 you get Grand Mere++.

Also, the times for the Hanabi locations are related. If you see her in the library early you can go play her minigame immediately in front of Chattes Noires instead of waiting until 30 minutes. You can then immediately go to the Shower after playing the minigame instead of waiting

until 50 minutes.

(any) [seeing Sakura and company]

(1)Erica+

(1)Erica+

(2)Glycine+ or (3)Hanabi+

(2)Coquelicot+

(any)

EYECATCH

Tea LIPS with Parikagekidan

For this tea LIPS you only have 30 minutes, and I'm guessing that you're supposed to finish it quickly. The fastest way is:

Talk to Hanabi, then Coquelicot, then either Lobelia or Glycine.

Tea LIPS with Teikokukagekidan

Same as above, the fastest way to finish is:

Talk to Iris, then Sumire twice, then Sakura.

You don't get any bonuses for either of these, at least not any apparent ones.

Free roam 60 minutes:

EARLY

Police - (1)Evian+ [same as LATE]
Plaza - (1)Coquelicot+ [same as CN hallway LATE, see note]
Bridge - [click LIPS with Sakura]
Embassy - (3)Ambassador+
Restaurant - [LIPS with Sumire]
Mid Stairs - (wait)Glycine+
Garage - (2)Jean++ [same as LATE]
*1f tables - (1) [gives you Erica++ if you go to dressing room]
Dressing room - (1)Erica+ [after 1f tables]
Lobby - (1)Erica+ [after Dress room, same as Restaurant LATE]
Prop room - (1)Hanabi++
Backstage - (1)Hanabi++
*Stage - (wait 2) then (2)Ci++ [part 3 of practice with Ci]
Kitchen - (1)Coquelicot++
CN Bar - (wait)Lobelia+
Mell - (wait)Mell++
Shop - (1)Ci+ then talk to Ci (3 or wait 2)Ci+
GM office - (2)Grand Mere+ [same as LATE]

LATE

Police - (1)Evian+ [same as EARLY]
Hallway in CN - (1)Coquelicot+ [same as Plaza EARLY, see note below]
Restaurant - (1)Erica+ [same as Lobby EARLY, see note below]
Glycine - Glycine+ then (knock)Glycine- [see note below]
Hanabi - (3)Hanabi++ [see note below]
Bar - (2)Lobelia++ then (1)Lobelia+
Lobby - [Casino minigame, 35 minutes and after-takes 15 min]
(1)Ci+ and Mell+, starts minigame
(do well, or not?)Mell++ and Ci++

*CN bar - (2)Grand Mere++ [part 3 of drinks with Grand Mere]
Garage - (2)Jean++ [same as EARLY]
*Mell - (1)Mell+ [part 2 of searching with Mell]
GM office - (2)Grand Mere+ [same as EARLY]
Your apartment - [Kayama gives you a choice for later, costs no time]

Three locations in this free roam give you choices for a LIPS right after the next eyecatch, but two of them change from early to late. Lobby early is the same as Restaurant late and gives you a dance contest handbill, and Plaza early is the same as the hallway in Chattes Noires late (head toward the kitchen but activate when you see Coquelicot) and gives you an eating contest handbill. The third handbill is for a swimsuit contest and you get it from Kayama if you try to go to your apartment (and activate the event with him). Finally, if you DON'T get the dance contest handbill from Erica, Kayama will give it to you at the end of free roam anyway.

To go to Glycine or Hanabi's room in this free roam you MUST call them on your Cinematron first or the maid won't let you in. That means 15 minutes just to see one of them :(

Since the Casino minigame takes 15 minutes I suggest going at 55 minutes again, just like with the tour in Chapter 6. I don't think it matters whether you win the games or not; I always seemed to get Mell++ and Ci++ afterwards anyway.

EYECATCH

For this next LIPS the number of answers depends on how many handbills you got...if you only got the one for the dance contest there probably won't even be a LIPS.

(choose the dance contest)Hanabi+ and Erica+
(choose the eating contest)Coquelicot+
(choose the swimsuit contest)Lobelia++

(1)Glycine+

(3)All+ [launch order...this gives more of a bonus than (1)]

or

(2)Erica++ then Erica- [don't confuse your kagekidans]

EYECATCH

Just a quick editorial note here...I really like the way the director has the voice actresses all speak exactly together here unlike the previous times they said "parikagekidan, sanjou!" - additionally when you change the taicho command they all say "ryokai" in synch as well. It really shows their teamwork coming together...plus the boss prebattle scene is just spectacular :) And on top of that the boss battle music is from ST2...I love this game!

In battle:

(3)Lobelia+ [if a turn ends with Oogami next to her]

After 2 complete rounds Sakura and company will show up and lead to the battle plan LIPS:

(1) has them fight Ciseaux, while (2) has them fight Python. Doesn't seem to make any difference except for the choices in the LIPS that shows up in the boss fight.

Then for Sakura-tachi's launch order:

(1)Erica+ Glycine+ Hanabi+ or (2)Coquelicot+ and Lobelia+

Boss battle:

Hanabi and Coquelicot have a conversation if they end in adjacent squares,
which opens up the following LIPS afterwards:

(1)Glycine+ [if a turn ends with you adjacent to her]

(1)Hanabi+ [if a turn ends with you adjacent to her]

If you had the Teikokukagekidan fight Ciseaux:

(1)Erica+ or (3)Hanabi+ [at the start of Oogami's second turn]

If you had them fight Python:

(1)Glycine+ or (3)Coquelicot+ [at the start of Oogami's second turn]

EYECATCH

|11. Chapter 8|

Free roam 60 minutes:

EARLY

Church - (1)Priest+ [same as LATE]
Police - (2)Evian++
Library - (3)Hanabi++
Bridge - (1 or 3)Coquelicot+
*Circus - (2)Coquelicot++ [part 3 of Coquelicot's teeth]
Embassy - (1)Ambassador++ [same as LATE]
Glycine - (1)Glycine+ [starts double LIPS to help her escape]
(1)Glycine+ then (2)Glycine+ then (1)Glycine+ then
(2)Glycine+ [then Glycine++ afterwards]
*Hanabi - (midlow) then (high) then (wait)Hanabi++
[part 3 of writing with Hanabi]
Bleumer house - (3)Maid+ [same as LATE]
Chattes Noires - Glycine+ [after Glycine's room, must activate]
Shower - [shower scene with Mell and Ci until 15 minutes]
Lobelia's room - (1 or 3)Lobelia+ and Erica-
Planning room - (3)Erica++
Garage - (2)Jean+ [same as LATE]
GM office - (wait)Grand Mere+ [same as LATE]
Shop - (1)Ci+ [20 minutes and later, same as LATE]
Mell - (1)Mel+ [20 minutes and later]

LATE

Cafe - (2)Lobelia+
Town - (1)Erica+
Flower shop - (1)Hanabi++ and Erica+
Church - (1)Priest+ [same as EARLY]
Circus - (wait)Coquelicot+
Embassy - (1)Ambassador++ [same as EARLY]
Restaurant - (1)Glycine+
*Lobelia's room - (1)Lobelia++ [part 3 of Lobelia's evil plans]
Garage - (2)Jean+ [same as EARLY]

GM office - (wait)Grand Mere+ [same as EARLY]
*Mell - (3)Mell++ [part 3 of searching with Mell]
Shop - (1)Ci+ [same as EARLY]
Bleumer house - (3)Maid+ [same as EARLY]

During this free roam you'll receive several Cinematron calls with hints to find the person you're searching for. If you go to the correct location the free roam will end, so if you want to have the entire 60 minutes DON'T follow the hints.

(1)Erica+
(any)

(1) [any answer works but (1) seems most appropriate]

(1) [starts Erica's minigame - score well for Erica++]

In the next untimed LIPS (1) checks on how the Teikokukagekidan members are doing while (2) exits to the eyecatch. Assuming you choose (1), in the following untimed LIPS (1) checks on Maria, (2) checks on Kanna and (3) checks on Kohran. After checking on one person the bottom choice on the subsequent untimed LIPS exits, while the upper ones check on the other people. Each choice leads to its own LIPS with the appropriate person and a picture for the album as well:

*Maria - (wait)Lobelia+

*Kanna - (3)Coquelicot+

*Kohran - (2)Jean+

EYECATCH

(1 fast)Glycine+ Coquelicot+ or (wait 3)Hanabi+

Free roam 30 minutes:

Flower shop - (3)Ci++
Bar - (1)Lobelia+
Church - (2)Priest++
Police - (1)Evian+
Library - (1)Mell++
Cafe - (1)Glycine+
Town - (2)Coquelicot+
Park - (1)Hanabi++
Embassy - (2)Ambassador+
Your apartment - (2)Jean++
Chattes Noires - (1)Grand Mere+

Eventually you'll end up at the bridge.

(2)Erica++

(high)Erica++

EYECATCH

(1)Erica+

For the double click LIPS at breakfast click on the..um.."food" in the

following order assuming the item closest to Erica is the top:
(middle) then (bottom) then (top) then (right).

After each successful click you get Erica+, then at the end Erica++.

(1 or 2)Erica++ [this LIPS affects your super in battle]

(1)All+ [launch order]

EYECATCH

In battle:

(2)Lobelia+ [if a turn ends with Oogami next to her]

(1)Hanabi+ [if a turn ends with Oogami next to her]

(2)Coquelicot+ [if a turn ends with Oogami next to her]

(1)Erica+ [if a turn ends with Oogami next to her]

Boss battle:

(1)All++

(1)Erica+ [if a turn ends with Oogami next to her]

EYECATCH

|12. Chapter 9|

(1)Coquelicot+ Hanabi+ or (2)Glycine+ or (3)Lobelia+ Hanabi+

(3)Erica++

Free roam 60 minutes:

This free roam has no EARLY or LATE.

*Graveyard - (1)Hanabi++
*Church - (2)Erica++
Police - (1)Evian++
Embassy - (2)Ambassador++
Bleumer house - (1)Maid++
*Chattes Noires - (1)Jean++ and Grand Mere++
*Plaza - (1)Ci++ Mell+ or (2)Mell++ Ci+
*Town - (1)Coquelicot++
*Park - (2)Lobelia++
Circus - [see Count Lawrence, the jewel guy]
*Restaurant - (2)Glycine++
Your apartment - [13510 - call to Teikokukagekidan]

The locations with your squad members will give either 1 or 2 album pictures depending on what # they are on the eyecatch screen. Numbers 1, 2, and 3 will give you 2 pictures, while 4 and 5 give 1 picture.

Also, since there are exactly 12 places to go this free roam I suggest you go to your apartment last to make the Cinematron call, as otherwise it would cost 10 minutes and you wouldn't be able to go to all 12 locations.

EYECATCH

(1)Glycine+ Lobelia+ or (2)Coquelicot+ Hanabi++

or (wait 3)Erica++ Hanabi- Coquelicot-

(any)

(2)Glycine+

(1)Coquelicot+

(1) [no chime, but (1) seems to be more appropriate]

Next, as in chapter 8 you can go check on the Teikokukagekidan members. In the untimed LIPS (1) goes to Orihime while (2) goes to Leni. (3) skips to the next section. Also like before you get a LIPS and an album picture when you see Leni and Orihime:

*Orihime - (3)Glycine+ or (wait 3)Hanabi+

*Leni - (1)Erica+

Afterwards in the planning room Grand Mere will ask you to pick your vice captain from your top 3 girls. As this determines who you end the game with I suggest you keep a save before this eyecatch so you don't have to replay the entire game for the other 2 girls' endings. If you are good at keeping the girls close together in love points you may be able to get #4 into the #3 position by changing your LIPS answers in the earlier part of this chapter and thus manage 4 endings from one save.

(1)Grand Mere+

Then comes the double LIPS in which you actually pick the vice captain. Click on the girl you want and then pick (1) to confirm selection. Then the girl will come in and you'll take her out front of Chattes Noires and get girl++.

In the LIPS during your conversation if you pick (1) you'll get girl++, BUT when she finds out you eventually have to return to Tokyo you'll get girl-- so I suggest picking (2) and tell the truth. The answer here may affect your ending with her, but I don't believe it does.

(any)All++ [Launch order, both answers have the same effect]

EYECATCH

In battle:

You and your vice captain will have a conversation if you end a turn next to each other:

Erica (1)Erica+

Glycine (1 or 2)Glycine+

Coquelicot (1)Coquelicot+

Lobelia (1)Lobelia+

Hanabi (1)Hanabi++

After the battle:

(1 or 2) [this affects your super in battle]

After the battle with Leon:

(1)All++ [this may affect your super in battle]

EYECATCH

After the battle:

(1 or wait 2) [victory pose]

EYECATCH

|13. Chapter 10|

Free roam 30 minutes:

Bar - [double LIPS with Lobelia]
(2) then (2) then (wait 1)Lobelia++
Church - (1 or 2)Priest+
Police - (1)Evian++
Plaza - (2 fast)Lobelia+ Erica+ Coquelicot+
Park - (1)Hanabi+ Glycine++ or (2)Glycine+ Hanabi++
Bridge - (1)Glycine++
Circus - (2)Coquelicot++ then (1)Coquelicot++
Embassy - (1)Ambassador+
Hanabi - (2)Hanabi++
Bleumer house - (1)Maid+
Attic - [click LIPS with Erica's new room]
click cross twice (1)Erica++
click diary twice Erica+
click switches twice (wait)Erica+
Garage - (2)Jean+
Mell - (1)Mell++
GM office - (2 or wait 3)Grand Mere+
Shop - (2)Ci++

Next is a LIPS with your vice captain:

Glycine (1)Glycine++
Coquelicot (1)Coquelicot++
Erica (1 or 2)Erica+
Lobelia (wait 3)Lobelia++
Hanabi (3)Hanabi++

EYECATCH

Apparently if you haven't been treating Mell, Ci, and Grand Mere well you won't get the next LIPS, but I can't confirm this as I've gotten it every time so far.

(1)Ci+ Mell+ Grand Mere+

If you answer (1) you go to a dance hall with all 3 of them later in the chapter, while answering (2) refuses.

Tea LIPS

For this tea LIPS you have to talk your way out of going out with the entire squad so you can go on a date with your vice captain instead. Try to talk to everyone and don't talk to your vice captain too often. If the music changes it means you're not doing well, so try use that as a gauge of who to talk to next.

Assuming you successfully talk your way out you get girl++ for the vice captain.

Next will be the dance hall scene with Mell, Ci, and Grand Mere if you

accepted their "invitation" earlier. The first LIPS has you choose who to dance with:

(1)Mel++ or (2)Ci++ or (3)Grand Mere++

Then you'll have a LIPS and get an album picture with that person:

*Mell (1 fast)Mell++

*Ci (1)Ci++

*Grand Mere (1)Grand Mere+

Afterwards you'll go on a date with your vice captain. If you answered (1) back in chapter 9 when you were talking in front of Chattes Noires you'll get girl-- now as a consequence. Then she will ask you point blank whether you have someone special back in Japan; (1) says you do and (2) says you don't. This LIPS directly affects what the post script says in her letter at the end of the game. Afterwards you'll get called back to the planning room for battle preparations.

(1)All++ [launch order]

EYECATCH

Before the battle begins you'll have an untimed LIPS with each girl as to whether they fight in your group or the 2nd group for the coming battle. Choosing (1) gets girl+, but you can only choose 2 girls to bring along. I suggest bringing your vice captain and someone with a lot of attack power like Lobelia or Glycine since you need to finish the boss off as quickly as possible.

During battle there will be a LIPS with the vice captain if a turn ends with Oogami next to her:

Glycine (1)Glycine+

Coquelicot (1)Coquelicot+

Erica (1)Erica+

Lobelia (3)Lobelia+

Hanabi (wait)Hanabi+

Afterwards Saryu shows up and there's 4 LIPS in a row. The answers to these don't seem to matter one way or the other, so pick whatever you want. If you've completed the game there will be a third choice in all of them which allows you to skip the rest.

Once the Eclair Forte is under attack there will be one final LIPS before the eyecatch. Choose (1) for Grand Mere++.

EYECATCH

After two rounds of battle Mell and Ci will call you. Choose (1) in the LIPS for Mell+.

After completing the battle there will be a couple LIPS with your vice captain before the chapter ends:

Glycine

(1)Glycine+

(full)

Coquelicot

(1)Coquelicot++

(full)

Lobelia

(2)Lobelia++

(full)

Erica

(1)Erica++

(full)

Hanabi

(1)Hanabi+

(full)

EYECATCH

|14. Final Chapter|

(1)Lobelia+ or (wait 3)Hanabi++

(1)

(full)All++

(2)All++

At the next eyecatch if you've earned enough +s with the non-squad characters (ie Mell, Ci, Evian, etc.) you should have a blue medal next to your name, your bonuses will be +10 +10 +2, and you'll have the BEST super (the one that costs 999800 in Casino Wars 3). See, I told you there were 2 big reasons to get trust points with non-squad members; this is the first one.

EYECATCH

Nothing special in these two battles.

EYECATCH

Nothing special in this battle either

EYECATCH

Notice a pattern? No LIPS here, just a big rock that shoots stuff.

EYECATCH

Final boss battle, yet again no LIPS or anything noteworthy.

EYECATCH

After the ending with your vice captain and the voice actor/actress roll there will be an untimed free roam for farewells. Make sure to visit every

location before going back to your apartment. The locations with squad members will have a LIPS as to whether you tell them farewell or not. Choosing (1) says your goodbyes while choosing (2) avoids the subject. Finally, you can get album pictures for each of the following people at various locations if you have enough trust points with them: Ci, Mell, Jean, Ambassador Sakomizu, Evian, Priest Reno, Tarebu the maid, and Grand Mere. That's the second reason to get trust points with non-squad members. If you finish the game with Erica you will not be able to get a picture with the priest because his picture has her in it, but she's waiting for you at your apartment. Also, if you finish the game with Lobelia you won't be able to get the picture with Evian...understandable as you were hiding the most wanted criminal in Paris from him :)

Upon going to your apartment there will be an untimed LIPS asking whether you're done with the free roam...(1) answers yes and leads to the ending and staff credits. Make sure to save afterwards!

|15. Closing and Copyright|

Well, that's it folks. I hope you found the guide helpful in playing this wonderful game. Now I don't think it'll be a problem as this is a Japanese game with no American version likely, but I DID put a lot of work into writing this guide, so please don't copy or steal parts of it. All material printed within is copyright James Irwin 2001.

This is the last update this guide will receive...there's only 5 total LIPS missing (in the battle of Chapter 6) and I don't feel the urge to play this game through another 3 times just to get them all :P Sorry but I've played the game through effectively about 20 times with all the restarting chapters/sections to get all the LIPS so you can understand how I've had enough of this great game..for now at least :)

Who knows, when Sakura 4 comes out next year I may do another one then :)

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