Wind: A Breath of Heart (Import) FAQ/Walkthrough

by DChan   Updated to v0.5 on Dec 6, 2002

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     Wind -a breath of heart- (Windows)
     FAQ/Walkthrough (Version 0.5 - Limited Edition)


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"Setsunasa!" (*1)

     Disclaimer: I send the newest version of this file to
only six Websites:
     - http://www.gamefaqs.com/
     - http://vgstrategies.about.com/
     - http://dlh.net/
     - http://www.cheathappens.com/
     - http://www.ggmania.com/
     - http://www.gamenemesis.com/
     If you downloaded or read this file at other Websites,
the SysOps of the other Websites probably leeched it from
one of the above Websites.

     Dementi: J'ai envoye la plus recente version de ce
fichier a seulement six sites webs.
     - http://www.gamefaqs.com/
     - http://vgstrategies.about.com/
     - http://dlh.net/
     - http://www.cheathappens.com/
     - http://www.ggmania.com/
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     Si vous avez telecharge ou lu ce fichier a partir
d'autres sites, les responsables de ces sites l'auront
probablement pompe a partir de l'un des sites
ci-dessus.

1.    ACKNOWLEDGEMENTS

     Thanks to these sierra hotel persons/organisations:
     - Jean-Luc Barbera of France, for the French
translation of the Disclaimer, and the English
translation of the NOIR foreword. (After all, English
and French are the two official languages up here in
Canada, the True North Strong and Free.)
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(Social democracy in action.)

        "Le noir, ce mot designe depuis une epoque lointaine
le nom du destin.
        "Les deux vierges regnent sur la mort.
        "Les mains noires protegent la paix des nouveaux-nes."
        - NOIR (TV: 2001)

2.   NUTRITION INFORMATION (Introduction)

        Title: Wind -a breath of heart-
        Genre: Ren'ai adventure
        Rating: Adult Only (Keep out of sight of children
                    and parents) (Windows); ? (Dreamcast)
        Players: 1
        OS: Japanese Windows 98/Me/2000/XP; Dreamcast
        Maker: minori (Windows); Alchemist (Dreamcast)
        On Sale: Friday, 19 April 2002 (Windows); Thursday,
                    30 January 2003 (Dreamcast)

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2.1 1ST IMPRESSION

        Wind -a breath of heart- for Windows, by minori, came
out on 2002.04.19. minori also made Bittersweet Fools for
Windows, which I didn't play, because it wasn't voiced. The
producer of Wind, Sakai "nbkz" Nobukazu, is reportedly the
Accent seiyuu Okada "Okajun" Junko's husband. (OTOH, in
Bittersweet Fools for DC and PS2, Okajun voices the minor
heroine Solino.)
        Wind is on two CDs. On disc 1 are two AVI files of the
OP movies of the game. Disc 2 doesn't seem to have any
omake stuph.
        Disc 1 installs the game, and disc 2 runs the game. The
player can't choose the install size. The game squats on 421
MB. If the player further installs the voices from disc 2,
the game then squats on 765 MB. But when the player doesn't
install the voices from disc 2, and disc 2 is in the CD-ROM
drive, the game will still have voices.
        The game has IMO a MTV or OVA style OP movie that has
images, but not necessarily screen shots, from the game.

        SPOILER ALERT

        The main menu has these options: New Game, Load Game,
Album, Memories, Music, and Opening Movie.
        - New Game. Duh.
        - Load Game. The game has 255 save game slots. Each
save game slot has a thumbnail screen shot, and the player
can add a comment about 40 English letters long. Each slot
has a real-time date and time, not the game-time date and
time.
        - Album. 13 pages of event CG. 12 pages with 12 slots,
and a 13th page with seven slots.
        - Memories. One page with six slots.
        - Music. 17 tracks of BGM to replay.
        - Opening Movie. Duh.
        The game is practically full voice. The protagonist

isn't voiced, but some miscellaneous male chara, such as the
train driver, are voiced.
    The player can toggle on and off the main chara's
voices. I understandably toggled off the protagonist's male
classmate Tachibana Tsutomu's voice.
    Besides voices and BGM, the game has ambient sound
effects. For example, in the first scene, the protagonist
and his sis were in a train. The game continually plays the
sound effect of the train rumbling on the tracks.
    The player can adjust the properties of the message
window, such as font, text speed, and transparency.
    Some background illusts are mildly painted background
photos, such as the inside of a tram (street car) and a
school corridor.
    In a scene, up to three chara's portraits can be
simultaneously on-screen.

2.2 2ND IMPRESSION

    Later (2002.12.03): In the Album, similar CG are saved
in different slots.
    In other gal games, when several CG show a heroine in
the same pose, but her face has different expressions, these
similar CG are frequently saved/stacked in the same slot.
When the player clicks that slot, the game cycles through
the several CG.

    SPOILER ALERT

    Later (2002.12.04): IMO, the programmers are miserly
WRT event CG. For example, on April 10, when Nozomi
practised with some Kendou club members, the game has no
event CG. No Samurai Girl -Real Bout High School- style
panchira event CG. (-_-#) I hope the programmers compensate
this lack of quantity with lots of quality.

    The protagonist frequently abuses/chops his sis. (-_-;)

    I don't recognise the buildings in the background
illusts.

    FYI, in Ecchi games, I dislike anal, android/cyborg,
bandage, bestiality, bondage, boys love/gay/homo/yaoi/801,
Burikko, byoujaku, choukyou, gakuenmono, kanchou/scatolo,
kemono, kichiku, kyonyuu, Lolicom/puny, Mah Jong, maid, nun,
nurse, okama (maybe except the Hokuto no Ken type), orgy,
Shouta, slime, tentacles, and zombies.
    (I know. Picky, picky.)

    "etti nano ha ikenai to omoimasu."
    - Andou Mahoro san, Automatic Maiden Mahoromatic

3. LINKS

  - http://www.minori.ph/wind/index.html
    The Wind for Windows sector in the minori HP.

  - http://www.zdnet.co.jp/gamespot/s-club/special/wind/index.html
    The Wind for Windows sector in the GameSpot Japan HP.

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    - http://www.alchemist-net.co.jp/products/wind/
      The Wind for Dreamcast sector in the Alchemist HP.


      [Ramble ON]

    - http://www.sp-janis.com/soft/gunsister.shtml
      The Gun Sister for Windows sector in the AniSeed HP.
      Gun Sister is an Animation AVG that came out on
2002.11.29.

    - http://www.zdnet.co.jp/gamespot/s-club/special/gunsister/index.html
      The Gun Sister for Windows sector in the GameSpot
Japan HP.

    - http://selios.free.fr/
      Selios' Lairs, by Jean-Luc Barbera of France. English.
      "Selios' Lairs is primary a fan site on different
things I enjoy a lot, some of which are not well known
outside Japan or by rare fans worldwide.
      "Les Antres de Selios sont avant tout un site de fan
sur differentes choses que j'apprecie beaucoup, don't
certaines sont tres meconnues en dehors du Japon hormis
de rares fans de part le monde."

    - http://home.attbi.com/~kagamix2/xp-compatible/
      The Japanese Gaming Guide to Windows XP, by Kagami of
USA. English.
      "Windows 95/98/Me/2000 Japanese PC Games on Windows
XP."

    - http://www.geocities.com/wavehawk.geo/
      The Shiori Fujisaki Shrine, by Wavehawk. English. A
Tokimemo (Tokimeki Memorial) fan page.

    - http://zanyvg.overclocked.org/
      Zany Video Game Quotes. English. Has very funny quotes
and screen shots from many vidgames, plus movie files of
Segata Sanshirou TV CMs.


      [Ramble OFF]

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4.   SOLUTION

      In 1st Play, I'll primarily aim for Fujimiya Nozomi's
ending, and not get distracted by the other heroines.

      *SPOILER ALERT*

      Before the player reaches the first multiple choice
node, the protagonist Okano Makoto meets these heroines:
      - Okano Hinata, in a train, at home, in a tram, et al.
After all, she's the protagonist's sister. Short red hair
with white headband.
      - Shikouin Kasumi, at school. She's the protagonist's
classmate. Meganekko with long straight black hair.
      - Fujimiya Nozomi, at her famires, One Day. Famires
waitress and Kendou expert. Long blond hair in ponytail.
      - Fujimiya Wakaba, at One Day. She's Nozomi's sister
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and a piano player. Meganekko with short green hair.
    - Tsukishiro Hikari, between One Day and the school.
Short grey hair.
    - Narukaze Minamo, on the roof of the school. Harmonica
player and osanajimi. Long dark blue hair in twin tails.
    BTW, the player can't change the protagonist's name.

    After the protagonist meets Minamo, the game plays the
OP movie.

4.1   THE ADVENTURE BEGINS

    APRIL 10

    First node:
    1-11. ahouna koto ha yamete, Hinata wo okosu. (Wake
Hinata.)
    1-12. koko ha yappari, 10 kai [juukai] tsutsun shite
miru. (Harass Hinata.)

    1-11 leads to 1-31 to 1-33.
    1-12 leads to 1-21 to 1-22.
    Neither choice leads to any CG. In 1st Play, as I was
aiming for Nozomi's ending, neither choice matters, and I
chose 1-12.

    Second node, from 1-12:
    1-21. iikagen ni ahouna koto ha yamete, Hinata wo
okosu. (Wake Hinata.)
    1-22. koko ha yappari, 16 rensha [juuroku rensha] ni
chousen. (Harass Hinata.)

    Both choices lead to 1-31 to 1-33.
    Neither choice leads to any CG. In 1st Play, as I was
aiming for Nozomi's ending, neither choice matters, and I
chose 1-22.

    Afterwards, the protagonist and his sis went to
Minamo's home. The player learns more about the
protagonist's parents, and that he's a milk mania.
    BTW, Kasumi's correct. Instead of going back to the
school and meeting two of the heroines, the protagonist
could've borrowed and photocopied her English textbook.

    Second node, from 1-11:
    1-31. Gyouza.
    1-32. Yakuza.
    1-33. Piza.
    All choices are incorrect and lead to the same result.
For simplicity, I chose 1-31.

    APRIL 11

    No event CG or multiple choice node. (-_-;)
    The protagonist learns Wakaba is a healer.

    APRIL 12

    One Minamo non-Ecchi CG. No node.

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     APRIL 13

     The protagonist's birthday. (_ _) Zzz

<TO BE CONTINUED>

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Don "Tsuru Hiromi Inochi" Chan (Aho)
http://www.gamefaqs.com/features/recognition/146.html
http://www.cheathappens.com/author.asp?ID=81

*1   "Sakuretsu!"

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