

# Storm Lover Kai!! FAQ/Walkthrough

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## Getting Started

### Storm Lover Kai!! (PSP)

Guide by Riho88riho *Feel free to donate at [paypal.me/RihoGuideDonations](https://www.paypal.me/RihoGuideDonations) - thank you! ^-^*

### Why Wait So Long?

I really just wasn't interested for the longest time. When the English patch was released, I was pretty excited and thought I'd play it right away. But life, as it tends to be, must have gotten in the way. With that said, I was wondering what game I could play while at work in my downtime (haha good thing my boss doesn't game nor would ever play something like this) and realized I still had this game on my computer. And so begins the long grind to bring you this guide - there are a lot of guys, a lot of possibilities, and just loads of stuff packed in. This guide will never have everything as I don't have that kind of time or dedication to this game where there are no achievements or trophies. Instead, I just wanted to make a guide for a game that didn't seem to have a guide yet. I'm sure there are still people out there who want to play and need some help, so hope I can give you that!

I am CURRENTLY still working on this guide (I've been working on it over 3 months now and figured I'd just go ahead and throw out there what I have since it's mostly done. So be sure to check the Version below for updates.)

### Versions & Changes

- 1.0
  - Initial release. Sections Status:
  - 95% of the whole Getting Started Sections
  - 100% Location Listings
  - 100% Mio/Soya/Takumi/Yuto Memory Scene Lists
    - Tsukasa Memory Scene missing only 1
  - 100% Mio/Soya/Takumi/Tsukasa/Yuto CGs Lists
  - 0% All of Kyosuke
  - 100% Mio Ikari
  - 100% Soya Tatsuhara
  - 100% Takumi Mishiro
  - 99% Tsukasa Sugai
  - 100% Yuto Uzuki
  - 0% Chihiro
  - Still missing 2 "other" endings
- 1.5
  - 27% Rikka Toratani complete
- 1.75
  - April and May added for Kyosuke
  - SOME CG/Memory listings updated for Kyosuke

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### Character Player Name

When inputting your name, please be aware that the first 4 boxes are your LAST NAME and the second set of 4 boxes (on the right) are your FIRST NAME.

### Play Order

There really isn't a play order for this game or those like it. I'd recommend picking a guy and just going! If another catches your eye, play him next and so on. You could always work on two guys at once and then make up your mind at those crucial moments - the choice is yours!

### What to Expect From This Guide

This is a long game. Even working down one route took me quite a while... it is true I was writing the guide while playing, but even then there's just a lot of time involved in each guy (even if you try to use the skip previously read option). Because of the sheer length, I'm pretty sure I didn't catch everything. Due to maxing romance early (around June/July in most cases), there were some texts that I don't actually know if I picked the right choice or not... My point - this game allows for a lot of mistakes, lots of options, and a lot of mind-changing. Play it how you want. **This guide is only here to assist and point out important moments/choices or things to watch for along with tips and suggestions.**

Included in this guide, you'll find:

- **Location Listing**
  - Where to find/expect each guy to be located for socializing on a specific date.
- **Socializing (Correct) Choices List**
  - What choice responses create an increase in affection (the set location choices, NOT chance related)
- **Text Messages List**
  - Text messages you can respond to and when you can receive them
- **Memory Scenes List**

- When to expect a memory scene and where/when to find a specific one (separated by guy)
- **CG List**
  - When and where to expect or find a CG for each specific guy
- Walkthrough Routes (Per Romancable Guy)
  - Kyosuke
  - **Mio Ikari**
  - Rikka
  - **Soya Tatsuhara**
  - **Takumi Mishiro**
  - **Tsukasa Sugai**
  - **Yuto Uzuki**
  - Others
    - Chihiro
    - Takashi
    - Harem Ending

## Basics and Initial Setup

Save screen will be the color Blue while the *Load* screen is the color *pink*

As far as I can tell, your birthday, blood type, and favorite place don't actually affect anything.

- Your birthday determines when... you're birthday is... (lol)
  - Recommend you set this a little bit later in the year (you meet the guys in April so anything before April runs the risk of not happening at all, or being way late game. After March 6 game basically ends so after this would be bad too)
  - If you select a weekend, there's a high chance it'll take up the full day. If your birthday falls within the school week, usually nothing happens and you just get a text message wishing you Happy Birthday. I recommend picking a Sunday/Saturday that isn't important event (aka not a set event like the Seaside Trip) at least once to see the little small your-birthday-only-scene.
- Your favorite color has to do with gifts you receive and just a point of conversation
- Your favorite place is where your boyfriend will bring you at some point (if you score 100 on the test of the subject he's good at/likes. He will let you know after the first set of tests if you're already in a relationship with him then)

## Before You Begin

You'll want to look over the different sections in this "Getting Started" portion of the guide. This game can be heavily chance-based and there's so much you, as the player, can and will do differently from one person to the next. If you don't at least reference or glance over the "Getting Started" sections, this guide might not work the way you wanted it to or as it was intended.

### Translation-Related Info.

Please also be aware that my entire guide is based on the English Patch version of Storm Lover Kai! so the names might not be spelled how you'd expect them to be or some of the options might not be worded the exact same. The options don't seem to change order, so I've included which option # along with what my game stated (aka the English patch translation). Locations might also be slightly different - I'm not sure. Also be aware that the stat "Sci." (status and stat up) is the same as "Math/Sci." (room studying) and "Math" (library). "Soc." is social studies and history (referred to as both throughout).

For character referencing, I'll only be using first names (or whatever shows in their chat dialog box) as it'll be the most common version of their name referenced.

## Setup

This guide is setup so that I provide you the information you need to play this game effectively without having to use a step-by-step approach. Since there are a lot of chances and random events, I can't tell you when exactly to expect them making a perfect guide near impossible.

I've broken down the main points into sections - reading all of the "Getting Started" section and it's subsections should be enough for you to play the game as desired. For those who want to actually complete everything (such as all CGs and all Memory scenes), I've added listings that list out the CGs/memories and generally how to get them.

Lastly, for those that want as much guidance as possible I've made a section for each guy - this will literally walk you through day by day (as best as possible) on what to expect for important dates and what choices should be made for affection increase. These guides DO NOT tell you what to study or when, as that can change a lot depending on your luck and triggered chances (or lack thereof). So if you want a guide that basically walks with you as you play the game, look to each guy's section. If you want just the information and how to go about this game, just stop by the sections below and commit the information to memory (lol).

**Side note:** while there are rivals and breaking up options available in this game, I avoided both since neither are needed for CGs or memory scenes. Why add extra work and trouble when they're not needed? Feel free to explore on your own playthroughs, but this guide is single-targetting the guys and going for their individual completions.

## My Room Options

Most nights you return to your room for some options of things to do that night - text, study, etc. but to do so will use up energy.

### Energy

You have a total of 10 energy (when full). Doing an activity such as texting or studying will use up your energy. You will regain 3 energy PER night. So from Monday to Wednesday you'll actually regain 6 energy (3 for Monday night and 3 for Tuesday night, even though Tuesday aren't technically playable).

### Tel

- Only available on Sundays, uses 10 energy (for more, see the Affection Increases section)

### Mail

- Uses 4 energy to respond or compose a text message. Doesn't not cost any energy to just check or read texts (for more, see the Affection Increases section)

### Study

- Uses 3 energy and will increase the stat of your choice. All six stats are available.

### Status

- Doesn't use energy; brings up your current status for your stats and the basics/affection of the guys. You can check before and after a decision to see if the affection increased or decreased, if needed.

### Schedule

- Doesn't use energy; let's you see the planned, upcoming events in game - such as school related events or recently schedules dates.

### Exit

- This is actually the "sleep" option. You'll regain 3 energy PER night.

## Affection Increases

The major point of this game is to increase the affection of a specific guy so you can unlock his endings (aka hook up with him haha). There are a few ways to do this.

### Texting / Calls

Most of the nights you can choose to either respond to or compose a text with your guy(s) of interest. Assuming you actually get the room options:

- **Texting (Composing)**
  - Uses 4 Energy
  - Always available
- **Texting (Responding)**
  - 4 Energy
  - Available where indicated in guide
    - Usually after spending time with the guy
    - Some are only available after being social with a different guy (aka the guy of interest isn't an option). These are indicated by "(social)" added after which text to expect
      - Be aware that sometimes if there are stat increases (such as Naomi, Wakana, Misaki, etc.) it won't count as the "socializing" needed. Just make sure you're saving or playing it safe.
- **Calling (Boyfriend/Girlfriend status only)**
  - Uses 10 Energy (all the energy you have available so plan accordingly)
  - Only available on Sundays
  - My Recommendation: I'd use up just enough energy prior to Friday (making sure you have at least 4 energy ON Friday). Use nothing Friday, use nothing Saturday. Sunday night SAVE, then call your BF. If the phone conversation is standard (aka you call him and it then skips to the goodnight), then I'd reload and use the energy on studying (assuming you're not max). There really only seems to be 1 good/legit phone call each month. Once your stats are maxed, might as well either call or compose texts with the spare energy.

No matter what you compose or respond in a text, there will always be an increase in affection. This has been tested even on those text answers you'd think WOULDN'T increase affection (but they still do). So basically just the act of giving them a response/attention increases affection.

*Tested 3 times for each guy by saving then trying each answer and checking that the affection still increases (didn't test every-single-response, but enough to be confident that they all increase affection and if it doesn't raise it, there are so many chances to increase affection it's not worth the little lose haha).*

This guide will list all of the text messages possible throughout your guy's route so you know when to expect one or when you can find an unexpected one by socializing. Be aware that there are technically more text messages possible, but after the BF/GF status a lot of them are no longer available (which is why you may notice that, for example, on 7/21 with BF Kyosuke you received the text "Yo" but on 7/21 when you were with BF Tsukasa you received Kyosuke's "Relaxing?" text instead. These extra texts are accounted for the best I could under the **Text List** but **not** in the guides. Please forgive me if I missed any... there are a crap ton of texts...

### Walking Routes

At the beginning of each month, on the first day you go to school (so not always on the actual first day of the month), you must pick the walking route you wish to take to get to school for that month. What this basically means is you get a free run-in with the guy of your choice guaranteed once per month.



Simply use the arrow keys to change your desired path, highlighted in light blue, and confirm. The next scene will be you running into the guy and then the choice of whether to go with him to school or not - this guide assumes you always selected the option to accompany him (so the route selection is only marked as "Route Selection +1" to indicate this).

Keep in mind that where the guys are on the map **will change** - if you save just *before* getting to the route screen (shown above), reloading will change where they are, so it's completely random. You just need to make sure you navigate the route to them and you're good!

Ignoring all guys and picking the empty route (as shown in the image above) will get you no one - BUT you'll have an increased chance of running into Chihiro or Takashi on your future morning routes for that month.

### Picking a route so that it runs into two guys...

- If you have high affection with only ONE of the guys, the other will be completely ignored.
- If you have high affection with BOTH of the guys, you will get a little seen where the two kind of butt heads a little (the one who isn't your BF will be the aggressor)
- If you have normal/low affection with BOTH guys, the first selected will be prioritized.

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## Chance Encounters

Throughout the game there will be multiple times where you happen to run into a guy - hopefully, the male you've got your eye on... Either way, these are pure chance and can't be forced. Because of this, you may get into a relationship sooner or later than me and it's part of the reason I don't tell you what to do day-by-day as you may get one of these!

- Occasionally on the way to school the guy will drop by and invite you to walk to school with him.
- Sometimes these chances are when you're leaving school and the guy asks if you'd like to walk home with him since you ran into each other. Saying "yes" will give an increase in affection.
- After going out on the weekend or holiday (evening chance encounter that'll usually take place of your nightly room option)
- During a holiday or on a Tuesday/Thursday. *Some* are just little moments of passing, usually after you're dating or close to dating status. These *tend* to be little scenes that have no choice requirements and will just automatically increase affection.
- Evening phone call - some where he'll just "call, you talked, was a good talk, affection increase" and others where it'll be an actual conversation. The rare one is when he invites himself over - those tend to be pretty cute moments.
- There are a few little events where it will prompt you whether you want to go/help/etc. with the guy or not - I will not be listing these, as it's very obvious yes/no options of whether you want to be with the guy or not. These will always only have 2 choices, one being the "Yes" and the other being the "No" (just worded a little differently).

While none of these can be FORCED, you can save and reload to help cause these chances to occur, especially on the dates I indicate that have a higher chance or *should* occur on.

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## Exam Results

Should you do good in the particular subject indicated by your boyfriend, this will be an automatic increase in affection. Usually after the first exam is when they'll let you know which subject they expect you to succeed in (and you wouldn't really be able to achieve it by the first exam anyway). The "do good" really means you max that particular stat and get 100% on the exam.

Also, if they only care about a single subject - then they only care about a single subject. As long as all the rest are at a passing level (aka the stat will be pink and past the white line) then you're good and can focus on that single subject.

BOYFRIEND	SUBJECT OF IMPORTANCE
Kyosuke	Social (aka History)
Mio	Arts
Rikka	
Soya	
Takumi	Math/Sci. (aka Math & Science)
Tsakasa	ALL
Yuto	English
Chihiro	
Takashi	

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## Dates

BLAH

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## BF/GF Status Mini Events

There are a few little "mini events" that only happen if you're in a relationship with a guy. These aren't memories or CGs so they're technically not listed, but I thought I should mention them. One of the earliest is the Sports Festival. If you're in a relationship with someone, they'll talk to you after the event (even if you choose to skip it). If you're not in a relationship, there is no extra one-on-one dialog. This is true for most of the school events (Culture Festival, Music Festival, Art Contest, etc.). The only one though that you should take actual note of, because you might not be in a relationship just yet, is the Sports Festival on 5/14 (F).

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## School Parameters (Stats)

There are a total of 6 different stats that can be increased throughout the game to result in better test scores (and thus avoid supplementary classes).

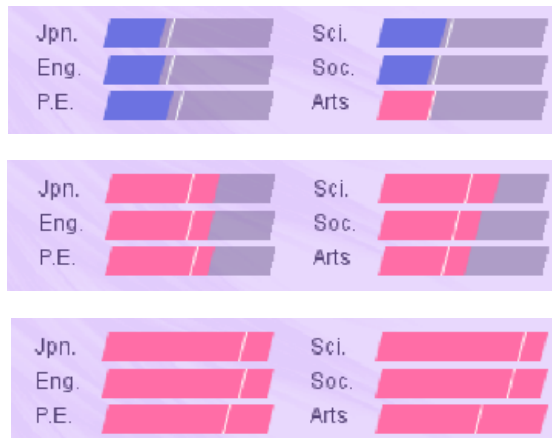
Japanese (Jpn)	Math/Sci. (Sci)
----------------	-----------------

English (Eng)	Social (Soc)
P.E.	Arts

Stats can be increased in a few different ways.

- Evenings in your room, you can choose to STUDY (pick 1 stat from any of the six)
- During a school day (assuming no one is in the particular location)
  - **Yard** will increase P.E. (assuming it's not raining)
  - **Library** will increase 1 stat of your choice (not P.E.)
- Socializing with certain people can sometimes result in stat increases (you may want to save and reload till you get the stat-increasing dialog)
  - **Naomi** will increase English and Social
  - **Wakana** will increase P.E. and Arts
  - **Misaki** will increase Japanese and Math/Sci.
  - **Takashi/Chihiro** have a *chance* of increasing ALL
  - Everyone else has a *small chance* depending on who and where you talk to them, it might be a stat increase... but these are rare and appear to be random, usually. If they're not, and you don't have the option of spending time with your guy of choice, the route will make a recommendation if one of the guys might give stats
- Weekends (assuming no one is in the particular location)
  - **Library** will increase 1 stat of your choice (not P.E.)
  - Working part-time at the **Game Center** has a *chance* of increasing a random stat (usually takes 3 or 4 times working before it kicks in) In one rare occasion, I did get an increase to ALL my stats. But throughout all my playthroughs, I've only seen this once...
- Chance encounters
  - There have been times where I ran into someone on the way to school or after school and it resulted in a stat gain, but these cannot be forced and just happen

**Until it's passing, the bar will be blue (purple-ish).**



**When a stat has reached the passing mark (the white line) the bar will turn pink.**

### Recommended Strategy:

Usually you want to increase these as quickly as possible for two reasons. 1) Means you avoid supplementary lessons which takes away from events and relationships. 2) Gives you way more freedom later game (to the point you can get bored at times while waiting for something to happen with your guy).

What I tend to do is try to level all my stats at the same time - if you focus one stat at a time, you don't benefit as much from the random stat ups from the girls and even possibly from the guys. It's almost always worked out best for me when I focused on all stats rather than just one.

If you're with a guy that cares about only one stat, once they've all reached passing (and then some, since the passing bar will still rise throughout the game) only then did I start single-focusing on the stat of interest. So if your guy isn't available I always tried to go to the library/school/yard. For a job I used the Game Center as I wasn't overly concerned with money and the random stat was better (especially when the school had someone there). The girls were a hit or miss, but I'd still try them for stat increases as well - again, if the guy wasn't available. Chihiro upped all my stats twice so he's a nice dropby occasionally to check on. Basically saving and reloading were a major thing but not really necessary. Only early game is it a scramble to get your stats up. After the first exam and then some it becomes much easier.

Almost always I got to see the reward seen at least twice throughout my game plays.

### Part-Time Jobs

The money earned will basically be spent on gifts for your guy - whether it's birthday, holiday, or just to get a random increase. Keep in mind that you don't really need a lot of money and usually have plenty of time to replenish it. If you want to "play it safe" just make sure to keep around 20,000 on you at all times.

- Part-time jobs are NOT required.
- It takes about 3-4 visits to the job's location before you'll actually start working (non-social visits). The first to scope out the area and to get back to your room to find BBS has told you they're hiring part-timers with flexible schedules. The second to visit again and still not notice the part-time help sign... the third to acknowledge the part-time help sign when you're there. And I believe the fourth time is when you actually start working.
- There are 3 possible jobs:
  1. **Arcade** (wage varies)
    1. Failed/Bad day - 1,000
    2. Normal day - 5,000

3. Good/Successful day - 10,000
2. **Coffee Shop** - 6,000 (consistent)
3. **Game Center** - 4,500 (with a possible random stat increase)

## Rivals

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### Female Rivals (for your guy)

There are 3 girls in this game that you can befriend or who could turn into your rival (but only if you let that happen - they won't ever even come close to triggering if you're single-targeting your guy and/or following my laid out guide).

GIRL	LOVE INTERESTS
Misaki (Mimi)	Mio, Rikka
Naomi	Takumi, Yuto
Wakana	Kyosuke, Soya, Tsukasa

The girls can all be your friends and rivals. It's possible that, while you're dating your BF, they might (obviously) hint at being interested in your guy. But rival mode is completely optional. To trigger rival mode:

- Boyfriend must have high dissatisfaction (the blue bar)
  - Answer his questions incorrectly
  - Ignoring him for a lengthy amount of time
  - Failing your exams

Once your BF has a high blue bar, speak with your rival and there's a chance rival mode will be triggered. Once triggered, you can react how you'd like - let your BF get stolen, fight back and prevent the steal, and/or just steal him back later. This can (from what I've seen) be played around with to get a lot of different/new scenes - but there are no memories or CGs associated so if you want, this can be completely skipped or left untriggered.

**Side note:** doesn't mean they might not try... I had Yuto at FULL affection with zero dissatisfaction and Naomi still came along after school one day... But he, of course, ignored her. Was rather unpleasant feeling, honestly (haha)

### What'll Happen and How to Friend Zone

When rival mode is active, you may come across your BF and the girl together. You will get an option to either "Trust him" or "Don't trust him" - not trusting basically leads to a break up. After this "break up," if you try to interact with him for a while, he'll avoid you. Give it about a month and then he'll say you should both let the past be and you can then interact with him as normal. Keep in mind that, even after this, if you hang out with the specific girl again, you might see a little scene where he basically leaves her and runs after you (if you got his affection back up high enough) and will ask you to get back with him... **Be aware that if you reject him here, he will forever be friend-zoned!** *No matter how high you get his affection up, he will not ask you out again and you will not be able to ask him out (as a couple).* I tested the above with Tsukasa so it should work the same for all the guys.

### Male Rivals (for you)

In most of my playthroughs, this never really happened or came up (guess I'm just that good at focusing on my guy haha), but if another guy who is not your boyfriend gets high enough affection, he may actually ask you to leave your boyfriend and date him instead.

If you reject the offer, the guy's affection will plummet and there will be a few awkward scenes the next few times you try to talk to him. Eventually the conversations will return to normal, but the affection level will remain low.

If you had high enough affection when he asked/confessed, the drop might only become a set-back for him and there might not actually get ANY awkward moments! (The latter is how it happened for me the time I tested it).

To avoid this, it's best to alternate and pick different guys whenever you need to socialize and your boyfriend is unavailable.

**Be aware** that if another guy's affection is up high enough, you will get some of his mini events / chance moments - meaning you might lose an extra Tuesday/Thursday/Saturday or Sunday! Your BF still seems to take priority so you shouldn't miss any of his plots or dates (assuming you respond to his date invites first), but you should keep it in mind as there still is a chance it might delay when you'll get CGs or Memory Scenes.

## Profiles

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### Title Screen - Extras - Profiles

Profiles are literally the collections of the guys' information and everyday images (not to be confused with CGs). Some of this information will be unlocked naturally through either the normal playthrough or when you go after the specific guy's route.

### Unlocking the Gifts

This is where you buy something for the guy at the Boutique and he then ends up wearing it whenever he wears the outfit associated with. For example, if you bought Kyosuke a hat during summer (Wear #3) then he'd have the hat on anytime he's wearing his summer outfit (Wear #3). But you could also have bought sunglasses instead - the game only lets you pick one. So to get around this limitation, save before buying then save (in a different spot) after you've purchased the gift and seen it on him. Load the save prior to your purchase and pick the other item instead - save afterwards. Bam! Both have been unlocked for your Profile collection.

### Unlocking the Information Section

This is all provided AFTER you've gotten one of the endings. While there are texts asking this information, you don't have to actually send any of them (I actually missed them entirely for Kyosuke but still had all the extra info unlocked after getting Kyosuke's ED A).

## Listings

I've put together a couple different listings that may make it easier to find what you've missed, especially if you're only using this guide as a reference and not actually "following" the routes I've semi-laid out.

- **Text Listing**

- There are two lists here - the first being a long list of all the texts you could possibly get that you can **respond to**. The second list are all the text subjects you can select when composing texts.

- **Location Listing**

- This is a large table of all the locations, dates, and people you can socialize with. These are all the default location+person listings. So who can you expect to be at what location on what date. There is a bit of color-coding action due to the weekends/holidays having different locations than the school/weekdays but hopefully it's pretty straightforward.

- **Memory Scene Listings**

- Who, what memory, and how to get it. There are, on average, 20 per guy and not all of them are linked to CGs. Notes included for any that are weird or have special happen-stances going on.

- **Kyosuke**

- **Mio**

- **Rikka**

- **Soya**

- **Takumi**

- **Tsukasa**

- **Yuto**

- **CG Listings**

- Who, what memory, and how to get it. There are, on average, 20 per guy and not all of them are linked to CGs. Notes included for any that are weird or have special happen-stances going on.

- **Kyosuke**

- **Mio**

- **Rikka**

- **Soya**

- **Takumi**

- **Tsukasa**

- **Yuto**

## Text List

### Received Texts

These texts are a list of the texts you can receive from the different guys and on what days you'll receive them. Please keep in mind these are **only texts that you can respond to**. The lists do not include those texts that don't allow for a response (since most of them are sent after mini events, CGs, or memories).

Flexible Texts - you'll receive a text after you start dating and for your birthday that you can respond to

[LIST HERE]

### Composable Texts

This second list below is for those texts that you can compose throughout the year. None are required and you can always save and reload to see them all at once if you'd like - but they're pretty standard.

[LIST HERE]

## Location Listing

First, please take a look at the image below to see which locations my English translation is referring to (since I'm using the patched version for my guide, but the actual locations themselves do not change).



Below is the table I put together of all the locations and people - basically where you can find someone on a certain day. Please be sure to note that the locations double up (meaning the first column is for both Yard and Station, depending on if it's a weekday or a weekend). I've color-coded the font accordingly. Bright red font is for the weekends and thus the bright red locations listed at the top while the dark red font is for the days that normally fall within the week (Monday - Friday) but are holidays and thus the locations used are the same as the bright red and weekend locations.

Keep in mind that if you have a date with someone, they may not be in the location listed (these are only the default locations).

BLACK FONT - School Locations		RED FONT - Weekend Locations				DARK RED FONT - Holiday, weekend locations		
SCHOOL MAP LOCATIONS >>>	YARD	3RD FLOOR	ROOFTOP	LIBRARY	2ND FLOOR	CAFETERIA	INFIRMARY	1ST FLOOR
TOWN MAP LOCATIONS >>>	STATION	BOUTIQUE	SCHOOL	ARCADE	COFFEE SHOP	RIVERBED	GAME CENTER	PARK
4/3 (Sa)	Yuto			Kyosuke		Mio		Rikka
4/4 (Su)		Tsukasa	Soya				Takumi	
4/5 (M)	Yuto		Soya				Takumi	Rikka
4/6 (Tu)		Tsukasa		Kyosuke		Mio		
4/8 (Th)	Soya	Yuto			Takumi			
4/9 (F)	Kyosuke	Mio				Rikka		
4/12 (M)		Yuto	Takumi	Mio	Wakana		Rikka	
4/13 (W)	Soya		Tsukasa		Kyosuke		Chihiro	
4/16 (F)		Mio	Takumi	Yuto		Kyosuke		Rikka
4/17 (Sa)			Tsukasa	Yuto				
4/18 (Su)							Kyosuke	Takashi
4/19 (M)	Tsukasa	Mio		Yuto	Soya	Naomi		
4/21 (W)	Mio			Rikka	Takashi	Kyosuke		
4/23 (F)	Tsukasa		Soya		Takashi	Yuto		
4/24 (Sa)	Rikka			Naomi				
4/25 (Su)					Soya		Takumi	
4/26 (M)	Mio				Wakana	Tsukasa		Rikka
4/28 (W)		Kyosuke	Mio		Tsukasa	Takumi		
4/30 (F)	Tsukasa	Naomi		Yuto			Rikka	
5/1 (Sa)			Mio				Wakana	
5/2 (Su)	Tsukasa				Chihiro			Kyosuke
5/3 (M)			Rikka					Yuto
5/5 (W)	Misaki						Soya	Yuto
5/7 (F)	Takumi		Kyosuke					Misaki
5/8 (Sa)		Tsukasa			Takashi			
5/9 (Su)						Takumi		Kyosuke
5/10 (M)		Yuto				Soya	Rikka	
5/12 (W)	Takumi	Mio			Kyosuke	Tsukasa		
5/14 (F)	<b>SPORTS FESTIVAL</b>							
5/15 (Sa)	Mio		Yuto	Naomi				
5/16 (Su)	Rikka					Tsukasa		
5/17 (M)			Rikka	Yuto	Soya	Mio		
5/19 (W)				Naomi	Tsukasa	Takumi		
5/21 (F)			Yuto	Wakana		Soya		
5/22 (Sa)			Wakana		Chihiro	Kyosuke	Takumi	Park
5/23 (Su)		Soya					Mio	
5/24 (M)				Misaki		Kyosuke		Rikka
5/26 (W)	<b>EXAMS</b>							
5/28 (F)	<b>EXAMS</b>							
5/29 (Sa)			Tsukasa	Naomi		Rikka		
5/30 (Su)				Soya			Misaki	
5/31 (M)				Tsukasa	Takumi	Soya		
6/2 (W)		Rikka	Soya	Mio			Chihiro	



6/4 (F)			Takumi	Yuto	Kyosuke			
6/5 (Sa)				Kyosuke			Takumi	
6/6 (Su)	Mio		Yuto	Wakana				
6/7 (M)				Takashi	Tsukasa	Yuto		
6/9 (W)	Tsukasa				Soya	Kyosuke		
6/11 (F)			Takumi	Rikka			Mio	
6/12 (Sa)			Rikka				Takashi	
6/13 (Su)	Soya				Takumi			
6/14 (M)		Yuto	Chihiro					Rikka
6/16 (W)			Mio	Kyosuke		Soya		
6/18 (F)		Yuto					Misaki	Tsukasa
6/19 (Sa)	Tsukasa	Chihiro						
6/20 (Su)			Yuto	Naomi				Mio
6/21 (M)	Kyosuke		Soya		Rikka			
6/23 (W)		Mio		Chihiro	Takumi	Tsukasa		
6/25 (F)	Soya	Yuto				Rikka		
6/26 (Sa)					Soya		Rikka	
6/27 (Su)		Kyosuke					Misaki	
6/28 (M)				Mio	Kyosuke	Tsukasa	Takumi	
6/30 (W)		Yuto			Tsukasa		Soya	
7/2 (F)		Naomi				Takumi	Rikka	
7/3 (Sa)			Tsukasa					Yuto
7/4 (Su)					Takumi	Mio	Wakana	
7/5 (M)	Mio				Takashi	Kyosuke		
7/7 (W)				Soya			Yuto	
7/9 (F)		Mio		Misaki			Rikka	
7/10 (Sa)							Kyosuke	
7/11 (Su)				Rikka		Takashi		
7/12 (M)				Wakana	Tsukasa	Takumi		
7/14 (W)	<b>EXAMS</b>							
7/16 (F)	<b>EXAMS</b>							
7/17 (Sa)			Yuto	Naomi				
7/18 (Su)			Chihiro		Takumi			Mio
7/19 (M)	Misaki	Tsukasa						
7/21 (W)		Yuto	Soya		Kyosuke		Mio	
7/23 (F)				Takashi			Soya	
7/24 (Sa)						Rikka		Kyosuke
7/25 (Su)		Yuto			Wakana			
7/26 (M)	Takumi		Tsukasa					
7/28 (W)				Mio				
7/30 (F)						Yuto	Misaki	
7/31 (Sa)				Tsukasa			Takumi	
8/1 (Su)		Kyosuke		Soya				
8/2 (M)	Rikka			Naomi				
8/4 (W)			Mio					
8/6 (F)					Kyosuke			
8/7 (Sa)				Yuto		Soya		
8/8 (Su)	Rikka							Takumi
8/9 (M)		Tsukasa		Takashi				
8/11 (W)	Yuto			Mio				
8/13 (F)			Wakana	Kyosuke				
8/14 (Sa)	Takumi						Rikka	

8/15 (Su)				Naomi	Soya			
8/16 (M)					Chihiro			Tsukasa
8/18 (W)		Kyosuke	Yuto					
8/20 (F)	<b>SEASIDE EVENT</b>							
8/21 (Sa)	<b>SEASIDE EVENT</b>							
8/22 (Su)	<b>SEASIDE EVENT</b>							
8/23 (M)						Mio	Soya	
8/25 (W)			Tsukasa				Takumi	
8/27 (F)		Kyosuke		Yuto		Wakana		
8/28 (Sa)				Takumi			Rikka	
8/29 (Su)			Chihiro				Mio	Tsukasa
8/30 (M)	Yuto				Soya			
9/1 (W)			Takumi		Wakana	Tsukasa		
9/3 (F)			Soya		Kyosuke			
9/4 (Sa)	<b>EVENT</b>							
9/5 (Su)			Soya					Takashi
9/6 (M)	<b>SKETCH CONTEST</b>							
9/8 (W)				Yuto	Kyosuke	Takumi	Mio	
9/10 (F)	Tsukasa				Soya		Rikka	
9/11 (Sa)					Wakana			Mio
9/12 (Su)	Tsukasa			Chihiro	Takumi	Kyosuke		
9/13 (M)	Takumi	Mio					Chihiro	
9/15 (W)		Yuto				Soya		Rikka
9/17 (F)		Naomi	Kyosuke		Tsukasa			
9/18 (Sa)					Soya	Misaki		
9/19 (Su)		Mio		Naomi				
9/20 (M)				Yuto	Rikka			
9/22 (W)	Rikka				Takashi	Takumi	Mio	
9/24 (F)			Yuto	Soya		Kyosuke		
9/25 (Sa)	Tsukasa							Kyosuke
9/26 (Su)	Soya		Takumi					
9/27 (M)				Tsukasa	Takumi		Rikka	
9/29 (W)				Kyosuke	Wakana	Mio		
10/1 (F)		Yuto		Soya	Tsukasa			
10/2 (Sa)				Takashi			Rikka	
10/3 (Su)		Tsukasa				Mio		Yuto
10/4 (M)					Misaki		Mio	Rikka
10/6 (W)					Takumi	Kyosuke		
10/8 (F)		Mio		Yuto		Naomi		
10/9 (Sa)					Takumi		Wakana	
10/10 (Su)			Naomi					Rikka
10/11 (M)		Chihiro		Soya				
10/13 (W)	<b>EXAMS</b>							
10/15 (F)	<b>EXAMS</b>							
10/16 (Sa)	Kyosuke					Mio		
10/17 (Su)		Tsukasa					Takashi	
10/18 (M)	<b>EXAM RESULTS</b>							
10/20 (W)			Kyosuke		Soya	Takumi		
10/22 (F)	Tsukasa	Yuto		Mio				
10/23 (Sa)			Yuto				Misaki	
10/24 (Su)					Takumi		Soya	
10/25 (M)			Takumi		Kyosuke	Rikka	Chihiro	

10/27 (W)	<b>DISASTER DRILL</b>							
10/29 (F)	Kyosuke		Yuto	Mio	Takumi	Soya		
10/30 (Sa)				Rikka			Kyosuke	
10/31 (Su)				Wakana		Tsukasa		
11/1 (M)						Yuto		Rikka
11/3 (W)	<b>EVENT OF SOME KIND</b>							
11/5 (F)					Soya		Mio	Misaki
11/6 (Sa)		Mio			Chihiro			
11/7 (Su)	Takumi			Naomi				
11/8 (M)				Tsukasa	Kyosuke	Takumi		Rikka
11/10 (W)		Naomi	Yuto	Mio				
11/12 (F)	Soya						Takumi	
11/13 (Sa)	<b>FIELDTRIP</b>							
11/14 (Su)	<b>FIELDTRIP</b>							
11/15 (M)			Rikka		Wakana	Kyosuke		
11/17 (W)		Yuto		Soya		Mio		
11/19 (F)			Tsukasa		Takumi		Chihiro	Rikka
11/20 (Sa)			Kyosuke	Chihiro				
11/21 (Su)				Takashi			Soya	
11/22 (M)				Yuto	Kyosuke		Mio	
11/24 (W)	Tsukasa		Takumi		Takashi	Soya	Rikka	
11/26 (F)	<b>CULTURE FESTIVAL</b>							
11/27 (Sa)				Misaki		Mio	Rikka	
11/28 (Su)		Takumi		Tsukasa			Wakana	
11/29 (M)	Kyosuke	Mio		Naomi				
12/1 (W)			Soya		Takumi	Rikka		
12/3 (F)				Mio	Wakana	Yuto		
12/4 (Sa)		Yuto					Misaki	
12/5 (Su)				Naomi				Kyosuke
12/6 (M)	Kyosuke				Soya		Misaki	
12/8 (W)	<b>EXAMS</b>							
12/10 (F)	<b>EXAMS</b>							
12/11 (Sa)							Rikka	Soya
12/12 (Su)				Mio	Takumi			Takashi
12/13 (M)	<b>EXAM RESULTS</b>							
12/15 (W)			Takashi		Kyosuke	Soya	Mio	
12/17 (F)	<b>SKI TRIP</b>							
12/18 (Sa)	<b>SKI TRIP</b>							
12/19 (Su)	<b>SKI TRIP</b>							
12/20 (M)		Yuto	Takumi	Mio				Rikka
12/22 (W)		Tsukasa	Kyosuke	Soya		Chihiro		
12/24 (F)	Tsukasa	Chihiro	Yuto					
12/25 (Sa)	<b>CHRISTMAS EVENT (Chihiro/Takashi?)</b>							
12/26 (Su)		Soya					Takumi	
12/27 (M)			Mio	Wakana				
12/29 (W)	Yuto	Tsukasa						
12/31 (F)				Rikka				
1/1 (Sa)	Yuto		Tsukasa	Rikka	Soya	Mio	Takumi	Kyosuke
1/2 (Su)				Kyosuke ???	Takumi ???			
1/3 (M)	Yuto		Tsukasa				Takashi	

1/5 (W)						Rikka		Mio
1/7 (F)	Yuto					Takumi	Tsukasa	
1/8 (Sa)				Naomi			Takumi	
1/9 (Su)			Tsukasa					Yuto
1/10 (M)		Kyosuke		Soya				
1/12 (W)				Misaki	Kyosuke		Rikka	
1/14 (F)		Mio	Tsukasa			Soya		
1/15 (Sa)	Kyosuke						Misaki	
1/16 (Su)						Rikka		Mio
1/17 (M)		Yuto					Kyosuke	
1/19 (W)				Takumi			Naomi	Rikka
1/21 (F)				Soya	Tsukasa	Yuto		
1/22 (Sa)	Soya			Yuto				
1/23 (Su)					Takumi		Takashi	Tsukasa
1/24 (M)	Mio		Kyosuke		Takashi			
1/26 (W)	Soya	Yuto			Takumi	Rikka		
1/28 (F)	<b>MUSIC FEST</b>							
1/29 (Sa)		Mio		Naomi				Yuto
1/30 (Su)						Kyosuke	Wakana	Rikka
1/31 (M)	Wakana	Mio		Takumi	Kyosuke			
2/2 (W)				Tsukasa		Soya		
2/4 (F)			Mio		Kyosuke		Chihiro	
2/5 (Sa)				Chihiro		Soya		
2/6 (Su)	<b>EVENT PLOT</b>							
2/7 (M)	Takumi		Rikka	Yuto				
2/9 (W)				Misaki	Soya	Tsukasa		
2/11 (F)			Yuto					Takashi
2/12 (Sa)		Tsukasa		Mio				
2/13 (Su)	<b>EVENT PLOT</b>							
2/14 (M)	<b>VALENTINES DAY</b>							
2/16 (W)	<b>EXAMS</b>							
2/18 (F)	<b>EXAMS</b>							
2/19 (Sa)					Takumi			Soya
2/20 (Su)			Tsukasa				Wakana	
2/21 (M)	<b>EXAM RESULTS</b>							
2/23 (w)			Takumi		Wakana	Kyosuke		
2/25 (F)	Takashi			Tsukasa	Soya	Yuto		
2/26 (Sa)	Soya						Rikka	
2/27 (Su)				Naomi			Takumi	
2/28 (M)	<b>FAREWELL SENIORS</b>							
3/2 (W)					Chihiro	Mio		
3/4 (F)	Takumi				Kyosuke			
3/5 (Sa)			Yuto	Takashi				
3/6 (Su)	<b>EVENT PLOT</b>							
3/7 (M)								
3/9 (W)		Yuto	Soya		Kyosuke	Takumi	Mio	Rikka

## Socializing (Correct) Choices List

Below is a compilation of all the choices I came across in the game that resulted in affection increase. The list is sorted first by Who, then location, followed by the decision. This list does NOT include accept/reject decisions (that are basically Yes/No answers) nor does it include the plot decision choices since both increase affection and just lead to alternative endings.

## Memory Scene Listing

These can be found from the TITLE screen, choosing EXTRAS, then selecting MEMORY.

### Jump To:

- **Kyosuke**
- **Mio**
- **Rikka**
- **Soya**
- **Takumi**
- **Tsukasa**
- **Yuto**

Majority of the memory scenes are either dates or CGs so almost all of them should come to you naturally through your guy's route - assuming you're going on every possible date with him and single-targeting him. But just incase you miss one somewhere (I know I did... even when trying to find them!), the list of where/how/when has been included.

**REMINDER:** Some of these are chance and you may be able to get them after the initial month I mention - but I'd make sure you at least have a save in that month so you can go back to it just incase it never comes up again for you.

## Kyosuke's Memory Scenes

### Kyosuke's Route ||| Kyosuke's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	CD	First date in May	5/8
02	Festival		
03	Shy Soccer		
04	Snowboard		
05	Kids and Soccer	Date in May	5/29
06	Barbecue		
07	Sea		
08	Irresistible	Accompany him on the weekend in May	5/22
09	Game Center		
10	Shopping		
11	Skating		
12	Stay Cool		
13	Lunch Box		
14	Volume Up	Tuesday/Thursday in May or later	5/11
15	Judo		
16	Sleepover		
17	Cooking		
18	Desserts		
19	Bicycle		
20	ED A	Select Option 1 on	
21	EP A	Select Option 1 on	
22	ED B	Select Option 2 on	
23	EP B	Select Option 2 on	

## Mio's Memory Scenes

### Mio's Route ||| Mio's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Daily Life	Date in May	5/15
02	Livesaver	Date in July	7/10
03	Bowling	Date in October/November	10/23

04	Potato	Date in December	12/4
05	Stained Glass	Invite him out sometime in July/August	7/28
06	Hi-Yo Silver	Date in June	6/5
07	Goldfish	Date in July	7/3
08	Sea	Date in August	8/7
09	Maple Leaves	Date in October	10/9
10	Photos	Weekend in May, after socializing and inviting him out	5/23
11	Christmas	12/25 - Accept the date invite earlier in the week	12/25
12	Picnic	After school in June	6/11
13	Rabbits	Tuesday in July	7/1
14	Nap	Tues/Thurs after BF/GF status	5/18
15	Library	After school in October or later	10/20, 10/22
16	Dream or Reality	Tues/Thurs in September	9/7
17	Sea Lion	Day in November	11/3
18	Naked	Weekend night in August	8/1
19	Night View	Weekend evening in November	11/6
20	ED A	Select Option 1 on 1/2	3/6
21	EP A	Select Option 1 on 1/2	Post Credits
22	ED B	Select Option 2 on 1/2	3/6
23	EP B	Select Option 2 on 1/2	Post Credits

## Rikka's Memory Scenes

### Rikka's Route ||| Rikka's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Hide-and-peek	Date in May	5/15
02			
03			
04			
05	Haunted House	Hangout on a weekend in May	5/29
06	Cherry Doubt	Date in June	6/5
07	Cherry Fair	Date in July	7/3
08			
09			
10	Dog	Hangout on a weekend in June	6/12
11			
12	Coffee Cup	Weekend in June	6/6
13			
14			
15	Prank 1	Tu/Th in July	7/6
16	Prank 2	Tu/Th in June	6/1
17	Riddle	Tu/Th in May	5/18
18			
19	Escape	After school in June or July	6/25, 6/30
20	ED A	Select Option 1 on 1/11	3/8
21	EP A	Select Option 1 on 1/11	Post Credits
22	ED B	Select Option 2 on 1/11	3/6
23	EP B	Select Option 2 on 1/11	Post Credits

## Soya's Memory Scenes

### Soya's Route ||| Soya's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Band	Date in May	5/15
02	Test of Courage	Date in July	7/24
03	Bullshot	Date in October	10/23
04	Snowman	Date at the Park in January	1/15
05	Bike	Date in May	5/22
06	Festival	Date in July	7/3
07	Surfer	Date in August	8/7
08	Music Power	Accompany him on weekend in August	8/15
09	Headlight	Accompany him on weekend in October	10/11
10	WCR	Date in October	10/2
11	Illumination	Christmas Date	12/25
12	Basketball	Thursday in July	7/1
13	Concert	Tues/Thurs in May	5/18
14	Night Sea	Weekend in June	6/12
15	Fish On	Weekend in June	6/5
16	True Colors	After school in June	6/18
17	Soya & Music	Tues/Thurs in September	9/3
18	After School Kiss	Weekday after school in October/November	10/6, 11/12
19	Morning Kiss	Saturday night in November	11/6
20	ED A	Select Option 1 on 1/11	3/8
21	EP A	Select Option 1 on 1/11	Post Credits
22	ED B	Select Option 2 on 1/11	3/6
23	EP B	Select Option 2 on 1/11	Post Credits

## Takumi's Memory Scenes

### Takumi's Route ||| Takumi's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Scent of Danger	Pre BF/GF, Date in May	5/8
02	Sand Prison?	Date in August	8/28
03	Maple Leaves	Date in October	10/23
04	Kotatsu	Date in January	1/8
05	Meal	Date in June	6/5
06	Festival	Weekend in July	7/3
07	Slider Panic	Date in August	8/14
08	Hustler Takumi	Date in October	10/09
09	Fitting Room	Weekend in November	11/7
10	Stickers	Weekend in January	1/23
11	Christmas	12/25, Accept date invite earlier that week	12/25
12	Locker	Tues/Thurs in September	9/2
13	Rumors	First Tues/Thurs after becoming a couple	6/1
14	Bookstore	After school in September	9/8
15	Infirmary	Tues/Thurs in October	10/7
16	Love Snake	After school in September/October	9/24
17	Phone	After school in October/November	10/22
18	Ping-pong	Day in November	11/3
19	Mayonnaise	Weekend in August (he'll call you)	7/8
20	Lap Pillow	Weekend evening in November	11/6
21	ED A	Select Option 1 on 1/2	3/7
22	EP A	Select Option 1 on 1/2	Post Credits

23	ED B	Select Option 2 on 1/2	3/6
24	EP B	Select Option 2 on 1/2	Post Credits

## Tsukasa's Memory Scenes

### Tsukasa's Route ||| Tsukasa's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01			
02	Boat	Date in June	6/12
03	Reading	Date in October	10/23
04	Shrine	Date in January	1/8
05	Kimono		5/15
06	Festival	July weekend (or after date on 7/3)	7/3
07	Summer	Date in August	8/7
08	Dolphin		5/29
09	Flowers	Date in October	10/2
10	Christmas	Accept date in the week before Christmas	12/25
11	Private Time	Date in October	10/10
12	School at Night	Evening chance in August - ???	8/14
13	Class	Must be BF/GF status by 5/11	5/11
14	Archery	Morning in December	12/2
15	Lovers	After school in June	6/16
16	Bad Joke	After school in October	10/4
17	Study Time	School day in September	9/2
18	Tea Ceremony	Saturday in September	9/4
19	Hot Spring	During the week in November	11/3
20	Theme Park	Weekend evening in October	10/10
21	ED A	Select Option 1 on 1/11	2/10
22	EP A	Select Option 1 on 1/11	Post Credits
23	ED B	Select Option 2 on 1/11	3/6
24	EP B	Select Option 2 on 1/11	Post Credits

## Yuto's Memory Scenes

### Yuto's Route ||| Yuto's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Cherry Blossoms	Date in May (BF status not required)	5/15
02	Sea	Date in July or August	7/24
03	Fast Food	Date in September	9/11
04	Hot Pot	Date in January	1/8
05	Elegance	Tuesday in October	10/5
06	Movie	Date in May/June	5/22
07	Roses	Hang out / Accompany him in September	9/20
08	Fireworks	Date in July	7/3
09	Jet Ski	Date in August	8/14
10	Tea Party	Weekend in June after hanging out	6/6
11	Shopping	Date in October	10/2
12	Drive	On Christmas, accept a date earlier that week	12/25
13	Umbrella	Happens a random day after school in May through June	5/24, 6/11, & 6/18
14	Piano	Weekend in September	9/4
15	Dawdling	Randomly after school in September	9/17



16	My President	First Tu/Th after Yuto becomes your BF	5/13
17	Night View	Weekend evening (called you) in December	12/4
18	Dance	Weekend evening in October	10/3
19	Helicopter	Night call in November or later	11/6
20	Luxury	Tuesday/Thursday in January	1/11
21	ED A	Select Option 1 on 1/2	3/6
22	EP A	Select Option 1 on 1/2	Post Credits
23	ED B	Select Option 2 on 1/2	3/6
24	EP B	Select Option 2 on 1/2	Post Credits

## CG Listing

These can be found from the TITLE screen, choosing EXTRAS, then selecting GALLERY.

### Jump To:

- **Kyosuke**
- **Mio**
- **Rikka**
- **Soya**
- **Takumi**
- **Tsukasa**
- **Yuto**

Majority of the CGs should come to you naturally through your guy's route - assuming you're going on every possible date with him and single-targeting him. But just incase you miss one somewhere (I know I did... even when trying to find them!), the list of where/how/when has been included.

**REMINDER:** Some of these are chance and you may be able to get them after the initial month I mention - but I'd make sure you at least have a save in that month so you can go back to it just incase it never comes up again for you.

## Kyosuke's CGs

### Kyosuke's Route ||| Kyosuke's Memory Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Tree Climbing	First encounter must be after you start going to school	4/9
02	Lunch Box		
03	Judo		
04	Bicycle		
05	Sleepover		
06	Festival		
07	Cooking		
08	Irresistible	Accompany him on a weekend in May	5/22
09	Snowboard		
10	Skating		
11			
12			
13			
14	ED A	Select Option 1 on	
15	EP A	Select Option 1 on	
16	ED B	Select Option 2 on	
17	EP B	Select Option 2 on	

## Mio's CGs

### Mio's Route ||| Mio's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Fish Gazing	4/3 or 4/6 whichever is your first time meeting	4/3
02	Rabbits	Tuesday in July	7/1

03	Library	After school in October or later	10/20, 10/22
04	Bowling	Date in October/November	10/23
05	Potato	Date in December	12/4
06	Hi-Yo Silver	Date in June	6/5
07	Stained Glass	Invite him out sometime in July/August	7/28
08	Running	Tues/Thurs during September	9/2
09	Sea Lion	Day in November	11/3
10	Maples Leaves	Date in October	10/9
11	Naked	Weekend night in August	8/1
12	Tomato Juice	Tues/Thurs in June	6/2
13	Night View	Weekend evening in November	11/6
14	Christmas	12/25 - Accept the date invite earlier in the week	12/25
15	EP A	Select Option 1 on 1/2	Post Credits
16	ED B	Select Option 2 on 1/2	3/6
17	EP B	Select Option 2 on 1/2	Post Credits

## Rikka's CGs

### Rikka's Route ||| Rikka's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Coffee Cup	Weekend in June	6/6
02	Little Devil	First meeting on either 4/3 or 4/5	4/3, 4/5
03	Cherry Doubt	Date in June	6/5
04			
05			
06	Haunted House	Hangout on the weekend	5/29
07			
08			
09			
10	Infirmary	Tu/Th in July	7/1
	Prank 1	Tu/Th in July	7/6
11			
12			
13	Prank 2	Tu/Th in June	6/1
14			
15	EP A	Select Option 1 on 1/2	Post Credits
16	ED B	Select Option 2 on 1/2	3/6
17	EP B	Select Option 2 on 1/2	Post Credits

## Soya's CGs

### Soya's Route ||| Soya's Memory Scenes List

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Bike	First Meeting either	4/4 or 4/5
		Date in May	5/22
02	Basketball	Thursday in July	7/1
03	After School Kiss	Weekday after school in October/November	10/6, 11/12
04	Night Sea	Weekend ing June	6/12
05	Fish On	Weekend in June	6/5
06	Surfer*	Date in August	8/7
07	Headlight	Accoimpany him on weekend in October	10/11

08	Concert	Weekend in May, Weekend in August	5/2, 8/1
	WCR	Date in October	10/2
	Surprise	Sunday in October	10/3
	Concert	Select Option 2 on 1/11	3/6
09	Morning Kiss	Saturday night in November	11/3
10	Soya's Past	January 11th	1/11
11	Conducting	Select Option 1 on 1/11	3/1
12	Ramen	Saturday night in November	11/20
		Select Option 1 on 1/11	3/8
		Select Option 1 on 1/11	3/8
13	EP A	Select Option 1 on 1/11	Post Credits
14	ED B	Select Option 2 on 1/11	3/6
15	EP B	Select Option 2 on 1/11	Post Credits

\* Surfer CG Note - There's an extra CG during this scene that is not listed or available in the gallery.

## Takumi's CGs

### Takumi's Route ||| Takumi's CG Listing

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Tall Guy	Game Center 4/4 or 4/5 (first encounter)	4/4
02	Locker	Tues/Thurs in September	9/2
03	Bookstore	After school in September	9/8
04	Fitting Room	Weekend in November	11/7
05	Ping-pong	Day in November	11/3
06	Mayonnaise	Weekend in August (he'll call you)	8/7
07	Slider Panic	Date in August	8/14
08	Science	Tues/Thurs in November	11/2
09	Kotatsu	Date in January	1/8
10	Hustler Takumi	Date in October	10/09
11	Infirmary	Tues/Thurs in October	10/7
12	Lap Pillow	Weekend evening in November	11/6
13	Christmas	12/25, Accept date invite earlier that week	12/25
14	Past	Part of Takumi's plot. Guaranteed as long as you're following Takumi's route	10/5
15	Embrace	2/3 (ONLY if you picked Option 1 back on 1/2)	2/13
16	ED A	Select Option 1 on 1/2	3/6
17	EP A	Select Option 1 on 1/2	Post Credits
18	ED B	Select Option 2 on 1/2	Post Credits
19	EP B	Select Option 2 on 1/2	Post Credits

## Tsukasa's CGs

### Tsukasa's Route ||| Tsukasa's Memory Scenes List

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Teacher	Automatic on 4/7	4/7
02	School at Night	Night in August	8/14
03	Archery	Morning in December	12/2
04	Private Time	Date in October	10/10
05	Tea Ceremony	Staturday in September	9/4
06	Tea Club	Highest affection with Tsukasa on 5/6	5/6
07	Boat	Date in June	6/12
08	Hot Spring	During a week in November	11/3

09	Festival	Weekend in July	7/3
10	Theme Park	Weekdn evening in October	6/16
11	Lovers	After school in June	6/16
12	Christmas	On 12/25, accepted date invite earlier that week	12/25
13	Shamisen Night	On 2/1, selected Option 1 on 1/11	2/1
14	Shamisen Day	On 2/13, selected Option 2 on 1/11	2/13
15	ED A	Selected Option 1 on 1/11	2/10
16	EP A	Selected Option 1 on 1/11	After credits
17	ED B	Selected Option 2 on 1/11	3/6
18	EP B	Selected Option 2 on 1/11	After credits

## Yuto's CGs

### Yuto's Route ||| Yuto's Memory List

SCENE	NAME	HOW TO TRIGGER / GET	WHEN I GOT
01	Greeting	Station on either 4/3 or 4/5 (whichever if your first encounter)	4/3 or 4/5
02	Elegance 1/2	Tuesday/Thursday in October	10/5
	Elegance 2/2	Tuesday/Thursday in December	12/2
03	Speech	Tuesday in June	6/1
04	Piano	Weekend in September	9/4
05	Night View	Weekend evening (called you) in December	12/4
06	Fireworks	Date in July	7/3
07	Umbrella	Happens a random day after school in May through June	5/24, 6/11, & 6/18
08	Tea Party	Weekend in June after hanging out	6/6
09	Drive	On Christmas, accept date earlier that week	12/25
10	Dance	Weekend evening in October	10/3
11	Helicopter 1/2	Night call in November or later	11/6
	Helicopter 2/2	Another guy's route ED (In Soya's ED B)	See Soya's <b>CGs</b>
12	Movie	On 2/6 (Only if you selected Option 1 on 1/2)	2/6
13	ED A	Select Option 1 on 1/2	3/6
14	EP A	Select Option 1 on 1/2	Post Credits
15	ED B	Select Option 2 on 1/2	3/6
16	EP B	Select Option 2 on 1/2	Post Credits

## Kyosuke Mikoshihba

NOT DONE YET - JUST THE LAYOUT



**NOTE:** Subject of interest is Social. Only cares about you passing and getting a perfect in Social (all other stats don't *need* to be maxed)

### Kyosuke Jump To:

- Ending Decision Day/Moment **\*NEEDS FIXING\***
- Kyosuke's CG Listing
- Kyosuke's Memory Listing

**Legend / Notes:**

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Kyosuke, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - Reminder: a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

**4/3 (Sa)**

- Any (*but not the Arcade*)

NOTE: This guide is going for gallery and memory completion. Because of this, there is a bit of a delay on your romance with Kyosuke and you might not get in a relationship before the Sports Festival (I still did, so I wouldn't really worry about it; but just making sure you're aware). If you really want to see what he says to you afterward (which only happens if you're in a relationship) you should pick Arcade and go back for the first CG later.

**4/4 (Su)**

- Any

**4/5 (M)**

- Any (Preferrably a ?)

**4/6 (Tu)**

- Any (*but not the Arcade*)

**4/7 (W)**

- 2nd Floor

**4/8 (Th)**

- Any (Preferrably a ?)

**4/9 (F)**

- Yard
  - CG 01 - Tree Climbing

**4/10 (Sa)**

- Daytime >> Boutique
- Nighttime >> Text "Mikoshiba"

**4/11 (Su)**

- School

**4/12 (M)**

- Morning >> Route Selection
  - Option 1: Go to school with him. +1
- Day >> Any (Suggest Wakana)

**4/14 (W)**

- Day >> 2nd Floor
  - Option 2: "Shall I teach you?" +1

- Night >> Text "New town"
- 

#### 4/16 (F)

- Day >> Cafeteria
    - Option 1: "I cook sometimes." +1
  - Night >> Text "What's up?"
- 

#### 4/17 (Sa)

---

#### 4/18 (Su)

- Day >> Game Center
    - Option 2: "I really want it." +1
  - Night >> Text "Troublesome"
- 

#### 4/19 (M)

---

#### 4/20 (Tu)

- Possible Mini Event
- 

#### 4/21 (W)

- Day >> Cafeteria
    - Option 2: "It's so like you." +1
  - Night >> Text "Midterm"
- 

#### 4/23 (F)

---

#### 4/24 (Sa)

---

#### 4/25 (Su)

---

#### 4/26 (M)

---

#### 4/28 (W)

- Day >> 3rd Floor
    - Option 1: "May I help you?" +1
- 

#### 4/30 (F)

---

#### 5/1 (Sa)

---

#### 5/2 (Su)

- Day >> Park
    - Option 2: "You're romantic." +1
  - Night >> Chance Mini Event- Plot Progression
- 

#### 5/3 (M)

---

#### 5/5 (W)

---

#### 5/6 (Th)

- Mini Event - Plot Progression
-

#### 5/7 (F)

- Morning >> Route +1
  - Day >> Rooftop
    - Date Invite +1
- 

#### 5/8 (Sa)

- Day >> Station Date
    - MEMORY Scene 01 - CD
    - *(during my game play after the date, I had the option to confess and did so - he accepted. I've also played where he's confessed to me first so it's really just chance and up to you.)*
- 

#### 5/9 (Su)

- Day >> Park
    - Feeling Select: Sad (Blue) +1
  - Night >> Text "Let me tell you" (text after becoming bf/gf) & Text "Homework"
- 

#### 5/10 (M)

- Evening >> Chance Mini Event - Spices
    - Option 1: "Let me help."
  - Night >> Text "Holiday" (social)
- 

#### 5/11 (Th)

- MEMORY Scene 14 - Volume Up
- 

#### 5/12 (W)

- Day >> 2nd Floor
    - Option 2: "Don't say that." +1
  - Night >> Text "Oh, right"
- 

#### 5/14 (F)

- SPORTS FESTIVAL
- 

#### 5/15 (Sa)

---

#### 5/16 (Su)

---

#### 5/17 (M)

- Night >> Text "Honey lemon" (social)
- 

#### 5/19 (W)

- Night >> Text "Theme park" (social)
- 

#### 5/21 (F)

---

#### 5/22 (Sa)

- Day >> Riverbed
    - Option 1: Accompany him. +1
    - MEMORY Scene 08 - Irresistible
    - CG 08 - Irresistible
- 

#### 5/23 (Su)

---

#### 5/24 (M)

- Day >> Cafeteria

- Date Invite +1
- 

#### 5/25 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

#### 5/26 (W)

- EXAMS
- 

#### 5/27 (Th)

- EXAMS
- 

#### 5/28 (F)

- EXAMS
- 

#### 5/29 (Sa)

- Day >> Park Date
    - Date Invite. +1
    - MEMORY Scene 05 - Kids and Soccer
- 

#### 5/30 (Su)

---

#### 5/31 (M)

- Night >> Text "Sweets" (social)

**INCOMPLETE... IN PROGRESS...**

---

**GAME OVER - CONGRATZ!**

**UNLOCK BOTH ENDING A AND ENDING B TO SEE KYOSUKE'S SPECIAL STORY**

## Mio Ikari

---

*DISCLAIMER: There may be slight variations depending on whether you miss a date, text, hang out, etc. This is more of a general guide and outline for what to expect and what choices to make as you play.*



**NOTE:** Subject of interest is Arts. Only cares about you passing and getting a perfect in Art (all other stats don't *need* to be maxed)

### Mio Jump To:

- **Ending Decision Day/Moment**
- **Mio's CG Listing**
- **Mio's Memory Listing**



**Legend / Notes:**

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Mio, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - Reminder: a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

---

**4/3 (Sa)**

- Riverbed
  - CG 01 - Fish Gazing

---

**4/4 (Su)**

- Any

---

**4/5 (M)**

- Any

---

**4/6 (Tu)**

- Riverbed
  - Option 1: "Take a walk?" +1

---

**4/7 (W)**

- 2nd Floor

---

**4/8 (Th)**

- Any (Preferrably a ?)

---

**4/9 (F)**

- 3rd Floor
  - Option 1: "Love trouble?" +1

---

**4/10 (Sa)**

- Daytime >> Boutique
- Nighttime >> Text "Text message"

---

**4/11 (Su)**

- School

---

**4/12 (M)**

- Morning >> Route Selection
  - Option 1: Go to school with him. +1
- Day >> Library
  - Option 2: "Health." +1
- Night >> Text "Hello"

---

**4/13 (Tu)**

- Mini Event - Sold Out Curry

---

4/14 (W)

---

4/16 (F)

- Day >> 3rd Floor
    - Option 3: "Comedy programs?" +1
  - Night >> Text "Ribbit"
- 

4/17 (Sa)

---

4/18 (Su)

---

4/19 (M)

- Day >> 3rd Floor
    - Option 3: "Shall I cook for you?" +1
- 

4/21 (W)

- Day >> Yard
    - Option 3: "You haven't eaten anything." +1
  - Night >> Text "Goodnight"
- 

4/23 (F)

---

4/24 (Sa)

---

4/25 (Su)

---

4/26 (M)

- Day >> Yard
    - Option 3: "Go to hot springs?" +1
- 

4/28 (W)

- Day >> Rooftop
    - Option 3: "You'll catch a cold." +1
  - Night >> Text "Please"
- 

4/30 (F)

---

5/1 (Sa)

- Day >> School
    - Option 2: "A holiday." +1
  - Night >> Chance Mini Event - You saved me +1
  - Night >> Text "No"
- 

5/2 (Su)

- Mini Event - Photography +1
- 

5/3 (M)

---

5/5 (W)

---

5/7 (F)

- Morning >> Route +1
- 

#### 5/8 (Sa)

---

#### 5/9 (Su)

---

#### 5/10 (M)

---

#### 5/12 (W)

- Day >> 3rd Floor
    - Date Invite +1
- 

#### 5/14 (F)

- SPORTS FESTIVAL
- 

#### 5/15 (Sa)

- Day >> Station Date +1
  - MEMORY Scene 01 - Daily Life

*CONFESSON~ Mio asked me out after the date here (so you might've already gotten in a relationship with him, or you will soon)*

---

#### 5/16 (Su)

- Night >> Text "♥"
- 

#### 5/17 (M)

- Day >> Cafeteria
    - Option 2: "It looks delicious." +1
  - Night >> Text "Impressed"
- 

#### 5/18 (Tu)

- Mini Event - Nap
    - MEMORY Scene 14 - Nap
- 

#### 5/19 (W)

- Night >> Text "Concentration" (social)
- 

#### 5/21 (F)

- Day >> 3rd Floor
    - Option 3: "Shall I cook for you?" +1
  - Night >> Text "Forgot"
- 

#### 5/22 (Sa)

---

#### 5/23 (Su)

- Day >> Game Center
    - Invite +1
    - MEMORY Scene 10 - Photos
- 

#### 5/24 (M)

---

#### 5/25 (Tu)

- Mini Event - Study Session
    - +1 All Stats
-

**5/26 (W)**

- EXAMS
- 

**5/27 (Th)**

- EXAMS
- 

**5/28 (F)**

- EXAMS
- 

**5/29 (Sa)****5/30 (Su)****5/31 (M)**

- Day >> Cafeteria +1
  - Night >> Text "Good evening"
- 

**6/1 (Tu)**

- Mini Event
    - CG 12 - Tomato Juice
- 

**6/2 (W)**

- Day >> Library
    - Date Invite +1
- 

**6/4 (F)**

- Night >> Text "One day" (social)
- 

**6/5 (Sa)**

- Day >> Station Date
    - MEMORY Scene 06 - Hi-Yo Silver
    - CG 06 - Hi-Yo Silver
- 

**6/6 (Su)**

- Morning Mini Event - Maid >> Call from Mio
    - Option 1: "Help him."
- 

**6/7 (M)**

- Day >> 2nd Floor
    - Date Invite +1
  - Night >> Text "(Emoji Face)"
- 

**6/9 (W)**

- Mini Event - After School
- 

*After my day selection, I ran into Mio at the library and we had a little mini event and became a BAKA-COUPLE here.*

---

**6/11 (F)**

- Day >> Infirmary
    - Feeling Selection: Excited (Orange/Red) +1
  - Mini Event - MEMORY Scene 12 - Picnic
  - Night >> Text "What should I do?"
- 

**6/12 (Sa)**

- Mini Event - Nice smell
- 

#### 6/13 (Su)

---

#### 6/14 (M)

- Day >> Suggested Yuto
    - Feeling Selection: Happy (Red/Pink)
      - This gets an all stats increase and fulfills the social requirement for the text
  - Night >> Text "Right" (social)
- 

#### 6/16 (W)

- Day >> Rooftop
    - Option 3: "It's calm to watch the rain." +1
  - Night >> "Chomolungma"
- 

#### 6/18 (F)

---

#### 6/19 (Sa)

---

#### 6/20 (Su)

- Day >> Park
    - Option 1: "Invite him to go somewhere." +1
- 

#### 6/21 (M)

- Night >> Text "Talk" (social)
- 

#### 6/23 (W)

- Day >> 3rd Floor
    - Option 2: "Gag manga?" +1
  - Night >> Text "Now"
- 

#### 6/25 (F)

---

#### 6/26 (Sa)

---

#### 6/27 (Su)

- Day >> Suggest Misaki
    - For stat increases (Jpn +1, Sci +1)
- 

#### 6/28 (M)

- Day >> Library
    - Date Invite +1
- 

#### 6/30 (W)

---

#### 7/1 (Th)

- Mini Event - MEMORY Scene 13 - Rabbits
    - CG 02 - Rabbits
- 

#### 7/2 (F)

- Morning >> Route +1
  - Night >> Text "(No subject)" (social)
-

**7/3 (Sa)**

- Day >> Arcade Date
    - Option 2: "Let's try it." +1
    - MEMORY Scene 07 - Goldfish
- 

**7/4 (Su)**

- Day >> Riverbed
    - Option 1: "It's bad to take too much." +1
  - Night >> Mini Event - Keseran
  - Night >> Text "Ghost story"
- 

**7/5 (M)**

- Day >> Yard
    - Option 1: "Baseball is fun." +1
  - Night >> Text "The sun"
- 

**7/6 (Tu)**

- Mini Event - Plants Grow
- 

**7/7 (W)**

- Night >> Text "Coupon"
- 

**7/9 (F)**

- Day >> 3rd Floor
    - Date Invite +1
- 

**7/10 (Sa)**

- Day >> Station Date +1
    - MEMORY Scene 02 - Lifesaver
- 

**7/11 (Su)****7/12 (M)**

- Night >> Text "Toratani-kun" (social)
- 

**7/13 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**7/14 (W)**

- EXAMS
- 

**7/15 (Th)**

- EXAMS
- 

**7/16 (F)**

- EXAMS
- 

**7/17 (Sa)****7/18 (Su)**

- Day >> Park
  - Option 2: "What do you use it for?" +1

- Night >> Text "Wind chimes"
- 

**7/19 (M)**

---

**7/21 (W)**

- Day >> Infirmary +1
  - Night >> Text "Firefly"
- 

**7/23 (F)**

---

**7/24 (Sa)**

---

**7/25 (Su)**

---

**7/26 (M)**

---

**7/28 (W)**

- Day >> Arcade
    - Invite him to go somewhere. +1
    - MEMORY Scene 05 - Stained Glass
    - CG 07 - Stained Glass
- 

**7/30 (F)**

---

**7/31 (Sa)**

---

**8/1 (Su)**

- Night >> Mini Event - Rain
    - Option 2: Let him take a shower. +1
    - MEMORY Scene 18 - Naked
    - CG 11 - Naked
- 

*Not sure this is a guarantee - might be any weekend night in August*

---

**8/2 (M)**

- Night >> Text "Summer"
- 

**8/4 (W)**

- Day >> School
    - Date Invite +1
- 

**8/6 (F)**

---

**8/7 (Sa)**

- Day >> Station Date +1
    - MEMORY Scene 08 - Sea
- 

**8/8 (Su)**

---

**8/9 (M)**

---

**8/11 (W)**

- Day >> Arcade +1
- Night >> Text "Sunlight"

---

8/13 (F)

---

8/14 (Sa)

- Night >> Mini Event - Food
  - Night >> Text "Stripes"
- 

8/15 (Su)

---

8/16 (M)

---

8/18 (W)

- Night >> Text "Ow..."
- 

8/20 (F)

- SEASIDE EVENT
- 

8/21 (Sa)

- SEASIDE EVENT
- 

8/22 (Su)

- SEASIDE EVENT
- 

8/23 (M)

- Day >> Riverbed
    - Option 1: "Are you sleepy?" +1
  - Night >> Text "Inuzuka-sensei"
- 

8/25 (W)

- Night >> Text "Dream"
- 

8/27 (F)

---

8/28 (Sa)

---

8/29 (Su)

- Mini Event - Mio's Birthday! +1
- 

8/30 (M)

---

9/1 (W)

- Morning >> Route +1
  - Night >> Text "Nice person" (social)
- 

9/2 (Th)

- Mini Event - Running
    - CG 08 - Running
- 

9/3 (F)

---

9/4 (Sa)

- Mini Event - Aquarium
-



9/5 (Su)

---

9/6 (M)

- SKETCH CONTEST
- 

9/7 (Th)

- Mini Event - MEMORY Scene 16 - Dream or Reality
- 

9/8 (W)

- Day >> Infirmary
- 

9/10 (F)

---

9/11 (Sa)

- Day >> Park +1
- 

9/12 (Su)

---

9/13 (M)

- Day >> 3rd Floor
  - Night >> Text "Sluggish"
- 

9/15 (W)

- Night >> Text "Read downward"
- 

9/17 (F)

- Night >> Text "Embarrassing"
- 

9/18 (Sa)

---

9/19 (Su)

---

9/20 (M)

---

9/22 (W)

- Day >> Infirmary +1
- 

9/24 (F)

---

9/25 (Sa)

---

9/26 (Su)

---

9/27 (M)

- Night >> Text "Diary" (social)
- 

9/29 (W)

- Day >> Cafeteria
- 

10/1 (F)

- Morning >> Route +1
- Night >> Text "Nice guy" (social)

---

**10/2 (Sa)**

---

**10/3 (Su)**

- Mini Event - Plot Progression

---

**10/4 (M)**

- Day >> Infirmary
  - Date Invite +1

---

**10/5 (Tu)**

- Mini Event

---

**10/6 (W)**

---

**10/8 (F)**

- Day >> 3rd Floor
  - Feeling Selection: Happy (Red/Pink) +1
- Night >> Text "Health Land"

---

**10/9 (Sa)**

- Day >> Station Date
  - Option 2: Just watch over him. +1
  - MEMORY Scene 09 - Maple Leaves
  - CG 10 - Maple Leaves

---

**10/10 (Su)**

---

**10/11 (M)**

---

**10/12 (Tu)**

- Mini Event - Study Session
  - +1 All Stats

---

**10/13 (W)**

- EXAMS

---

**10/14 (Th)**

- EXAMS

---

**10/15 (F)**

- EXAMS

---

**10/16 (Sa)**

- Day >> Riverbed
  - Option 2: "Sorry for making you worry." +1

---

**10/17 (Su)**

---

**10/18 (M)**

- EXAM RESULTS

---

**10/20 (W)**

- Night >> Text "Downtown" (social)
- 

#### 10/22 (F)

- Day >> Library
    - Date Invite +1
  - Mini Event Chance - MEMORY Scene 15 - Library
    - CG 03 - Library
- 

#### 10/23 (Sa)

- Day >> Station Date +1
    - MEMORY Scene 03 - Bowling
    - CG 04 - Bowling
- 

#### 10/24 (Su)

---

#### 10/25 (M)

- Night >> Text "October" (social)
- 

#### 10/27 (W)

- DISASTER DRILL
- 

#### 10/29 (F)

- Day >> Library +1
  - Night >> Text "Halloween"
- 

#### 10/30 (Sa)

---

#### 10/31 (Su)

---

#### 11/1 (M)

- Morning >> Route +1
  - Night >> Text "Inuzuka-sensei" (social)
- 

#### 11/2 (Th)

- Mini Event - Cookies
- 

#### 11/3 (W)

- Mini Event >> MEMORY Scene 17 - Sea Lion
    - CG 09 - Sea Lion
- 

#### 11/5 (F)

- Day >> Infirmary +1
  - Night >> Text "In toilet now"
- 

#### 11/6 (Sa)

- Day >> Boutique
    - Option 3: "Are you looking for a present?" +1
  - Mini Event - MEMORY Scene 19 - Night View
    - CG 13 - Night View
- 

#### 11/7 (Su)

---

#### 11/8 (M)

- Night >> Text "Mysterious" (social)
- 

#### 11/10 (W)

- Day >> Library
    - Option 1: "Like Keseran Pasaran?" +1
  - Night >> Text "I can't wait"
- 

#### 11/12 (F)

---

#### 11/13 (Sa)

- FIELDTRIP
- 

#### 11/14 (Su)

- FIELDTRIP
- 

#### 11/15 (M)

- Night >> Text "Great" (social)
- 

#### 11/17 (W)

- Day >> Cafeteria +1
  - Mini Event - Photos
  - Night >> Text "Ramen"
- 

#### 11/19 (F)

---

#### 11/20 (Sa)

- Mini Event - Your house
- 

#### 11/21 (Su)

---

#### 11/22 (M)

- Day >> Infirmary
    - Option 2: "That's no good." +1
  - Night >> Text "Message"
- 

#### 11/24 (W)

- Night >> Text "Watch out" (social)
- 

#### 11/26 (F)

- CULTURE FESTIVAL
- 

#### 11/27 (Sa)

- Day >> Riverbed
- 

#### 11/28 (Su)

---

#### 11/29 (M)

- Day >> 3rd Floor
    - Date Invite +1
- 

#### 12/1 (W)

- Morning >> Route +1
- Night >> Text "Cold" (social)

---

**12/2 (Th)**

- Mini Event - Energy
- 

**12/3 (F)**

- Day >> Library +1
  - Night >> Text "So cold"
- 

**12/4 (Sa)**

- Day >> Park Date +1
    - MEMORY Scene 04 - Potato
    - CG 05 - Potato
- 

**12/5 (Su)**

---

**12/6 (M)**

- Night >> Text "Noodles" (social)
- 

**12/7 (Th)**

- Mini Event - Study Session
    - +1 All Stats
- 

**12/8 (W)**

- EXAMS
- 

**12/9 (Th)**

- EXAMS
- 

**12/10 (F)**

- EXAMS
- 

**12/11 (Sa)**

---

**12/12 (Su)**

- Day >> Arcade
    - Option 2: "Until when will you stay here?" +1
  - Night >> Mini Event - Heirloom +1
  - Night >> Text "At the station"
- 

**12/13 (M)**

- Exam Results
- 

**12/15 (W)**

- Day >> Infirmary +1
  - Night >> Text "Hungry"
- 

**12/17 (F)**

- Ski Trip
- 

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip

---

**12/20 (M)**

- Day >> Infirmary
    - Date Invite +1
- 

**12/22 (W)**

---

**12/24 (F)**

---

**12/25 (Sa)**

- Day >> Park Date
    - MEMORY Scene 11 - Christmas
    - CG 14 - Christmas
- 

**12/26 (Su)**

---

**12/27 (M)**

- Day >> School +1
- 

**12/29 (W)**

---

**12/31 (F)**

---

**1/1 (Sa)**

- Day >> Riverbed +1
  - Night >> Text "Happy New Year"
- 

**Mio's Ending Decision****1/2 (Su)**

- Option 1: "You should join a contest." >> Ending A
  - Option 2: "Please keep taking photos." >> Ending B
- 

**1/3 (M)**

---

**1/5 (W)**

- Day >> Park
    - Option 1: "What are you doing?" +1
  - Night >> Text "Shintani-san"
- 

**1/7 (F)**

- Morning >> Route +1
  - Night >> Text "I'm worried" (social)
- 

**1/8 (Sa)**

---

**1/9 (Su)**

---

**1/10 (M)**

---

**1/11 (Th)**

- Mini Event - Cold
- 

**1/12 (W)**

- Night >> Text "Spam" (social)
- 

#### 1/14 (F)

- Day >> 3rd Floor +1
  - Night >> Text "Stars"
- 

#### 1/15 (Sa)

---

#### 1/16 (Su)

- Day >> Park
    - Option 1: "It's cute, but..." +1
  - Night >> Text "Work hard"
- 

#### 1/17 (M)

---

#### 1/19 (W)

---

#### 1/21 (F)

- Night >> Text "Study" (social)
- 

#### 1/22 (Sa)

---

#### 1/23 (Su)

---

#### 1/24 (M)

- Day >> Yard +1
  - Night >> Text "Money"
- 

#### 1/26 (W)

---

#### 1/28 (F)

- Music Fest
- 

#### 1/29 (Sa)

- Day >> Boutique +1
- 

#### 1/30 (Su)

---

#### 1/31 (M)

- Day >> 3rd Floor +1
- 

#### 2/2 (W)

- Morning >> Route +1
  - Night >> Text "Yaks..." (social)
- 

#### 2/4 (F)

- Day >> Rooftop
    - Option 2: "It's been a year since we met." +1
  - Night >> Text "Coincidence"
- 

#### 2/5 (Sa)

---

**2/6 (Su)**

- Mini Event - Plot Progression
- 

**2/7 (M)**

---

**2/9 (W)**

- Night >> Text "Recently" (social)
- 

**2/11 (F)**

---

**2/12 (Sa)**

- Day >> Arcade
    - Option 1: "Chance." +1
  - Night >> Text "18 year-old"
- 

**2/13 (Su)**

- Mini Event - Plot Progression
- 

**2/14 (M)**

- Mini Event - Valentine's Day
- 

**2/15 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**2/16 (W)**

- EXAMS
- 

**2/17 (Th)**

- EXAMS
- 

**2/18 (F)**

- EXAMS
- 

**2/19 (Sa)**

---

**2/20 (Su)**

---

**2/21 (M)**

- Exam Results
- 

**2/23 (W)**

- Night >> Text "My condition" (social)
- 

**2/25 (F)**

---

**2/26 (Sa)**

---

**2/27 (Su)**

---

**2/28 (M)**

- Farewell Seniors
-



### 3/2 (W)

- Day >> Riverbed
  - Option 2: "Fatsia sprout." +1

### 3/4 (F)

- Morning >> Route +1

### 3/5 (Sa)

### 3/6 (Su)

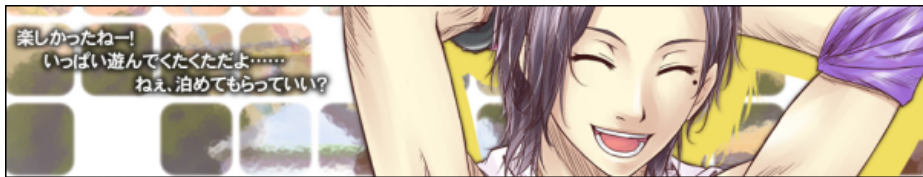
- (ONLY if you picked **Option 1** back on 1/11)
  - MEMORY Scene 20 - ED A
  - CG 15 - ED A
  - **After Credits:**
    - MEMORY Scene 21 - EP A
- (ONLY if you picked **Option 2** back on 1/11)
  - MEMORY Scene 22 - ED B
  - CG 16 - ED B
  - **After Credits:**
    - MEMORY Scene 23 - EP B
    - CG 17 - EP B

**GAME OVER - CONGRATZ!**

**UNLOCK BOTH ENDING A AND ENDING B TO SEE MIO'S SPECIAL STORY**

## Rikka Toratani

*DISCLAIMER: There may be slight variations depending on whether you miss a date, text, hang out, etc. This is more of a general guide and outline for what to expect and what choices to make as you play.*



### Rikka Jump To:

- Ending Decision Day/Moment
- **Rikka's CG Listing**
- **Rikka's Memory Listing**

#### Legend / Notes:

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Rikka, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - **Reminder:** a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

### 4/3 (Sa)

- Park
  - CG 02 - Little Devil

### 4/4 (Su)

- Any

---

**4/5 (M)**

- Park
    - Option 3: "To have luck with money?" +1
- 

**4/6 (Tu)**

- Any (Preferrably a ?)
- 

**4/7 (W)**

- 2nd Floor
- 

**4/8 (Th)**

- Any
- 

**4/9 (F)**

- Cafeteria
    - Option 3: "Toratani Rikka." +1
- 

**4/10 (Sa)**

- Daytime >> Boutique
  - Nighttime >> Text "Address"
- 

**4/11 (Su)**

- School
- 

**4/12 (M)**

- Morning >> Route Selection
    - Option 1: Go to school with him. +1
  - Day >> Infirmary
    - Option 2: "You mustn't." +1
  - Night >> Text "☒"
- 

**4/14 (W)****4/15 (Th)**

- Mini Event - Library
- 

**4/16 (F)**

- Day >> 1st Floor
    - Option 1: "Casual wears." +1
  - Night >> Text "Lucky mail"
- 

**4/17 (Sa)****4/18 (Su)****4/19 (M)****4/21 (W)**

- Day >> Library
    - Option 1: "That's bad." +1
  - Night >> Text "Sleepy"
-

4/23 (F)

---

4/24 (Sa)

- Day >> Station
    - Option 3: "Rikka-kun?" +1
- 

4/25 (Su)

---

4/26 (M)

- Day >> 1st Floor
    - Option 3: "It's my turn to pull a prank!" +1
  - Night >> Text "Today"
- 

4/28 (W)

---

4/30 (F)

- Day >> Infirmary
    - Option 2: "Tea." +1
- 

5/1 (Sa)

---

5/2 (Su)

---

5/3 (M)

- Day >> School
    - Feeling Selection: Sad (Blue) +1
  - Night >> Text "I'm studying"
- 

5/5 (W)

---

5/6 (Th)

- Mini Event - Rikka's Plot Progression
- 

5/7 (F)

- Morning >> Route +1
- 

5/8 (Sa)

---

5/9 (Su)

---

5/10 (M)

- Day >> Infirmary
    - Date Invite +1
- 

5/12 (W)

---

5/14 (F)

- SPORTS FESTIVAL
- 

5/15 (Sa)

- Day >> Station Date +1
  - MEMORY Scene 01 - Hide-and-peek
- Night >> Text "Lovey-dovey"

CONFESSION~ He confessed to me here after the date.

---

**5/16 (Su)**

- Day >> Station
    - Option 1: "Will it bite me?" +1
- 

**5/17 (M)**

- Day >> Rooftop
    - Option 1: "I'll help." +1
  - Night >> Text "✦✧✧✦"
- 

**5/18 (Tu)**

- Mini Event - MEMORY Scene 17 - Riddle
- 

**5/19 (W)**

---

**5/21 (F)**

- Night >> Text "Real Jizo" (social)
- 

**5/22 (Sa)**

---

**5/23 (Su)**

---

**5/24 (M)**

- Day >> 1st Floor
    - Option 1: "I like mischeavious guys." +1
  - Night >> Text "✧ Tomorrow?"
- 

**5/25 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**5/26 (W)**

- EXAMS
- 

**5/27 (Th)**

- EXAMS
- 

**5/28 (F)**

- EXAMS
- 

**5/29 (Sa)**

- Day >> Riverbed
    - Option 1: "Accompany him." +1
    - MEMORY Scene 05 - Haunted House
    - CG 06 - Haunted House
- 

**5/30 (Su)**

- Day >> Arcade
    - Option 1: "Can I try it?" +1
- 

**5/31 (M)**

- Night >> Text "Hurt" (social)
- 

#### 6/1 (Tu)

- Mini Event - MEMORY Scene 16 - Prank 2
    - CG 13 - Prank 2
- 

#### 6/2 (W)

- Morning >> Route +1
  - Day >> 3rd Floor
    - Date Invite +1
- 

#### 6/4 (F)

- Night >> Text "Yummy" (social)
- 

#### 6/5 (Sa)

- Day >> Arcade Date +1
  - Mini Event >> MEMORY Scene 06 - Cherry Doubt
    - CG 03 - Cherry Doubt
- 

#### 6/6 (Su)

- Mini Event >> MEMORY Scene 12 - Coffee Cup
    - CG 01 - Coffee Cup
- 

#### 6/7 (M)

- Night >> Text "Do you know?" (social)
- 

#### 6/9 (W)

---

#### 6/11 (F)

- Day >> Library
  - Option 3: "I can't eat carrots." +1
- Night >> Text "Kyosuke"

BECAME A BAKA-COUPLE

---

#### 6/12 (Sa)

- Day >> School
    - Option 1: "Accompany him." +1
    - MEMORY Scene 10 - Dog
- 

#### 6/13 (Su)

- Day >> Station
    - Option 3: "Actually, a little bit..." +1
- 

#### 6/14 (M)

- Day >> 1st Floor +1
  - Night >> Text "Staff room"
- 

#### 6/16 (W)

---

#### 6/18 (F)

- Night >> Text "Listen" (social)
- 

#### 6/19 (Sa)

---

---

**6/20 (Su)**

---

**6/21 (M)**

- Day >> 2nd Floor +1
- 

---

**6/23 (W)**

---

**6/25 (F)**

- Day >> Cafeteria
    - Feeling Selection: Red/Pink (Happy) +1
  - Mini Event Chance - MEMORY Scene 19 - Escape
  - Night >> Text "Dessert"
- 

---

**6/26 (Sa)**

- Day >> Game Center
    - Option 1: "Red Bean." +1
- 

---

**6/27 (Su)**

- Day >> Suggest Misaki
    - For stat increases (Jpn +1, Sci +1)
- 

---

**6/28 (M)**

- Night >> Text "NAME-chan ♡" (social)
- 

---

**6/30 (W)**

---

**7/1 (Th)**

- Mini Event - CG 10 (1/2) - Infirmary
- 

**STOPPED HERE - RIKKA'S ROUTE IS STILL IN PROGRESS (EVERYTHING AFTER IS JUST TEMPLATE)**

---

---

**7/2 (F)**

- Morning >> Route +1
  - Day >> Infirmary
    - Date Invite +1
- 

---

**7/3 (Sa)**

- Day >> Arcade Date
    - Option 2: "Warn him gently." +1
    - MEMORY Scene 07 - Cherry Fair
- 

---

**7/4 (Su)**

---

**7/5 (M)**

- Night >> Text "New pranks" (social)
- 

---

**7/6 (Tu)**

- Mini Event - MEMORY Scene 15 - Prank 1
    - CG 10 (2/2) - Prank 1
- 

---

**7/7 (W)**

- Night >> Text "Study" (social)
- 

---

**7/9 (F)**

- Day >> Infirmary +1
  - Night >> Text "Hey, hey!"
- 

**7/10 (Sa)**

---

**7/11 (Su)**

- Day >> Arcade +1
  - Night >> Text "So hot\*:"
- 

**7/12 (M)**

- Night >> Text "Flustered" (social)
- 

**7/13 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**7/14 (W)**

- EXAMS
- 

**7/15 (Th)**

- EXAMS
- 

**7/16 (F)**

- EXAMS
- 

**7/17 (Sa)**

---

**7/18 (Su)**

---

**7/19 (M)**

- Night >> Text "Tsukasa-sensei"
- 

**7/21 (W)**

- Day >> Rooftop
    - Date Invite +1
- 

**7/23 (F)**

- Day >> Game Center +1
  - Night >> Text "Sleepy"
- 

**7/24 (Sa)**

- Day >> School Date +1
    - MEMORY Scene 02 - Test of Courage
- 

**7/25 (Su)**

---

**7/26 (M)**

---

**7/28 (W)**

---

**7/30 (F)**

---

**7/31 (Sa)**

---

**8/1 (Su)**

- Day >> Arcade
    - Date Invite +1
  - Night >> Mini Event - Spontaneous Show
    - CG 08 (1/4) - Concert
- 

**8/2 (M)**

- Night >> Text "Right now"
- 

**8/4 (W)**

---

**8/6 (F)**

---

**8/7 (Sa)**

- Day >> Station Date +1
- Mini Event - MEMORY Scene 07 - Surfer
  - CG \*\* - Surfboard
  - CG 06 - Surfer

\*\* Extra CG here that isn't listed in the actual gallery. Rikka with a surfboard.

---

**8/8 (Su)**

---

**8/9 (M)**

- Night >> Text "Cafe"
- 

**8/11 (W)**

---

**8/13 (F)**

---

**8/14 (Sa)**

- Night >> Mini Event - Homework
- 

**8/15 (Su)**

- Day >> Coffee Shop
    - Option 1: "Accompany him." +1
    - MEMORY Scene 08 - Music Power
- 

**8/16 (M)**

- Night >> Text "Long line"
- 

**8/18 (W)**

---

**8/20 (F)**

- SEASIDE EVENT
- 

**8/21 (Sa)**

- SEASIDE EVENT
- 

**8/22 (Su)**

- SEASIDE EVENT
- 

**8/23 (M)**



- Day >> Game Center +1
- 

#### 8/25 (W)

- Night >> Text "Now"
- 

#### 8/27 (F)

---

#### 8/28 (Sa)

---

#### 8/29 (Su)

---

#### 8/30 (M)

- Day >> Coffee Shop
    - Option 2: "You still want more break?" +1
  - Night >> Text "Summer break~"
- 

#### 9/1 (W)

- Morning >> Route +1
  - Night >> Text "Location" (social)
- 

#### 9/2 (Th)

- Mini Event - MEMORY Scene 17 - Rikka & Music
- 

#### 9/3 (F)

- Day >> Rooftop +1
  - Night >> Text "Serious"
- 

#### 9/4 (Sa)

- Mini Event - Sounding Testing
- 

#### 9/5 (Su)

- Day >> School
    - Feeling Selection: Red/Pink (Happy) +1
- 

#### 9/6 (M)

- SKETCH CONTEST
- 

#### 9/7 (Tu)

- Mini Event - Love Letters
- 

#### 9/8 (W)

- Night >> Text "Game Center" (social)
- 

#### 9/10 (F)

- Day >> 2nd Floor
    - Option 2: "I wouldn't change anything." +1
  - Night >> Text "Conflict"
- 

#### 9/11 (Sa)

---

#### 9/12 (Su)

---

**9/13 (M)**

- Night >> Text "Do you..." (social)
- 

**9/15 (W)**

- Day >> Cafeteria +1
  - Night >> Text "Are you awake?"
- 

**9/17 (F)**

---

**9/18 (Sa)**

- Day >> Coffee Shop +1
- 

**9/19 (Su)**

---

**9/20 (M)**

---

**9/22 (W)**

---

**9/24 (F)**

- Day >> Library +1
- 

**9/25 (Sa)**

---

**9/26 (Su)**

- Day >> Station +1
- 

**9/27 (M)**

- Night >> Text "What to eat" (social)
- 

**9/29 (W)**

- Night >> Text "Unfair" (social)
- 

**10/1 (F)**

- Morning >> Route +1
  - Day >> Library
    - Date Invite +1
- 

**10/2 (Sa)**

- Day >> Station Date
    - MEMORY Scene 10 - WCR
    - CG 08 (2/4) - Concert
    - Option 2: "Too bad, but it's okay." +1
- 

**10/3 (Su)**

- Mini Event - Plot Progression - Keichi
    - CG 08 (3/4) - Surprise
- 

**10/4 (M)**

- Night >> Text "October" (social)
- 

**10/5 (Tu)**

- Mini Event - Tanned
-

**10/6 (W)**

- Mini Event Chance - MEMORY Scene 18 - After School Kiss
    - CG03 - After School Kiss
  - Night >> Text "Rikka" (social)
- 

**10/8 (F)**

- Night >> Text "I..." (social)
- 

**10/9 (Sa)****10/10 (Su)**

- Mini Event - Rikka's Birthday
- 

**10/11 (M)**

- Day >> Arcade
    - Option 1: "Accompany him." +1
    - MEMORY Scene 09 - Headlight
    - CG 07 - Headlight
- 

**10/12 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**10/13 (W)**

- EXAMS
- 

**10/14 (Th)**

- EXAMS
- 

**10/15 (F)**

- EXAMS
- 

**10/16 (Sa)**

- Night >> Mini Event - Homecooking
    - Option 1: "Why don't you eat with me?" +1
- 

**10/17 (Su)****10/18 (M)**

- EXAM RESULTS
- 

**10/20 (W)**

- Day >> 2nd Floor
    - Date Invite +1
- 

**10/22 (F)****10/23 (Sa)**

- Day >> Game Center Date +1
    - MEMORY Scene 03 - Bullshot
- 

**10/24 (Su)**

- Day >> Game Center

- Option 1: "Accompany him." +1
- 

**10/25 (M)**

- Night >> Text "Difficult" (social)
- 

**10/27 (W)**

- DISASTER DRILL
- 

**10/29 (F)**

- Day >> Cafeteria +1
  - Night >> Text "Halloween"
- 

**10/30 (Sa)**

---

**10/31 (Su)**

---

**11/1 (M)**

- Morning >> Route +1
  - Night >> Text "Earlier" (social)
- 

**11/2 (Tu)**

- Mini Event - Studying
- 

**11/3 (W)**

- Mini Event >> Love wishes
    - Option 1: "Go with him." +1
- 

**11/5 (F)**

- Day >> 2nd Floor +1
  - Night >> Text "Maintenance"
- 

**11/6 (Sa)**

- Night >> Mini Event
    - Option 1: "Go."
      - MEMORY Scene 19 - Morning Kiss
      - CG 09 - Morning Kiss
- 

**11/7 (Su)**

---

**11/8 (M)**

- Night >> Text "Oh no" (social)
- 

**11/10 (W)**

---

**11/12 (F)**

- Day >> Yard +1
  - Night >> Text "Ushigi Naomi"
- 

**11/13 (Sa)**

- FIELDTRIP
- 

**11/14 (Su)**

- FIELDTRIP
-

**11/15 (M)**

- Night >> Text "Basketball" (social)
- 

**11/17 (W)**

- Day >> Library
    - Option 1: "About the same." +1
  - Night >> Text "Guitar"
- 

**11/19 (F)****11/20 (Sa)**

- Night >> Mini Event - Ramen
    - CG 12 (1/3) - Ramen
- 

**11/21 (Su)**

- Day >> Game Center +1
- 

**11/22 (M)**

- Night >> Text "Snack" (social)
- 

**11/24 (W)**

- Day >> Cafeteria +1
- 

**11/26 (F)**

- CULTURE FESTIVAL
- 

**11/27 (Sa)****11/28 (Su)****11/29 (M)**

- Night >> Text "Song" (social)
- 

**12/1 (W)**

- Morning >> Route +1
  - Day >> Rooftop
    - Option 1: "I went outside." +1
  - Night >> Text "Well..."
- 

**12/2 (Th)**

- Mini Event - School Nap
- 

**12/3 (F)**

- Night >> Text "Garlic" (social)
- 

**12/4 (Sa)**

- Night >> Mini Event - Ramen
    - CG 12 (1/3) Ramen
- 

**12/5 (Su)****12/6 (M)**

- Day >> 2nd Floor +1
  - Night >> Text "Illumination"
- 

**12/7 (Th)**

- Mini Event - Study Session
    - +1 All Stats
- 

**12/8 (W)**

- EXAMS
- 

**12/9 (Th)**

- EXAMS
- 

**12/10 (F)**

- EXAMS
- 

**12/11 (Sa)**

- Day >> Park +1
- 

**12/12 (Su)**

---

**12/13 (M)**

- Exam Results
- 

**12/15 (W)**

- Day >> Cafeteria
    - Option 1: "Hot lemonade." +1
  - Night >> Text "Sales"
- 

**12/17 (F)**

- Ski Trip
- 

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip
- 

**12/20 (M)**

- Night >> Text "Phone symbol" (social)
- 

**12/22 (W)**

- Day >> 2nd Floor
    - Date Invite +1
- 

**12/24 (F)**

---

**12/25 (Sa)**

- Day >> Arcade Date
    - MEMORY Scene 11 - Illumination
- 

**12/26 (Su)**

- Day >> Game Center
    - Option 3: "Did your bike break down?" +1
- 

12/27 (M)

---

12/29 (W)

---

12/31 (F)

---

1/1 (Sa)

- Day >> Coffee Shop +1
  - Night >> Text "New Year"
- 

1/2 (Su)

---

1/3 (M)

---

1/5 (W)

---

1/7 (F)

- Morning >> Route +1
  - Night >> Text "Studying" (social)
- 

1/8 (Sa)

---

1/9 (Su)

---

1/10 (M)

- Day >> Arcade +1
- 

## Rikka's Ending Decision

1/11 (Th)

- Mini Event - Plot Progression
    - CG 10 - Rikka's Past
  - Option 1: You still care about the club. >> Ending A
  - Option 2: You are just running away. >> Ending B
- 

1/12 (W)

- Night >> Text "Food" (social)
- 

1/14 (F)

- Day >> Cafeteria
    - Date Invite +1
- 

1/15 (Sa)

- Day >> Park Date +1
    - MEMORY Scene 04 - Snowman
- 

1/16 (Su)

---

1/17 (M)

- Night >> Text "I love you" (social)
-

**1/19 (W)**

- (ONLY if you picked **Option 1** back on 1/2)
    - After School Mini Event - Plot Progression
  - Night >> Text "Lonely" (social)
- 

**1/21 (F)**

- Day > Library +1
  - Night >> Text "Are you cold?"
- 

**1/22 (Sa)**

- Day >> School
    - Option 1: "Let's study together." +1
- 

**1/23 (Su)**

---

**1/24 (M)**

---

**1/26 (W)**

- Day >> Yard +1
- 

**1/28 (F)**

- Music Fest
- 

**1/29 (Sa)**

---

**1/30 (Su)**

---

**1/31 (M)**

- Night >> Text "Snow" (social)
- 

**2/1 (Tu)**

- Mini Event - Plot Progression
  - (ONLY if you picked **Option 1** back on 1/11)
    - SKIPS TO **2/8 (Tu) - Rikka**
- 

**2/2 (W)**

- Morning >> Route +1
  - Day >> Cafeteria
    - Option 3: "Orchestra." +1
  - Night >> Text "Winter sales"
- 

**2/3 (Th)**

- Mini Event - UFO
- 

**2/4 (F)**

- Night >> Text "Mixed Bath" (social)
- 

**2/5 (Sa)**

- Day >> Riverbed
    - Option 1: "Stylish design." +1
  - Night >> Text "I'm home"
- 

**2/6 (Su)**

- (ONLY if you picked **Option 2** back on 1/11)



- Mini Event - Plot Progression
- 

## 2/7 (M)

- Night >> Text "Bike" (social)
- 

## 2/8 (Tu) - Rikka

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - SKIPS TO **2/15 (Tu)**
- 

## 2/9 (W)

- Day >> 2nd Floor
    - Option 2: "I just like to listen." +1
  - Night >> Text "Luxury cars"
- 

## 2/11 (F)

---

## 2/12 (Sa)

---

## 2/13 (Su)

---

## 2/14 (M)

- Mini Event - Valentine's Day
- 

## 2/15 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - SKIPS TO **2/22 (Tu)**
  - Mini Event - Study Session
    - +1 All Stats
- 

## 2/16 (W)

- EXAMS
- 

## 2/17 (Th)

- EXAMS
- 

## 2/18 (F)

- EXAMS
- 

## 2/19 (Sa)

- Day >> Park
    - Option 1: "A lighter." +1
  - Night >> Text "Dinner"
- 

## 2/20 (Su)

---

## 2/21 (M)

- Exam Results
- 

## 2/22 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
  - Mini Event - Plot Progression
  - SKIPS TO **3/1 (Tu)**

---

### 2/23 (W)

- Night >> Text "(Mail symbol)" (social)
- 

### 2/25 (F)

- Day >> 2nd Floor
    - Option 3: "I wanna stay home." +1
  - Night >> Text "Obsolete?"
- 

### 2/26 (Sa)

- Day >> Station
    - Option 2: "I changed it yesterday." +1
- 

### 2/27 (Su)

---

### 2/28 (M)

- Farewell Seniors
- 

### 3/1 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - CG 11 - Conducting
    - SKIPS TO **3/8 (Tu)**
- 

### 3/2 (W)

---

### 3/4 (F)

- Morning >> Route +1
- 

### 3/5 (Sa)

---

### 3/6 (Su)

- (ONLY if you picked **Option 2** back on 1/11)
    - MEMORY Scene 22 - ED B
    - CG 08 (4/4) - Concert
    - Yuto CG 11 (2/2) - Helicopter
    - CG 14 - ED B
    - **After Credits:**
      - MEMORY Scene 23 - EP B
      - CG 15 - EP B
- 

### 3/8 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
    - MEMORY Scene 20 - ED A
    - CG 12 (2/3) - Ramen
    - CG 12 (3/3) - Ramen
    - **After Credits:**
      - MEMORY Scene 21 - EP A
      - CG 13 - EP A
- 

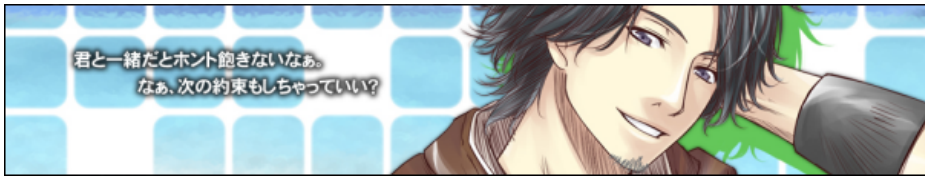
**GAME OVER - CONGRATZ!**

**UNLOCK BOTH ENDING A AND ENDING B TO SEE Rikka'S SPECIAL STORY**

---

## Soya Tatsuhara

*DISCLAIMER: There may be slight variations depending on whether you miss a date, text, hang out, etc. This is more of a general guide and outline for what to expect and what choices to make as you play.*



**NOTE:** Subject of interest is P.E. Only cares about you passing and getting a perfect in P.E. (all other stats don't *need* to be maxed)

## Soya Jump To:

- [Ending Decision Day/Moment](#)
- [Soya's CG Listing](#)
- [Soya's Memory Listing](#)

### Legend / Notes:

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Soya, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - **Reminder:** a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

### 4/3 (Sa)

- Any

### 4/4 (Su)

- School
  - CG 01 (1/2) - Bike

### 4/5 (M)

- School
  - Option 3: "It's a secret." +1

### 4/6 (Tu)

- Any (Preferrably a ?)

### 4/7 (W)

- 2nd Floor

### 4/8 (Th)

- Yard
  - Option 2: "It's a rock band, right?" +1

### 4/9 (F)

- Any (Preferrably a ?)

### 4/10 (Sa)

- Daytime >> Boutique
- Nighttime >> Text "Hi"

### 4/11 (Su)

- School
- 

#### 4/12 (M)

- Morning >> Route Selection
    - Option 1: Go to school with him. +1
- 

#### 4/14 (W)

- Day >> Yard
    - Feeling Selection: Shock (Green) +1
  - Night >> Text "Right"
- 

#### 4/15 (Th)

- Mini Event - Music Preference
- 

#### 4/16 (F)

---

#### 4/17 (Sa)

---

#### 4/18 (Su)

---

#### 4/19 (M)

- Day >> 2nd Floor
    - Feeling Selection: Happy (Red/Pink) +1
  - Night >> Text "☒?"
- 

#### 4/21 (W)

---

#### 4/23 (F)

- Day >> Rooftop
    - Option 2: "Leisure magazines?" +1
  - Night >> Text "Riverbed"
- 

#### 4/24 (Sa)

---

#### 4/25 (Su)

- Day >> Coffee Shop
    - Feeling Selection: Sad (Blue) +1
  - Night >> Text "Good evening"
- 

#### 4/26 (M)

---

#### 4/28 (W)

---

#### 4/30 (F)

---

#### 5/1 (Sa)

- Night >> Mini Event - Sunset
- 

#### 5/2 (Su)

- Mini Event - Live Concern
    - CG 8 (1/4) - Concert
-

**5/3 (M)**

---

**5/5 (W)**

- Day >> Game Center
    - Option 1: "I want to go! When is it?" +1
- 

**5/7 (F)**

- Morning >> Route +1
  - Night >> Text "Live" (social)
- 

**5/8 (Sa)**

---

**5/9 (Su)**

---

**5/10 (M)**

- Day >> Cafeteria
    - Date Invite +1
- 

**5/12 (W)**

---

**5/14 (F)**

- SPORTS FESTIVAL
- 

**5/15 (Sa)**

- Day >> Arcade Date +1
  - MEMORY Scene 01 - Band

*CONFESSION~ He confessed to me here after the date.*

---

**5/16 (Su)**

---

**5/17 (M)**

- Day >> 2nd Floor
    - Option 2: "Just as much as he can." +1
  - Night >> Text "Super happy~"
- 

**5/18 (Tu)**

- Mini Event - MEMORY Scene 13 - Concert
- 

**5/19 (W)**

- Night >> Text "Where is it?" (social)
- 

**5/21 (F)**

- Day >> Cafeteria
    - Date Invite +1
- 

**5/22 (Sa)**

- Day >> Station +1
    - MEMORY Scene 05 - Bike
    - CG 01 (2/2) - Bike
- 

**5/23 (Su)**

- Day >> Boutique

- Option 2: "I still can't decide." +1
- 

#### 5/24 (M)

- Night >> Text "Time to sleep" (social)
- 

#### 5/25 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

#### 5/26 (W)

- EXAMS
- 

#### 5/27 (Th)

- EXAMS
- 

#### 5/28 (F)

- EXAMS
- 

#### 5/29 (Sa)

#### 5/30 (Su)

- Day >> Arcade
    - Option 1: "Can I try it?" +1
- 

#### 5/31 (M)

- Night >> Text "Hey" (social)
- 

#### 6/1 (Tu)

- Mini Event - Infirmary
- 

#### 6/2 (W)

- Morning >> Route +1
  - Day >> Rooftop
    - Option 2: "A cinema is good." +1
  - Night >> Text "Wet"
- 

#### 6/4 (F)

- Night >> Text "Lyric" (social)
- 

#### 6/5 (Sa)

- Mini Event >> MEMORY Scene 15 - Fish On
    - CG 05 - Fish On
- 

#### 6/6 (Su)

- Day >> Boutique (Present)

*This is is not required, but we became a BAKA-COUPLE right afterwards so figured I'd mention it.*

---

#### 6/7 (M)

- Night >> Text "Tests" (social)
- 

#### 6/9 (W)

- Day >> 2nd Floor
  - Option 1: "Yes, it suits you." +1

- Night >> Text "Good evening"
- 

#### 6/11 (F)

---

#### 6/12 (Sa)

- Night >> Mini Event - MEMORY Scene 14 - Night Sea
    - CG 04 - Night Sea
- 

#### 6/13 (Su)

- Day >> Station
    - Option 3: "Actually, a little bit..." +1
- 

#### 6/14 (M)

- Day >> Suggested Yuto
    - Feeling Selection: Happy (Red/Pink)
      - This gets an all stats increase and fulfills the social requirement for the text
  - Night >> Text "Shocked~" (social)
- 

#### 6/16 (W)

- Day >> Cafeteria +1
  - Night >> Text "Can't sleep"
- 

#### 6/18 (F)

---

#### 6/19 (Sa)

---

#### 6/20 (Su)

---

#### 6/21 (M)

- Day >> Rooftop
    - Option 3: "Sharing an umbrella." +1
  - Night >> Text "Training"
- 

#### 6/23 (W)

---

#### 6/25 (F)

- Day >> Yard
    - Feeling Selection: Red/Pink (Happy) +1
  - Night >> Text "Rainy season"
- 

#### 6/26 (Sa)

- Day >> Coffee Shop +1
- 

#### 6/27 (Su)

- Day >> Suggest Misaki
    - For stat increases (Jpn +1, Sci +1)
- 

#### 6/28 (M)

- Night >> Text "Rikka" (social)
- 

#### 6/30 (W)

- Day >> Infirmary
  - Date Invite +1

---

**7/1 (Th)**

- Mini Event - MEMORY Scene 12 - Basketball
    - CG 02 - Basketball
- 

**7/2 (F)**

- Morning >> Route +1
  - Night >> Text "Bath" (social)
- 

**7/3 (Sa)**

- Day >> Arcade Date
    - Option 2: "Do your best, Soya-kun!" +1
    - MEMORY Scene 06 - Festival
- 

**7/4 (Su)**

---

**7/5 (M)**

- Night >> Text "Practice" (social)
- 

**7/6 (Tu)**

- Mini Event - Skinship
- 

**7/7 (W)**

- Day >> Library +1
  - Night >> Text "My hair"
- 

**7/9 (F)**

- Text "Magazine" (social)
- 

**7/10 (Sa)**

---

**7/11 (Su)**

---

**7/12 (M)**

- Night >> Text "Flustered" (social)
- 

**7/13 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**7/14 (W)**

- EXAMS
- 

**7/15 (Th)**

- EXAMS
- 

**7/16 (F)**

- EXAMS
- 

**7/17 (Sa)**

---

**7/18 (Su)**

---



**7/19 (M)**

- Night >> Text "Tsukasa-sensei"
- 

**7/21 (W)**

- Day >> Rooftop
    - Date Invite +1
- 

**7/23 (F)**

- Day >> Game Center +1
  - Night >> Text "Sleepy"
- 

**7/24 (Sa)**

- Day >> School Date +1
    - MEMORY Scene 02 - Test of Courage
- 

**7/25 (Su)**

---

**7/26 (M)**

---

**7/28 (W)**

---

**7/30 (F)**

---

**7/31 (Sa)**

---

**8/1 (Su)**

- Day >> Arcade
    - Date Invite +1
  - Night >> Mini Event - Spontaneous Show
    - CG 08 (1/4) - Concert
- 

**8/2 (M)**

- Night >> Text "Right now"
- 

**8/4 (W)**

---

**8/6 (F)**

---

**8/7 (Sa)**

- Day >> Station Date +1
  - Mini Event - MEMORY Scene 07 - Surfer
    - CG \*\* - Surfboard
    - CG 06 - Surfer
- 

\*\* Extra CG here that isn't listed in the actual gallery. Soya with a surfboard.

---

**8/8 (Su)**

---

**8/9 (M)**

- Night >> Text "Cafe"
- 

**8/11 (W)**

---

8/13 (F)

---

8/14 (Sa)

- Night >> Mini Event - Homework
- 

8/15 (Su)

- Day >> Coffee Shop
    - Option 1: "Accompany him." +1
    - MEMORY Scene 08 - Music Power
- 

8/16 (M)

- Night >> Text "Long line"
- 

8/18 (W)

---

8/20 (F)

- SEASIDE EVENT
- 

8/21 (Sa)

- SEASIDE EVENT
- 

8/22 (Su)

- SEASIDE EVENT
- 

8/23 (M)

- Day >> Game Center +1
- 

8/25 (W)

- Night >> Text "Now"
- 

8/27 (F)

---

8/28 (Sa)

---

8/29 (Su)

---

8/30 (M)

- Day >> Coffee Shop
    - Option 2: "You still want more break?" +1
  - Night >> Text "Summer break~"
- 

9/1 (W)

- Morning >> Route +1
  - Night >> Text "Location" (social)
- 

9/2 (Th)

- Mini Event - MEMORY Scene 17 - Soya & Music
- 

9/3 (F)

- Day >> Rooftop +1
  - Night >> Text "Serious"
-

**9/4 (Sa)**

- Mini Event - Sounding Testing
- 

**9/5 (Su)**

- Day >> School
    - Feeling Selection: Red/Pink (Happy) +1
- 

**9/6 (M)**

- SKETCH CONTEST
- 

**9/7 (Tu)**

- Mini Event - Love Letters
- 

**9/8 (W)**

- Night >> Text "Game Center" (social)
- 

**9/10 (F)**

- Day >> 2nd Floor
    - Option 2: "I wouldn't change anything." +1
  - Night >> Text "Conflict"
- 

**9/11 (Sa)**

---

**9/12 (Su)**

---

**9/13 (M)**

- Night >> Text "Do you..." (social)
- 

**9/15 (W)**

- Day >> Cafeteria +1
  - Night >> Text "Are you awake?"
- 

**9/17 (F)**

---

**9/18 (Sa)**

- Day >> Coffee Shop +1
- 

**9/19 (Su)**

---

**9/20 (M)**

---

**9/22 (W)**

---

**9/24 (F)**

- Day >> Library +1
- 

**9/25 (Sa)**

---

**9/26 (Su)**

- Day >> Station +1
- 

**9/27 (M)**

- Night >> Text "What to eat" (social)
- 

#### 9/29 (W)

- Night >> Text "Unfair" (social)
- 

#### 10/1 (F)

- Morning >> Route +1
  - Day >> Library
    - Date Invite +1
- 

#### 10/2 (Sa)

- Day >> Station Date
    - MEMORY Scene 10 - WCR
    - CG 08 (2/4) - Concert
    - Option 2: "Too bad, but it's okay." +1
- 

#### 10/3 (Su)

- Mini Event - Plot Progression - Keichi
    - CG 08 (3/4) - Surprise
- 

#### 10/4 (M)

- Night >> Text "October" (social)
- 

#### 10/5 (Tu)

- Mini Event - Tanned
- 

#### 10/6 (W)

- Mini Event Chance - MEMORY Scene 18 - After School Kiss
    - CG03 - After School Kiss
  - Night >> Text "Rikka" (social)
- 

#### 10/8 (F)

- Night >> Text "I..." (social)
- 

#### 10/9 (Sa)

---

#### 10/10 (Su)

- Mini Event - Soya's Birthday
- 

#### 10/11 (M)

- Day >> Arcade
    - Option 1: "Accompany him." +1
    - MEMORY Scene 09 - Headlight
    - CG 07 - Headlight
- 

#### 10/12 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

#### 10/13 (W)

- EXAMS
- 

#### 10/14 (Th)

- EXAMS

---

**10/15 (F)**

- EXAMS
- 

**10/16 (Sa)**

- Night >> Mini Event - Homecooking
    - Option 1: "Why don't you eat with me?" +1
- 

**10/17 (Su)**

---

**10/18 (M)**

- EXAM RESULTS
- 

**10/20 (W)**

- Day >> 2nd Floor
    - Date Invite +1
- 

**10/22 (F)**

---

**10/23 (Sa)**

- Day >> Game Center Date +1
    - MEMORY Scene 03 - Bullshot
- 

**10/24 (Su)**

- Day >> Game Center
    - Option 1: "Accompany him." +1
- 

**10/25 (M)**

- Night >> Text "Difficult" (social)
- 

**10/27 (W)**

- DISASTER DRILL
- 

**10/29 (F)**

- Day >> Cafeteria +1
  - Night >> Text "Halloween"
- 

**10/30 (Sa)**

---

**10/31 (Su)**

---

**11/1 (M)**

- Morning >> Route +1
  - Night >> Text "Earlier" (social)
- 

**11/2 (Tu)**

- Mini Event - Studying
- 

**11/3 (W)**

- Mini Event >> Love wishes
    - Option 1: "Go with him." +1
- 

**11/5 (F)**

- Day >> 2nd Floor +1
  - Night >> Text "Maintenance"
- 

#### 11/6 (Sa)

- Night >> Mini Event
    - Option 1: "Go."
      - MEMORY Scene 19 - Morning Kiss
      - CG 09 - Morning Kiss
- 

#### 11/7 (Su)

---

#### 11/8 (M)

- Night >> Text "Oh no" (social)
- 

#### 11/10 (W)

---

#### 11/12 (F)

- Day >> Yard +1
  - Night >> Text "Ushigi Naomi"
- 

#### 11/13 (Sa)

- FIELDTRIP
- 

#### 11/14 (Su)

- FIELDTRIP
- 

#### 11/15 (M)

- Night >> Text "Basketball" (social)
- 

#### 11/17 (W)

- Day >> Library
    - Option 1: "About the same." +1
  - Night >> Text "Guitar"
- 

#### 11/19 (F)

---

#### 11/20 (Sa)

- Night >> Mini Event - Ramen
    - CG 12 (1/3) - Ramen
- 

#### 11/21 (Su)

- Day >> Game Center +1
- 

#### 11/22 (M)

- Night >> Text "Snack" (social)
- 

#### 11/24 (W)

- Day >> Cafeteria +1
- 

#### 11/26 (F)

- CULTURE FESTIVAL
- 

#### 11/27 (Sa)

---

**11/28 (Su)**

---

**11/29 (M)**

- Night >> Text "Song" (social)
- 

**12/1 (W)**

- Morning >> Route +1
  - Day >> Rooftop
    - Option 1: "I went outside." +1
  - Night >> Text "Well..."
- 

**12/2 (Th)**

- Mini Event - School Nap
- 

**12/3 (F)**

- Night >> Text "Garlic" (social)
- 

**12/4 (Sa)**

- Night >> Mini Event - Ramen
    - CG 12 (1/3) Ramen
- 

**12/5 (Su)**

---

**12/6 (M)**

- Day >> 2nd Floor +1
  - Night >> Text "Illumination"
- 

**12/7 (Th)**

- Mini Event - Study Session
    - +1 All Stats
- 

**12/8 (W)**

- EXAMS
- 

**12/9 (Th)**

- EXAMS
- 

**12/10 (F)**

- EXAMS
- 

**12/11 (Sa)**

- Day >> Park +1
- 

**12/12 (Su)**

---

**12/13 (M)**

- Exam Results
- 

**12/15 (W)**

- Day >> Cafeteria
  - Option 1: "Hot lemonade." +1
- Night >> Text "Sales"

---

**12/17 (F)**

- Ski Trip
- 

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip
- 

**12/20 (M)**

- Night >> Text "Phone symbol" (social)
- 

**12/22 (W)**

- Day >> 2nd Floor
    - Date Invite +1
- 

**12/24 (F)**

---

**12/25 (Sa)**

- Day >> Arcade Date
    - MEMORY Scene 11 - Illumination
- 

**12/26 (Su)**

- Day >> Game Center
    - Option 3: "Did your bike break down?" +1
- 

**12/27 (M)**

---

**12/29 (W)**

---

**12/31 (F)**

---

**1/1 (Sa)**

- Day >> Coffee Shop +1
  - Night >> Text "New Year"
- 

**1/2 (Su)**

---

**1/3 (M)**

---

**1/5 (W)**

---

**1/7 (F)**

- Morning >> Route +1
  - Night >> Text "Studying" (social)
- 

**1/8 (Sa)**

---

**1/9 (Su)**

---

**1/10 (M)**

- Day >> Arcade +1



## Soya's Ending Decision

### 1/11 (Th)

- Mini Event - Plot Progression
    - CG 10 - Soya's Past
  - Option 1: You still care about the club. >> Ending A
  - Option 2: You are just runnig away. >> Ending B
- 

### 1/12 (W)

- Night >> Text "Food" (social)
- 

### 1/14 (F)

- Day >> Cafeteria
    - Date Invite +1
- 

### 1/15 (Sa)

- Day >> Park Date +1
    - MEMORY Scene 04 - Snowman
- 

### 1/16 (Su)

### 1/17 (M)

- Night >> Text "I love you" (social)
- 

### 1/19 (W)

- (ONLY if you picked **Option 1** back on 1/2)
    - After School Mini Event - Plot Progression
  - Night >> Text "Lonely" (social)
- 

### 1/21 (F)

- Day > Library +1
  - Night >> Text "Are you cold?"
- 

### 1/22 (Sa)

- Day >> School
    - Option 1: "Let's study together." +1
- 

### 1/23 (Su)

### 1/24 (M)

### 1/26 (W)

- Day >> Yard +1
- 

### 1/28 (F)

- Music Fest
- 

### 1/29 (Sa)

### 1/30 (Su)

### 1/31 (M)

- Night >> Text "Snow" (social)
-

## 2/1 (Tu)

- Mini Event - Plot Progression
  - (ONLY if you picked **Option 1** back on 1/11)
    - SKIPS TO **2/8 (Tu) - Soya**
- 

## 2/2 (W)

- Morning >> Route +1
  - Day >> Cafeteria
    - Option 3: "Orchestra." +1
  - Night >> Text "Winter sales"
- 

## 2/3 (Th)

- Mini Event - UFO
- 

## 2/4 (F)

- Night >> Text "Mixed Bath" (social)
- 

## 2/5 (Sa)

- Day >> Riverbed
    - Option 1: "Stylish design." +1
  - Night >> Text "I'm home"
- 

## 2/6 (Su)

- (ONLY if you picked **Option 2** back on 1/11)
    - Mini Event - Plot Progression
- 

## 2/7 (M)

- Night >> Text "Bike" (social)
- 

## 2/8 (Tu) - Soya

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - SKIPS TO **2/15 (Tu)**
- 

## 2/9 (W)

- Day >> 2nd Floor
    - Option 2: "I just like to listen." +1
  - Night >> Text "Luxury cars"
- 

## 2/11 (F)

---

## 2/12 (Sa)

---

## 2/13 (Su)

---

## 2/14 (M)

- Mini Event - Valentine's Day
- 

## 2/15 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - SKIPS TO **2/22 (Tu)**
  - Mini Event - Study Session
    - +1 All Stats
-

### 2/16 (W)

- EXAMS
- 

### 2/17 (Th)

- EXAMS
- 

### 2/18 (F)

- EXAMS
- 

### 2/19 (Sa)

- Day >> Park
    - Option 1: "A lighter." +1
  - Night >> Text "Dinner"
- 

### 2/20 (Su)

---

### 2/21 (M)

- Exam Results
- 

### 2/22 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - SKIPS TO **3/1 (Tu)**
- 

### 2/23 (W)

- Night >> Text "(Mail symbol)" (social)
- 

### 2/25 (F)

- Day >> 2nd Floor
    - Option 3: "I wanna stay home." +1
  - Night >> Text "Obsolete?"
- 

### 2/26 (Sa)

- Day >> Station
    - Option 2: "I changed it yesterday." +1
- 

### 2/27 (Su)

---

### 2/28 (M)

- Farewell Seniors
- 

### 3/1 (Tu)

- (ONLY if you picked **Option 1** back on 1/11)
    - Mini Event - Plot Progression
    - CG 11 - Conducting
    - SKIPS TO **3/8 (Tu)**
- 

### 3/2 (W)

---

### 3/4 (F)

- Morning >> Route +1
- 

### 3/5 (Sa)

### 3/6 (Su)

- (ONLY if you picked **Option 2** back on 1/11)
  - MEMORY Scene 22 - ED B
  - CG 08 (4/4) - Concert
  - Yuto CG 11 (2/2) - Helicopter
  - CG 14 - ED B
  - **After Credits:**
    - MEMORY Scene 23 - EP B
    - CG 15 - EP B

### 3/8 (Tu)

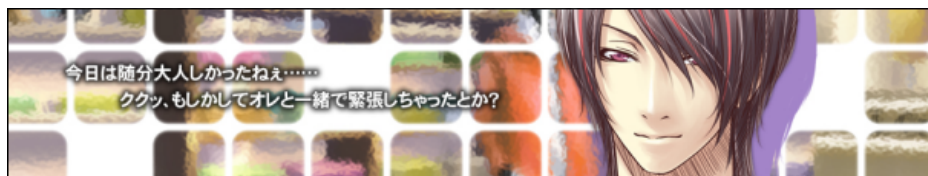
- (ONLY if you picked **Option 1** back on 1/11)
  - MEMORY Scene 20 - ED A
  - CG 12 (2/3) - Ramen
  - CG 12 (3/3) - Ramen
  - **After Credits:**
    - MEMORY Scene 21 - EP A
    - CG 13 - EP A

GAME OVER - CONGRATZ!

UNLOCK BOTH ENDING A AND ENDING B TO SEE SOYA'S SPECIAL STORY

## Takumi Mishiro

*DISCLAIMER: There may be slight variations depending on whether you miss a date, text, hang out, etc. This is more of a general guide and outline for what to expect and what choices to make as you play.*



**NOTE:** Subject of interest is Math/Sci. Only cares about you passing and getting a perfect in Math/Sci (all other stats don't *need* to be maxed)

### Takumi Jump To:

- **Ending Decision Day/Moment**
- **Takumi's CG Listing**
- **Takumi's Memory Listing**

#### Legend / Notes:

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Takumi, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - **Reminder:** a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

### 4/3 (Sa)

- Any

### 4/4 (Su)

- Game Center
  - CG 01 - Tall Guy

**4/5 (M)**

- Game Center
    - Feeling Selection: Happy (Red/Pink) +1
- 

**4/6 (Tu)**

- Any (Preferrably a ?)
- 

**4/7 (W)**

- 2nd Floor
- 

**4/8 (Th)**

- 2nd Floor
    - Option 3: "Let me help!" +1
- 

**4/9 (F)**

- Any (Preferrably a ?)
- 

**4/10 (Sa)**

- Daytime >> Boutique
  - Nighttime >> Text "Good evening"
- 

**4/11 (Su)**

- School
- 

**4/12 (M)**

- Morning >> Route Selection
    - Option 1: Go to school with him. +1
  - Day >> Rooftop
    - Option 1: "I'll do anything you want." +1
  - Night >> Text "Do you know?"
- 

**4/14 (W)****4/15 (Th)**

- Mini Event - Attendance
- 

**4/16 (F)**

- Day >> Rooftop
    - Option 2: "Let's play together." +1
  - Night >> Text "Have I told"
- 

**4/17 (Sa)****4/18 (Su)****4/19 (M)****4/21 (W)**

- Day >> 2nd Floor
    - Option 3: "What if I really am?" +1
  - Night >> Text "Teacher"
-

4/23 (F)

---

4/24 (Sa)

---

4/25 (Su)

- Day >> Game Center
    - Option 2: "Are you making a pass at me?" +1
- 

4/26 (M)

---

4/28 (W)

- Day >> Cafeteria
    - Option 3: "Surf the web." +1
  - Night >> Text "Dinner "
- 

4/30 (F)

---

5/1 (Sa)

---

5/2 (Su)

- Night >> Mini Event - Target
- 

5/3 (M)

---

5/5 (W)

---

5/6 (Th)

- Mini Event - Down Pour
- 

5/7 (F)

- Morning >> Route +1
  - Day >> Yard
    - Date Invite +1
- 

5/8 (Sa)

- Day >> Arcade Date +1
    - MEMORY Scene 01 - Scent of Danger
- 

*I had the option to confess here but I turned it down. The confession was accepted, but I personally prefer them confessing to me (haha). But I'd recommend saving regardless. Both increased affection.*

---

5/9 (Su)

- Day >> Riverbed +1
  - Night >> Text ""
- 

5/10 (M)

---

5/12 (W)

- Day >> Yard
    - Option 3: "There are prizes..." +1
  - Night >> Text "By the way"
- 

5/14 (F)

- SPORTS FESTIVAL

---

5/15 (Sa)

---

5/16 (Su)

---

5/17 (M)

---

5/19 (W)

- Day >> Cafeteria
    - Option 2: "Actually, no." +1
  - Night >> Text "I'm bored"
- 

5/21 (F)

---

5/22 (Sa)

- Day >> Game Center
  - Option 1: "Why my name?" +1

*CONFESSION~ He confessed to me after hanging out with him.*

---

5/23 (Su)

---

5/24 (M)

- Night >> Text "La vie en rose" (social)
- 

5/25 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

5/26 (W)

- EXAMS
- 

5/27 (Th)

- EXAMS
- 

5/28 (F)

- EXAMS
- 

5/29 (Sa)

---

5/30 (Su)

---

5/31 (M)

- Day >> 2nd Floor
    - Option 2: "May is almost over." +1
  - Night >> Text "Will you get"
- 

6/1 (Tu)

- Mini Event - MEMORY Scene 13 - Rumors
- 

6/2 (W)

- Morning >> Route +1
- Night >> Text "I'm home~" (social)

---

**6/4 (F)**

- Day >> Rooftop
    - Date Invite +1
  - Night >> Text "One day" (social)
- 

**6/5 (Sa)**

- Day >> Arcade Date +1
    - MEMORY Scene 05 - Meal
- 

**6/6 (Su)**

- Mini Event - All day long >> Call from Takumi

*Became a BAKA-COUPLE during this date.*

---

**6/7 (M)**

- Night >> Text "You..." (social)
- 

**6/9 (W)****6/11 (F)**

- Day >> InfrRooftopmary
    - Option 1: "They are cool." +1
  - Night >> Text "You"
- 

**6/12 (Sa)**

- Night >> Chance Mini Event - Next time
- 

**6/13 (Su)**

- Day >> Coffee shop +1
  - Night >> Text "Hot"
- 

**6/14 (M)**

- Day >> Suggested Yuto
    - Feeling Selection: Happy (Red/Pink)
      - This gets an all stats increase and fulfills the social requirement for the text
  - Night >> Text "Idle talk" (social)
- 

**6/16 (W)****6/18 (F)****6/19 (Sa)****6/20 (Su)****6/21 (M)**

- Night >> Text "Delinquents" (social)
- 

**6/23 (W)**

- Day >> 2nd Floor
    - Option 1: "I'm fine with them." +1
  - Night >> Text "Boutique"
-



6/25 (F)

---

6/26 (Sa)

---

6/27 (Su)

- Day >> Suggest Misaki
    - For stat increases (Jpn +1, Sci +1)
- 

6/28 (M)

- Day >> Infirmary
    - Date Invite +1
- 

6/30 (W)

---

7/1 (Th)

- Mini Event - Late
- 

7/2 (F)

- Morning >> Route +1
  - Day >> Cafeteria +1
  - Night >> Text "Love letter☑"
- 

7/3 (Sa)

- Day >> Riverbed Date
    - Option 1: "Go." +1
    - MEMORY Scene 06 - Festival
- 

7/4 (Su)

- Day >> Coffee Shop
    - Option 1: "No, this is enough!" +1
  - Night >> Mini Event - A hug
- 

7/5 (M)

- Night >> Text "Wanna play" (social)
- 

7/6 (Tu)

- Mini Event - Rooftop nap
- 

7/7 (W)

- Night >> Takumi's Birthday!
  - Night >> Text "Back alley"
  - Night >> Text "Toratani-kun"
- 

7/9 (F)

- Text "Back alley" (social)
- 

7/10 (Sa)

---

7/11 (Su)

---

7/12 (M)

- Day >> Cafeteria +1
  - Night >> Text "So hot"
-

**7/13 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**7/14 (W)**

- EXAMS
- 

**7/15 (Th)**

- EXAMS
- 

**7/16 (F)**

- EXAMS
- 

**7/17 (Sa)**

---

**7/18 (Su)**

- Day >> Coffee Shop +1
- 

**7/19 (M)**

---

**7/21 (W)**

- Night >> Text "TV" (social)
- 

**7/23 (F)**

---

**7/24 (Sa)**

---

**7/25 (Su)**

---

**7/26 (M)**

- Day >> Station +1
  - Night >> Text "Goodnight"
- 

**7/28 (W)**

---

**7/30 (F)**

---

**7/31 (Sa)**

- Day >> Game Center
    - Option 3: "Can I go with you?" +1
  - Night >> Text "Stress"
- 

**8/1 (Su)**

- Night >> Mini Event - Late show
- 

**8/2 (M)**

- Night >> Text "By the way"
- 

**8/4 (W)**

---

**8/6 (F)**

---

**8/7 (Sa)**

- Mini Event - MEMORY Scene 19 - Mayonnaise
    - CG 06 - Mayonnaise
- 

**8/8 (Su)**

- Day >> Park
    - Date Invite +1
- 

**8/9 (M)**

- Night >> Text "How are you?"
- 

**8/11 (W)**

---

**8/13 (F)**

---

**8/14 (Sa)**

- Day >> Station Date +1
    - MEMORY Scene 07 - Slider Panic
    - CG 07 - Slider Panic
- 

**8/15 (Su)**

---

**8/16 (M)**

---

**8/18 (W)**

---

**8/20 (F)**

- SEASIDE EVENT
- 

**8/21 (Sa)**

- SEASIDE EVENT
- 

**8/22 (Su)**

- SEASIDE EVENT
- 

**8/23 (M)**

- Night >> Text "Listen~"
- 

**8/25 (W)**

- Day >> Game Center
    - Date Invite +1
- 

**8/27 (F)**

---

**8/28 (Sa)**

- Day >> Station Date +1
    - MEMORY Scene 02 - Sand Prison?
- 

**8/29 (Su)**

---

**8/30 (M)**

---

**9/1 (W)**

- Morning >> Route +1
  - Day >> Rooftop +1
  - Night >> Text "About me"
- 

**9/2 (Th)**

- Mini Event - MEMORY Scene 12 - Locker
    - CG 02 - Locker
- 

**9/3 (F)**

- Night >> Text "Bath" (social)
- 

**9/4 (Sa)**

- Mini Event - Kids - Plot Progression
- 

**9/5 (Su)****9/6 (M)**

- SKETCH CONTEST
- 

**9/8 (W)**

- Day >> Cafeteria
    - Option 2: "A TV show." +1
  - Mini Event Chance - MEMORY Scene 14 - Bookstore
    - CG 03 - Bookstore
  - Night >> Text "Attendance"
- 

**9/10 (F)**

- Night >> Text "If" (social)
- 

**9/11 (Sa)****9/12 (Su)**

- Day >> Coffee Shop
    - Feeling Selection: Shock (Green) +1
- 

**9/13 (M)**

- Day >> Yard +1
  - Night >> Text "Game"
- 

**9/15 (W)****9/17 (F)**

- Night >> Text "Sluggish" (social)
- 

**9/18 (Sa)****9/19 (Su)****9/20 (M)****9/22 (W)**

- Day >> Cafeteria
  - Option 1: "A disaster movie." +1

- Night >> Text "Ah"
- 

#### 9/24 (F)

- Mini Event Chance - MEMORY Scene 16 - Love Snake
  - Night >> Text "Train"
- 

#### 9/25 (Sa)

---

#### 9/26 (Su)

- Day >> School +1
- 

#### 9/27 (M)

- Night >> Text "Diary" (social)
- 

#### 9/29 (W)

- Day >> Cafeteria
- 

#### 10/1 (F)

- Morning >> Route +1
  - Night >> Text "Did you watch?" (social)
- 

#### 10/2 (Sa)

---

#### 10/3 (Su)

---

#### 10/4 (M)

- Night >> Text "Hey, hey" (social)
- 

#### 10/5 (Tu)

- Mini Event - Plot Progression
    - CG 14 - Past
- 

#### 10/6 (W)

- Day >> 2nd Floor
    - Date Invite +1
- 

#### 10/7 (Th)

- Mini Event - MEMORY Scene 15 - Infirmary
    - CG 11 - Infirmary
- 

#### 10/8 (F)

---

#### 10/9 (Sa)

- Day >> Park Date
    - Option 1: "Go a little easy on me. +1
    - MEMORY Scene 08 - Hustler Takumi
    - CG 10 - Hustler Takumi
- 

#### 10/10 (Su)

---

#### 10/11 (M)

---

#### 10/12 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

**10/13 (W)**

- EXAMS
- 

**10/14 (Th)**

- EXAMS
- 

**10/15 (F)**

- EXAMS
- 

**10/16 (Sa)**

---

**10/17 (Su)**

---

**10/18 (M)**

- EXAM RESULTS
- 

**10/20 (W)**

- Day >> Cafeteria
    - Date Invite +1
- 

**10/21 (Th)**

- Mini Event - Library
- 

**10/22 (F)**

- Mini Event Chance - MEMORY Scene 17 - Phone
  - Night >> Text "The worst" (social)
- 

**10/23 (Sa)**

- Day >> Arcade Date +1
    - MEMORY Scene 03 - Maple Leaves
- 

**10/24 (Su)**

- Day >> Coffee Shop
    - Option 1: "Okay." +1
- 

**10/25 (M)**

- Day >> Rooftop
    - Feeling Selection: Shock (Green) +1
  - Night >> Text "Which one?"
- 

**10/27 (W)**

- DISASTER DRILL
- 

**10/29 (F)**

- Day >> 2nd Floor +1
  - Night >> Text "Meat buns"
- 

**10/30 (Sa)**

---

**10/31 (Su)**

---

**11/1 (M)**

- Morning >> Route +1
  - Night >> Text "(No subject)" (social)
- 

**11/2 (Tu)**

- Mini Event - Science
    - CG 08 - Science
- 

**11/3 (W)**

- Mini Event >> MEMORY Scene 18 - Ping-pong
    - CG 05 - Ping-pong
- 

**11/5 (F)**

- Night >> Text "Late night" (social)
- 

**11/6 (Sa)**

- Night >> Mini Event
    - Option 1: "Watch with him."
      - MEMORY Scene 20 - Lap Pillow
      - CG 12 - Lap Pillow
- 

**11/7 (Su)**

- Day >> Station
    - Option 1: "Accompany him." +1
      - MEMORY Scene 09 - Fitting Room
      - CG 04 - Fitting Room
- 

**11/8 (M)**

- Day >> Cafeteria +1
  - Night >> Text "Wake-up call"
- 

**11/10 (W)**

---

**11/12 (F)**

- Day >> Infirmary
    - Option 3: "Ramen with garlic." +1
  - Night >> Text "Store"
- 

**11/13 (Sa)**

- FIELDTRIP
- 

**11/14 (Su)**

- FIELDTRIP
- 

**11/15 (M)**

- Night >> Text "Ah~" (social)
- 

**11/17 (W)**

---

**11/19 (F)**

- Day >> 2nd Floor +1
- Night >> Text "Tired~"

---

**11/20 (Sa)**

- Night >> Mini Event - Fireworks
- 

**11/21 (Su)**

---

**11/22 (M)**

- Night >> Text "zzz" (social)
- 

**11/24 (W)**

- Day >> Rooftop +1
- 

**11/26 (F)**

- CULTURE FESTIVAL
- 

**11/27 (Sa)**

---

**11/28 (Su)**

- Day >> Boutique
    - Option 1: "From the beginning!?" +1
- 

**11/29 (M)**

- Night >> Text "Well..." (social)
- 

**12/1 (W)**

- Morning >> Route +1
  - Day >> 2nd Floor +1
  - Night >> Text "Done"
- 

**12/2 (Th)**

- Mini Event - Killing Time
- 

**12/3 (F)**

- Night >> Text "Assignment" (social)
- 

**12/4 (Sa)**

---

**12/5 (Su)**

---

**12/6 (M)**

- After School Mini Event - Takumi's house
  - Night >> Text "Fortune" (social)
- 

**12/7 (Th)**

- Mini Event - Study Session
    - +1 All Stats
- 

**12/8 (W)**

- EXAMS
- 

**12/9 (Th)**

- EXAMS
-



**12/10 (F)**

- EXAMS
- 

**12/11 (Sa)**

---

**12/12 (Su)**

- Day >> Coffee Shop
    - Option 1: "Accompany him." +1
- 

**12/13 (M)**

- Exam Results
- 

**12/15 (W)**

- Night >> Text "I'm hungry" (social)
- 

**12/17 (F)**

- Ski Trip
- 

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip
- 

**12/20 (M)**

- Day >> Rooftop
    - Date Invite +1
- 

**12/22 (W)**

- Night >> Text "Food" (social)
- 

**12/24 (F)**

---

**12/25 (Sa)**

- Day >> Station Date
    - MEMORY Scene 11 - Christmas
    - CG 13 - Christmas
- 

**12/26 (Su)**

- Day >> Game Center
    - Option 1: "I like them." +1
  - Night >> Text "By the way"
- 

**12/27 (M)**

---

**12/29 (W)**

---

**12/31 (F)**

---

**1/1 (Sa)**

- Day >> Game Center +1
  - Night >> Text "Happy New Year"
-

## Takumi's Ending Decision

### 1/2 (Su)

- Option 1: Press him to talk to her. >> Ending A
  - Option 2: Don't say anything. >> Ending B
- 

### 1/3 (M)

---

### 1/5 (W)

---

### 1/7 (F)

- Morning >> Route +1
  - Day >> Cafeteria
    - Date Invite +1
- 

### 1/8 (Sa)

- Day >> Station Date +1
    - MEMORY Scene 04 - Kotatsu
    - CG 09 - Kotatsu
- 

### 1/9 (Su)

---

### 1/10 (M)

---

### 1/11 (Th)

- Mini Event - Snowball
- 

### 1/12 (W)

---

### 1/14 (F)

- Night >> Text "Snow" (social)
- 

### 1/15 (Sa)

---

### 1/16 (Su)

---

### 1/17 (M)

---

### 1/19 (W)

- Day >> Library +1
- 

### 1/21 (F)

- Night >> Text "I'm bored~" (social)
- 

### 1/22 (Sa)

---

### 1/23 (Su)

- Day >> Coffee Shop
    - Option 1: Let him accompany you. +1
    - MEMORY Scene 10 - Stickers
- 

### 1/24 (M)

- Night >> Text "Goodnight~" (social)
-

1/26 (W)

- Day >> 2nd Floor +1
  - Night >> Text "Hey"
- 

1/28 (F)

- Music Fest
- 

1/29 (Sa)

---

1/30 (Su)

---

1/31 (M)

- Day >> Library
    - Option 1: "Shrimp in chili souce." +1
  - Night >> Text "Lost property"
- 

2/2 (W)

- Morning >> Route +1
- 

2/4 (F)

- Night >> Text "Almost" (social)
- 

2/5 (Sa)

---

2/6 (Su)

- Mini Event - Plot Progression
- 

2/7 (M)

- Day >> Yard
    - Option 1: "I'll have to wear a mask." +1
  - Night >> Text "Stress"
- 

2/9 (W)

---

2/11 (F)

---

2/12 (Sa)

---

2/13 (Su)

- Mini Event - Plot Progression
    - (ONLY if you picked **Option 1** back on 1/2)
      - CG 20 - Embrace
- 

2/14 (M)

- Mini Event - Valentine's Day
- 

2/15 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

2/16 (W)

- EXAMS
-

2/17 (Th)

- EXAMS
- 

2/18 (F)

- EXAMS
- 

2/19 (Sa)

- Day >> Coffee Shop
    - Option 1: "Here you are." +1
  - Night >> Text "Hey"
- 

2/20 (Su)

---

2/21 (M)

- Exam Results
- 

2/23 (W)

- Day >> Rooftop +1
  - Night >> Text "Tonight"
- 

2/25 (F)

---

2/26 (Sa)

---

2/27 (Su)

- Day >> Game Center
    - Option 3: "Is that person a woman?" +1
  - Night >> Text "Police"
- 

2/28 (M)

- Farewell Seniors
- 

3/2 (W)

---

3/4 (F)

- Morning >> Route +1
  - Day >> Yard
    - Option 1: "You should sleep at night." +1
- 

3/5 (Sa)

---

3/6 (Su)

- (ONLY if you picked **Option 1** back on 1/2)
    - Mini Event - Plot Progression
  - (ONLY if you picked **Option 2** back on 1/2)
    - MEMORY Scene 23 - ED B
    - CG 18 - ED B
    - **After Credits:**
      - MEMORY Scene 24 - EP B
      - CG 19 - EP B
- 

3/7 (M)

- (ONLY if you picked **Option 1** back on 1/2)
  - MEMORY Scene 21 - ED A
  - **After Credits:**

- MEMORY Scene 22 - EP A
- CG 16 - ED A
- CG 17 - EP A

## GAME OVER - CONGRATZ!

UNLOCK BOTH ENDING A AND ENDING B TO SEE Takumi'S SPECIAL STORY

## Tsukasa Sugai

*DISCLAIMER: There may be slight variations depending on whether you miss a date, text, hang out, etc. This is more of a general guide and outline for what to expect and what choices to make as you play.*

**To Unlock:** Must complete another guy's route first (just one ending, not necessarily both).



**NOTE:** Subject of interest is ALL. All stats must be maxed to get his test "reward"

### Tsukasa Jump To:

- **Ending Decision Day/Moment**
- **Tsukasa's CG Listing**
- **Tsukasa's Memory Listing**

#### Legend / Notes:

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Tsukasa, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - Reminder: a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
  - Don't confess if given the option (even with high affection)... it never turned out well for me...
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

#### 4/3 (Sa)

- Any Location

#### 4/4 (Su)

- Boutique (*Auto Affection Increase*)

#### 4/5 (M)

- Any (Preferrably a ?)

#### 4/6 (Tu)

- Boutique
  - Option 1: "I'm looking around town." +1

#### 4/7 (W)

- 2nd Floor
  - CG 01 - Teacher

#### 4/8 (Th)

- Any (Preferrably a ?)
- 

#### 4/9 (F)

- Any (Preferrably a ?)
- 

#### 4/10 (Sa)

- Daytime >> Boutique +1
  - Nighttime >> Text "Good Evening"
- 

#### 4/11 (Su)

- School
- 

#### 4/12 (M)

- Morning >> Route Selection
    - Option 1: Go to school with him. +1
  - Day >> Any (Suggest Wakana)
- 

#### 4/14 (W)

- Day >> Rooftop
    - Feeling Selection: Happy (Red/Pink) +1
  - Night >> Text "Hello"
- 

#### 4/16 (F)

---

#### 4/17 (Sa)

- Day >> School
    - Feeling Selection: Sad (Blue) +1
- 

#### 4/18 (Su)

---

#### 4/19 (M)

- Day >> Yard
    - Option 2: "I wouldn't do that." +1
  - Night >> Text "Goodnight"
- 

#### 4/20 (Tu)

- Possible Mini Event
- 

#### 4/21 (W)

---

#### 4/23 (F)

- Day >> Yard
    - Option 2: "I've thought about it." +1
  - Night >> Text "Class"
- 

#### 4/24 (Sa)

---

#### 4/25 (Su)

---

#### 4/26 (M)

- Day >> Cafeteria
    - Option 1: "Please answer." +1
  - Night >> Text "Strange"
- 

#### 4/28 (W)

- Day >> 2nd Floor
    - Option 2: "I'll study hard." +1
- 

#### 4/30 (F)

- Day >> Yard
    - Option 3: "What if I have it...?" +1
- 

#### 5/1 (Sa)

- After Day Choice - Chance Encounter and Option to Confess
    - Don't confess. +1 (*when I tried, he semi-rejected and it was a decrease in affection*)
- 

#### 5/2 (Su)

- Day >> Station
    - Option 2: "Good work." +1
  - Night >> Text "Good"
- 

#### 5/3 (M)

---

#### 5/5 (W)

---

#### 5/6 (Th)

- Mini Event
    - CG 06 - Tea Club
- 

#### 5/7 (F)

- Morning >> Route +1
- 

#### 5/8 (Sa)

- Day >> Boutique
    - Option 3: "It's nothing." +1
    - (*during my game play, he confessed after the hangout*)
  - Night >> Text "Handouts"
- 

#### 5/9 (Su)

- Night >> Text "Secrets"
- 

#### 5/10 (M)

---

#### 5/11 (Th)

- MEMORY Scene 13 - Class
    - *Will be the Tuesday/Thursday after you start dating*
- 

#### 5/12 (W)

- Day >> Cafeteria
    - Date Invite +1
  - Night >> Non-BF Text "Practice"
    - *If you're already BF/GF, this text will not appear*
- 

#### 5/14 (F)

- SPORTS FESTIVAL
- 

#### 5/15 (Sa)

- Date
    - MEMORY Scene 05 - Kimono
-

**5/16 (Su)**

- Day >> Riverbed +1
- 

**5/17 (M)**

- Night >> Text "Tea ceremony" (social)
- 

**5/19 (W)**

- Day >> 2nd Floor +1
  - Night >> Text "Mikoshiba-kun"
- 

**5/21 (F)**

- Night >> Text "Toe finger" (social)
- 

**5/22 (Sa)**

---

**5/23 (Su)**

---

**5/24 (M)**

---

**5/25 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**5/26 (W)**

- EXAMS
- 

**5/27 (Th)**

- EXAMS
- 

**5/28 (F)**

- EXAMS
- 

**5/29 (Sa)**

- Day >> School
    - Date Invite. +1
    - MEMORY Scene 08 - Dolphin
- 

**5/30 (Su)**

---

**5/31 (M)**

- Day >> 2nd Floor +1
  - Night >> Text "Private matter"
- 

**6/1 (Tu)**

- Mini Event - Boxed Lunch
- 

**6/2 (W)**

- Morning >> Route +1
  - Night >> Text "Today" (social)
- 

**6/4 (F)**

- *On my playthrough I had a chance encounter and afterwards reached BAKA-COUPLE status*
-



#### 6/5 (Sa)

- Mini Event - Mountain Climbing
- 

#### 6/6 (Su)

---

#### 6/7 (M)

- Day >> 2nd Floor
    - Date Invite +1
- 

#### 6/9 (W)

- Day >> Yard
    - Option 2: "Juno's month." +1
  - Night >> Text "Good evening"
- 

#### 6/11 (F)

---

#### 6/12 (Sa)

- Date
    - MEMORY Scene 02 - Boat
    - CG 07 - Boat
- 

#### 6/13 (Su)

---

#### 6/14 (M)

- Day >> Suggested Yuto
    - Feeling Selection: Happy (Red/Pink)
      - This gets an all stats increase and fulfills the social requirement for the text
  - Night >> Text "Internet" (social)
- 

#### 6/16 (W)

- Mini Event **Chance** >> MEMORY Scene 15 - Lovers
    - *This is when it occurred for me. Potential to occur after day selection (BF status required)*
  - Night >> "Uzuki-kun" (social)
- 

#### 6/18 (F)

- Day >> 1st Floor +1
  - Night >> Text "Rainy season"
- 

#### 6/19 (Sa)

- Day >> Station +1
  - Night >> Mini Event Chance - Home visits
- 

#### 6/20 (Su)

- Day >> Suggested Naomi
    - For stat increases (Soc +1, Eng +1)
- 

#### 6/21 (M)

---

#### 6/23 (W)

- Day >> Cafeteria
    - Option 1: "Everything is fine." +1
  - Night >> Text "Keep it a secret"
- 

#### 6/25 (F)

---

**6/26 (Sa)**

---

**6/27 (Su)**

- Day >> Suggest Misaki
    - For stat increases (Jpn +1, Sci +1)
- 

**6/28 (M)**

- Day >> Cafeteria
    - Date Invite +1
- 

**6/30 (W)**

- Day >> 2nd Floor +1
- 

**7/1 (Th)**

- Mini Event
- 

**7/2 (F)**

- Morning >> Route \*
  - Option 1: "Please teach me." +1 (Sci +1)
- Night >> Text "Today" (social)

*\* I'm not sure if this is a random chance for any of the morning routes, or just this one in particular. Basically end up asking him to help study while walking to school and thus affection and Math/Sci increases. Otherwise it'll be the normal route*

---

**7/3 (Sa)**

- Date
    - Option 2: Study. +1
    - MEMORY Scene 06 - Festival
- 

**7/4 (Su)**

- Day >> Suggest Wakana
    - Option 1: Study with her.
    - P.E. +1, Arts +1
  - Night >> Mini Event - Ask me
- 

**7/5 (M)**

- Night >> Text "The other day" (social)
- 

**7/7 (W)**

---

**7/9 (F)**

- Night >> Text "Moonlit night" (social)
- 

**7/10 (Sa)**

---

**7/11 (Su)**

---

**7/12 (M)**

- Day >> 2nd Floor +1
  - Night >> Text "Language"
- 

**7/13 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**7/14 (W)**

- EXAMS
- 

**7/15 (Th)**

- EXAMS
- 

**7/16 (F)**

- EXAMS
- 

**7/17 (Sa)**

---

**7/18 (Su)**

---

**7/19 (M)**

- Day >> Boutique +1
  - Night >> Text "Bon Festival"
- 

**7/21 (W)**

- Night >> Text "Toratani-kun" (social)
- 

**7/23 (F)**

---

**7/24 (Sa)**

---

**7/25 (Su)**

---

**7/26 (M)**

- Day >> School
    - Option 2: "I'm here to study." +1
  - Night >> Text "Topics"
- 

**7/28 (W)**

---

**7/30 (F)**

---

**7/31 (Sa)**

- Day >> Arcade
    - Date Invite
    - Option 1: "I want to." +1
- 

**8/1 (Su)**

- Night >> Mini Event - Tea
  - Option 1: "Yes, please." +1

*Not sure this is a guarantee - might be any weekend night in August*

---

**8/2 (M)**

- Night >> Text "summer break"
- 

**8/4 (W)**

---

**8/6 (F)**

- Night >> Text "Late summer"
- 

**8/7 (Sa)**

- Day >> Station Date
    - MEMORY Scene 07 - Summer
- 

**8/8 (Su)**

---

**8/9 (M)**

- Day >> Boutique
    - Option 3: "I'm shopping." +1
  - Night >> Text "Summer break"
- 

**8/11 (W)**

---

**8/13 (F)**

---

**8/14 (Sa)**

- Night >> MEMORY Scene 12 - School at Night
  - CG 02 - School at Night

*This might be a chance and available any night in August, but not sure*

---

**8/15 (Su)**

---

**8/16 (M)**

- Day >> Park +1
  - Night >> Text "Tonight" and "Heatstroke"
- 

**8/18 (W)**

---

**8/20 (F)**

- SEASIDE EVENT
- 

**8/21 (Sa)**

- SEASIDE EVENT
- 

**8/22 (Su)**

- SEASIDE EVENT
- 

**8/23 (M)**

- Night >> Text "Summer break"
- 

**8/25 (W)**

- Day >> School +1
  - Night >> Text "How have you"
- 

**8/27 (F)**

---

**8/28 (Sa)**

---

**8/29 (Su)**

- Day >> Park
    - Feeling Selection: Happy (Red/Pink) +1
  - Night >> Text "Summer"
- 

**8/30 (M)**

---

**9/1 (W)**

- Morning >> Route +1
  - Day >> Cafeteria +1
  - Night >> Text "The park"
- 

**9/2 (Th)**

- MEMORY Scene 17 - Study Time
- 

**9/3 (F)**

- Night >> Text "At school" (social)
- 

**9/4 (Sa)**

- MEMORY Scene 18 - Tea Ceremony
    - CG 05 - Tea Ceremony
- 

**9/5 (Su)**

---

**9/6 (M)**

- SKETCH CONTEST
- 

**9/7 (Th)**

- Mini Event
- 

**9/8 (W)**

- Night >> Text "Iced tea" (social)
- 

**9/10 (F)**

- Day >> Yard +1
  - Night >> Text "New tea"
- 

**9/11 (Sa)**

---

**9/12 (Su)**

- Day >> Station
    - Option 2: "They are cute." +1
- 

**9/13 (M)**

- Night >> Text "Assignment" (social)
- 

**9/15 (W)**

---

**9/17 (F)**

- Day >> 2nd Floor
    - Option 2: "The moon is beautiful." +1
  - Night >> Text "Late"
- 

**9/18 (Sa)**

---

**9/19 (Su)**

---

**9/20 (M)**

---

**9/22 (W)**

- Night >> Text "Good evening" (social)
- 

#### 9/24 (F)

- Night >> Text "Late night" (social)
- 

#### 9/25 (Sa)

- Day >> Station +1
- 

#### 9/26 (Su)

---

#### 9/27 (M)

- Day >> Library +1
  - Night >> Text "Eyestrain"
- 

#### 9/29 (W)

---

#### 10/1 (F)

- Morning >> Route +1
  - Day >> 2nd Floor
    - Date Invite +1
  - Night >> Text "Infirmary"
- 

#### 10/2 (Sa)

- Day >> Station Date
    - Option 2: "I'll stay with Sensei." +1
    - MEMORY Scene 09 - Flowers
- 

#### 10/3 (Su)

- Mini Event - Plot Progression
- 

#### 10/4 (M)

- Mini Event Chance >> MEMORY Scene 16 - Bad Joke
- Night >> Text "Cafeteria" (social)

*This memory can probably occur any weekday in October (maybe even later)*

---

#### 10/5 (Tu)

- Mini Event - Popularity
- 

#### 10/6 (W)

---

#### 10/8 (F)

- Night >> Text "Favoritism" (social)
- 

#### 10/9 (Sa)

---

#### 10/10 (Su)

- MEMORY Scene 20 - Theme Park
  - CG 10 - Theme Park

*Probably available any random weekend in October or later*

---

#### 10/11 (M)

---

#### 10/12 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

**10/13 (W)**

- EXAMS
- 

**10/14 (Th)**

- EXAMS
- 

**10/15 (F)**

- EXAMS
- 

**10/9 (Sa)**

---

**10/10 (Su)**

- Day >> Boutique
    - Date Invite
    - MEMORY Scene 11 - Private Time
    - CG 04 - Private Time
- 

**10/18 (M)**

- EXAM RESULTS
- 

**10/20 (W)**

---

**10/22 (F)**

- Day >> Yard
    - Date Invite +1
- 

**10/23 (Sa)**

- Day >> Coffee Shop Date +1
    - MEMORY Scene 03 - Reading
- 

**10/24 (Su)**

---

**10/25 (M)**

- Night >> Text "Scared" (social)
- 

**10/27 (W)**

- DISASTER DRILL
- 

**10/29 (F)**

- Night >> Text "Reading" (social)
- 

**10/30 (Sa)**

---

**10/31 (Su)**

- Day >> Riverbed
    - Option 1: Accompany him. +1
- 

**11/1 (M)**

- Morning >> Route +1
  - Night >> Text "Nice student" (social)
-

**11/2 (Th)**

- Mini Event
- 

**11/3 (W)**

- Mini Event >> MEMORY Scene 19 - Hot Spring
    - CG 08 - Hot Spring
- 

**11/5 (F)**

- Night >> Text "Lately" (social)
- 

**11/6 (Sa)**

- Mini Event - Pendant
- 

**11/7 (Su)**

---

**11/8 (M)**

- Night >> Text "Inuzuka-sensei"
- 

**11/10 (W)**

---

**11/12 (F)**

- Night >> Text "Games" (social)
- 

**11/13 (Sa)**

- FIELDTRIP
- 

**11/14 (Su)**

- FIELDTRIP
- 

**11/15 (M)**

- Night >> Text "Restaurant" (social)
- 

**11/17 (W)**

---

**11/19 (F)**

- Day >> Rooftop +1
  - Night >> Text "Riverbed"
- 

**11/20 (Sa)**

---

**11/21 (Su)**

---

**11/22 (M)**

- Night >> Text "Maple leaves" (social)
- 

**11/24 (W)**

- Day >> Yard
    - Option 2: "Please do your best." +1
  - Night >> Text "Fall"
- 

**11/26 (F)**

- CULTURE FESTIVAL
-



11/27 (Sa)

---

11/28 (Su)

---

11/29 (M)

- Night >> Text "Conveniences" (social)
- 

12/1 (W)

- Morning >> Route +1
  - Night >> Text "Goodnight" (social)
- 

12/2 (Th)

- Mini Event >> MEMORY Scene 14 - Archery
  - CG 03 - Archery

*Not sure if this is set on 12/2 or just any Tuesday/Thursday starting in December*

---

12/3 (F)

- Night >> Text "Poor health" (social)
- 

12/4 (Sa)

---

12/5 (Su)

---

12/6 (M)

- Night >> Text "Tonight" (social)
- 

12/7 (Th)

- Mini Event - Study Session
    - +1 All Stats
- 

12/8 (W)

- EXAMS
- 

12/9 (Th)

- EXAMS
- 

12/10 (F)

- EXAMS
- 

12/11 (Sa)

---

12/12 (Su)

---

12/13 (M)

- Exam Results
- 

12/15 (W)

- Night >> Text "Late at night" (social)
- 

12/17 (F)

- Ski Trip
-

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip
- 

**12/20 (M)**

- Night >> Text "Party" (social)
- 

**12/22 (W)**

- Day >> 3rd Floor
    - Date Invite +1
- 

**12/24 (F)**

- Mini Event - Tsukasa's Birthday
- 

**12/25 (Sa)**

- Day >> Station Date
    - MEMORY Scene 10 - Christmas
    - CG 12 - Christmas
- 

**12/26 (Su)****12/27 (M)****12/29 (W)**

- Day >> Boutique +1
  - Night >> Text "Textbooks"
- 

**12/31 (F)****1/1 (Sa)**

- Day >> School +1
  - Night >> Text "New Year"
- 

**1/2 (Su)****1/3 (M)**

- Day >> School
    - Feeling Selesion: Happy (Red/Pink) +1
  - Night >> Text "Gifts"
- 

**1/5 (W)****1/7 (F)**

- Morning >> Route +1
  - Day >> Infirmary
    - Date Invite +1
  - Night >> Text "Cards"
- 

**1/8 (Sa)****1/9 (Su)**

- Day >> School
  - Option 1: "It must be though for you." +1

- Night >> Text "New Year's"
- 

1/10 (M)

---

## Tsukasa's Ending Decision

1/11 (Th)

- Option 1: "I'll wait for you to play it." >> Ending A
  - Option 2: "Please play it again." >> Ending B
- 

1/12 (W)

---

1/14 (F)

- Day >> Rooftop +1
  - Night >> Text "Text"
- 

1/15 (Sa)

---

1/16 (Su)

---

1/17 (M)

- Night >> Text "Spring?" (social)
- 

1/19 (W)

---

1/21 (F)

- Day >> 2nd Floor +1
- 

1/22 (Sa)

---

1/23 (Su)

- Day >> Park
    - Option 3: "You can talk to me." +1
- 

1/24 (M)

- Night >> Text "Yakiniku" (social)
- 

1/26 (W)

- Night >> Text "Text messages" (social)
- 

1/28 (F)

- Music Fest
- 

1/29 (Sa)

---

1/30 (Su)

---

1/31 (M)

- Night >> Text "New Semester" (social)
- 

2/1 (Tu)

- Mini Event
  - (If you picked **Option 1** back on 1/11) >> CG 13 - Shamisen Night
  - (If you picked **Option 2** back on 1/11) >> Plot-Related Mini Event

---

### 2/2 (W)

- Morning >> Route +1
  - Day >> Library
    - Option 3: "I want to, but..." +1
  - Night >> Text "Class"
- 

### 2/3 (Th)

- (ONLY if you picked **Option 1** back on 1/11)
    - SKIPS TO **2/10 (TH) - Tsukasa ED A**
- 

### 2/4 (F)

- Mini Event - Helping
  - Night >> Text "Sorry" (social)
- 

### 2/5 (Sa)

---

### 2/6 (Su)

- (ONLY if you picked **Option 2** back on 1/11)
    - Mini Event - Plot Progression
- 

### 2/7 (M)

---

### 2/9 (W)

- (ONLY if you picked **Option 2** back on 1/11)
    - Day >> Cafeteria
      - Feeling Selection: Sad (Blue) +1
    - Night >> Text "Downtown"
- 

### 2/10 (Th) - Tsukasa ED A

- (ONLY if you picked **Option 1** back on 1/11)
    - CG 15 - ED A
    - CG 16 - EP A (after credits)
- 

### 2/11 (F)

---

### 2/12 (Sa)

- Day >> Boutique
    - Feeling Selection: Excited (Orange/Red) +1
- 

### 2/13 (Su)

- Mini Event - Plot Progression
    - CG 14 - Shamisen Day
- 

### 2/14 (M)

- Mini Event - Valentine's Day
- 

### 2/15 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

### 2/16 (W)

- EXAMS
- 

### 2/17 (Th)

- EXAMS

---

2/18 (F)

- EXAMS
- 

2/19 (Sa)

---

2/20 (Su)

---

2/21 (M)

- Exam Results
- 

2/23 (W)

---

2/25 (F)

- Day >> Library
    - Option 1: "Please do your best." +1
  - Night >> Text "Now"
- 

2/26 (Sa)

---

2/27 (Su)

---

2/28 (M)

- Farewell Seniors
- 

3/2 (W)

---

3/4 (F)

- Morning >> Route +1
- 

3/5 (Sa)

---

3/6 (Su)

- (ONLY if you picked **Option 2** back on 1/11)
    - MEMORY Scene 23 - ED B
    - CG 17 - ED B
    - **After Credits:**
      - MEMORY Scene 24 - EP B
      - CG 18 - EP B
- 

GAME OVER - CONGRATZ!

UNLOCK BOTH ENDING A AND ENDING B TO SEE TSUKASA'S SPECIAL STORY

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## Yuto Uzuki

*DISCLAIMER: There may be slight variations depending on whether you miss a date, text, hang out, etc. This is more of a general guide and outline for what to expect and what choices to make as you play.*



NOTE: Subject of interest is English. Only cares about you passing and getting a perfect in English (all other stats don't *need* to be maxed)

### Yuto Jump To:

- Ending Decision Day/Moment

- Yuto's CG Listing
- Yuto's Memory Listing

#### Legend / Notes:

- **+1** means there was an increase in affection
- Nothing listed means no choices relating to Yuto, pick anything you want
- Anything in blue font are little mini events, CGs, and/or memory scenes.
  - Reminder: a lot of these are chance or random, but I wanted to include them and thus listed them in the guide on the dates I received them (so I at least know it's possible that mini event **can** occur on that day)
- **Option (spoiler)** is the correct choice to increase affection - highlight to see
- Confession notes have been added for when I received confessions, but it'll happen once you get him to a high enough affection (so if you were lucky and had a lot of **chance encounters**, it may happen sooner than I've listed)
  - Don't confess if given the option (even with high affection)... it never turned out well for me...
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- From June and on, I did not include non-BF texts as you should've been in a relationship by then
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

#### 4/3 (Sa)

- Station
  - CG 01 - Greeting

#### 4/4 (Su)

- Any

#### 4/5 (M)

- Station
  - Option 2: "Is there anything I can help?" +1

#### 4/6 (Tu)

- Any (Preferrably a ?)

#### 4/7 (W)

- 2nd Floor

#### 4/8 (Th)

- 3rd Floor
  - Option 1: "You." +1

#### 4/9 (F)

- Any (Preferrably a ?)

#### 4/10 (Sa)

- Daytime >> Boutique
- Nighttime >> Text "Message"

#### 4/11 (Su)

- School

#### 4/12 (M)

- Morning >> Route Selection
  - Option 1: Go to school with him. +1
- Day >> 3rd Floor
  - Option 2: "Your job is tough." +1
- Night >> Text "Our school"

**4/14 (W)**

- Day >> Any (Suggest Infirmary, All Stats +1)
- 

**4/16 (F)**

- Day >> Library
    - Option 3: "I came to study." +1
  - Night >> Text "Are you still"
- 

**4/17 (Sa)**

- Day >> Arcade
    - Option 2: "Please give me a ride home." +1
- 

**4/18 (Su)****4/19 (M)**

- Day >> Library
    - Option 3: "I'm fine." +1
  - Night >> Text "Goodnight"
- 

**4/20 (Tu)****4/21 (W)****4/23 (F)**

- Day >> Cafeteria
    - Option 2: "Anything I like." +1
  - Night >> Text "Night sky"
- 

**4/24 (Sa)****4/25 (Su)****4/26 (M)****4/28 (W)****4/30 (F)**

- Day >> Library
    - Option 1: "Please take me along." +1
- 

**5/1 (Sa)**

- Night >> Possible Mini Event - Reading
- 

**5/2 (Su)**

- Mini Event - Yuto's House
- Not sure how guaranteed this is or isn't, but it felt like it was plot related so figured it was important and probably set.*
- 

**5/3 (M)**

- Day >> Park
    - Selection Selection: Happy (Red/Pink) +1
  - Night >> Text "Already"
- 

**5/5 (W)**

---

**5/7 (F)**

- Morning >> Route +1
  - Night >> Text "How are you?" (social)
- 

**5/8 (Sa)**

---

**5/9 (Su)**

---

**5/10 (M)**

- Day >> 3rd Floor
    - Date Invite +1
- 

**5/12 (W)**

*CONFESSION~ This is when I was confessed to so you should be either really close, or already been asked out.*

---

**5/13 (Th)**

- MEMORY Scene 16 - My President

*I believe this will happen the following Tuesday/Thursday after you start dating.*

---

**5/14 (F)**

- SPORTS FESTIVAL
- 

**5/15 (Sa)**

- Day >> Park Date +1
  - MEMORY Scene 01 - Cherry Blossoms

*If not your BF yet, high chance he'll confess after the date.*

---

**5/16 (Su)**

---

**5/17 (M)**

- Day >> Library
    - Option 3: "Do you have an small TVs?" +1
  - Night >> Text "Tea ceremony" (social)
- 

**5/19 (W)**

- Mini Event Chance - Coffee
  - Night >> Text "Mikoshiba-kun"
- 

**5/21 (F)**

- Night >> Text "Toe finger" (social)
- 

**5/22 (Sa)**

- Day >> Station Date +1
    - MEMORY Scene 06 - Movie
- 

**5/23 (Su)**

---

**5/24 (M)**

- Mini Event Chance - MEMORY Scene 13 - Umbrella
  - CG 07 - Umbrella
- Night >> Text "Meeting" (social)



*This is a pure chance memory/CG that can happen in May through June (I've gotten it on 5/24, 6/11, and 6/18)*

---

**5/25 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**5/26 (W)**

- EXAMS
- 

**5/27 (Th)**

- EXAMS
- 

**5/28 (F)**

- EXAMS
- 

**5/29 (Sa)**

---

**5/30 (Su)**

---

**5/31 (M)**

- Night >> Text "Goodnight" (social)
- 

**6/1 (Tu)**

- Mini Event - Speech
    - CG 03 - Speech
- 

**6/2 (W)**

- Morning >> Route +1
  - Night >> Text "Toratani" (social)
- 

**6/4 (F)**

- Day >> Library
    - Option 1: "Thank you." +1
  - Night >> Text "Rain"
- 

**6/5 (Sa)**

- Mini Event Chance - Always
    - Option 1: Let him stay. +1
- 

*I reached BAKA-COUPLE status on this date. Should be close (if it hasn't already happened for you).*

---

**6/6 (Su)**

- Day >> School
    - Option 1: Accompany him. +1
    - MEMORY Scene 10 - Tea Party
    - CG 08 - Tea Party
- 

**6/7 (M)**

- Day >> Cafeteria +1
  - Night >> Text "Text"
- 

**6/9 (W)**

- Night >> Text "Help" (social)
-

**6/11 (F)**

---

**6/12 (Sa)**

- Mini Event Chance - Surprise Visit
- 

**6/13 (Su)**

---

**6/14 (M)**

- Day >> 3rd Floor
    - Feeling Selection: Happy (Red/Pink) +1
    - All Stats +1
  - Night >> Text "June"
- 

**6/16 (W)**

- Night >> "Job" (social)
- 

**6/18 (F)**

- Day >> 3rd Floor +1
- 

**6/19 (Sa)**

---

**6/20 (Su)**

- Day >> School
    - Option 2: "You need to relax." +1
- 

**6/21 (M)**

- Text "Rainy season" (social)
- 

**6/23 (W)**

---

**6/25 (F)**

- Day >> 3rd Floor
    - Option 1: "Thank you!" +1
  - Night >> Text "By the way"
- 

**6/26 (Sa)**

---

**6/27 (Su)**

---

**6/28 (M)**

---

**6/30 (W)**

- Day >> 3rd Floor
    - Date Invite
    - Option 1: "Yes, I do." +1
- 

**7/1 (Th)**

- Mini Event - Piano
- 

**7/2 (F)**

- Morning >> Route +1
  - Night >> Text "Why" (social)
-

**7/3 (Sa)**

- Day >> Riverbed Date
    - MEMORY Scene 08 - Fireworks
    - CG 06 - Fireworks
      - Option 2: "I'm very happy." +1
- 

**7/4 (Su)**

- Mini Event - 100 Yen Shop
- 

**7/5 (M)**

- Mini Event - Takoyaki
- 

**7/6 (Tu)**

- Mini Event - Lunch Together
- 

**7/7 (W)**

- Day >> Infirmary +1
  - Night >> Text "Memories"
- 

**7/9 (F)****7/10 (Sa)****7/11 (Su)****7/12 (M)**

- Night >> Text "July..." (social)
- 

**7/13 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**7/14 (W)**

- EXAMS
- 

**7/15 (Th)**

- EXAMS
- 

**7/16 (F)**

- EXAMS
- 

**7/17 (Sa)**

- Day >> School
    - Option 2: "I can't handle it." +1
- 

**7/18 (Su)****7/19 (M)****7/21 (W)**

- Day >> 3rd Floor
    - Date Invite
    - Option 1: "Please hang out with me." +1
-

7/23 (F)

---

7/24 (Sa)

- Day >> Station Date
    - MEMORY Scene 02 - Sea
- 

7/25 (Su)

- Day >> Boutique
    - Option 3: "What are you doing?" +1
  - Text "Just wondering" and "Opinions"
- 

7/26 (M)

---

7/28 (W)

---

7/30 (F)

- Day >> Riverbed
    - Option 2: "I'll eat ice cream." +1
  - Night >> Text "Tell me" and "Why"
- 

7/31 (Sa)

---

8/1 (Su)

- Night >> Mini Event - Dinner Cruise
  - Option 1: "Go with him." +1

*Not sure this is a guarantee - might be any weekend night in August*

---

8/2 (M)

- Night >> Text "Lips"
- 

8/4 (W)

---

8/6 (F)

---

8/7 (Sa)

- Day >> Arcade
    - Date Invite +1
  - Night >> Mini Event Chance - Bouquet
- 

8/8 (Su)

---

8/9 (M)

- Night >> Text "Today is also"
- 

8/11 (W)

- Day >> Station
    - Option 1: "I wanna see." +1
  - Night >> Text "Mishiro"
- 

8/13 (F)

---

8/14 (Sa)

- Day >> Station Date +1
    - MEMORY Scene 09 - Jet Ski
- 

**8/15 (Su)**

---

**8/16 (M)**

- Night >> Text "By chance"
- 

**8/18 (W)**

- Day >> School +1
  - Night >> Text "Resort"
- 

**8/20 (F)**

- SEASIDE EVENT
- 

**8/21 (Sa)**

- SEASIDE EVENT
- 

**8/22 (Su)**

- SEASIDE EVENT
- 

**8/23 (M)**

- Night >> Text "The sea"
- 

**8/25 (W)**

---

**8/27 (F)**

- Day >> Arcade
    - Option 1: Accompany him. +1
- 

**8/28 (Sa)**

---

**8/29 (Su)**

---

**8/30 (M)**

- Day >> Station +1
  - Night >> Text "Fairy tales"
- 

**9/1 (W)**

- Morning >> Route +1
  - Night >> Text "Tatsuhara's" (social)
- 

**9/2 (Th)**

- Mini Event - Plot Progression
- 

**9/3 (F)**

- Night >> Text "Problem" (social)
- 

**9/4 (Sa)**

- Mini Event - MEMORY Scene 14 - Piano
    - CG 04 - Piano
- 

**9/5 (Su)**

---

**9/6 (M)**

- SKETCH CONTEST
- 

**9/7 (Th)**

- Chance Mini Event - Baseball
- 

**9/8 (W)**

- Day >> Library
    - Date Invite +1
  - Night >> Text "Surprised"
- 

**9/10 (F)**

- Night >> Text "Shooting star" (social)
- 

**9/11 (Sa)**

- Day >> Arcade Date +1
    - MEMORY Scene 03 - Fast Food
- 

**9/12 (Su)**

- Day >> Station
    - Option 2: "They are cute." +1
- 

**9/13 (M)**

- Day >> *Suggest Chihiro (All Stats +1)*
- 

**9/15 (W)**

- Day >> 3rd Floor +1
- 

**9/17 (F)**

---

**9/18 (Sa)**

---

**9/19 (Su)**

---

**9/20 (M)**

- Day >> Arcade
    - Option 1: Accompany him. +1
    - MEMORY Scene 07 - Roses
- 

**9/22 (W)**

- Night >> Text "Student" (social)
- 

**9/24 (F)**

- Day >> Rooftop +1
  - Night >> Text "Je t'aime"
- 

**9/25 (Sa)**

---

**9/26 (Su)**

---

**9/27 (M)**

- Night >> Text "Trouble" (social)
-

9/29 (W)

---

10/1 (F)

- Morning >> Route +1
  - Day >> 3rd Floor
    - Date Invite +1
- 

10/2 (Sa)

- Day >> Park Date
    - Option 2: "How about this one?" +1
    - MEMORY Scene 11 - Shopping
- 

10/3 (Su)

- Day >> Park
    - Option 1: "I shouldn't interrupt." +1
  - Mini Event - MEMORY Scene 18 - Dance
    - CG 10 - Dance
- 

10/4 (M)

- Night >> Text "Confidence" (social)
- 

10/5 (Tu)

- Mini Event - MEMORY Scene 05 - Elegance
    - CG 02 - Elegance
- 

10/6 (W)

---

10/8 (F)

- Day >> Library +1
  - Night >> Text "Student"
- 

10/9 (Sa)

---

10/10 (Su)

---

10/11 (M)

---

10/12 (Tu)

- Mini Event - Study Session
    - +1 All Stats
- 

10/13 (W)

- EXAMS
- 

10/14 (Th)

- EXAMS
- 

10/15 (F)

- EXAMS
- 

10/9 (Sa)

---

10/10 (Su)

---

**10/18 (M)**

- EXAM RESULTS
- 

**10/20 (W)**

---

**10/22 (F)**

- Day >> 3rd Floor +1
- 

**10/23 (Sa)**

- Day >> School +1
- 

**10/24 (Su)**

---

**10/25 (M)**

- Night >> Text "Really" (social)
- 

**10/27 (W)**

- DISASTER DRILL
- 

**10/29 (F)**

- Day >> Rooftop +1
  - Night >> Text "Halloween"
- 

**10/30 (Sa)**

---

**10/31 (Su)**

---

**11/1 (M)**

- Morning >> Route +1
  - Day >> Cafeteria +1
  - Night >> Text "Schedule"
- 

**11/3 (W)**

- Mini Event >> Beach
    - CG (Others') 03 - Beach 2/2
- 

**11/5 (F)**

- Night >> Text "Being" (social)
- 

**11/6 (Sa)**

- Night >> Chance Mini Event (Call)
  - Option 1: "Even so, I want to see you." +1
  - MEMORY Scene 19 - Helicopter
  - CG 11 - Helicopter 1/2

*For Helicopter 2/2, see **Yuto's CG gallery** for notes (it's not found in Yuto's route)*

---

**11/7 (Su)**

---

**11/8 (M)**

- Night >> Text "Love letters" (social)
- 

**11/10 (W)**

- Day >> Rooftop +1



- Night >> Chance Mini Event - Helping
- 

**11/12 (F)**

- Night >> Text "Games" (social)
- 

**11/13 (Sa)**

- FIELDTRIP
- 

**11/14 (Su)**

- FIELDTRIP
- 

**11/15 (M)**

- Night >> Text "Restaurant" (social)
- 

**11/17 (W)**

- Day >> 3rd Floor
    - Option 1: "Wash your hands and gargle." +1
  - Night >> Text "Soon"
- 

**11/19 (F)**

- Night >> Text "Sometimes" (social)
- 

**11/20 (Sa)**

---

**11/21 (Su)**

---

**11/22 (M)**

- Day >> Library +1
- 

**11/24 (W)**

- Night >> Text "Good grief" (social)
- 

**11/26 (F)**

- CULTURE FESTIVAL
- 

**11/27 (Sa)**

---

**11/28 (Su)**

---

**11/29 (M)**

- Night >> Text "Sweets" (social)
- 

**12/1 (W)**

---

**12/2 (Th)**

- Chance Mini Event >> CG 02 - Elegance 2/2
- 

**12/3 (F)**

- Day >> Cafeteria +1
  - Night >> Text "Attachment"
- 

**12/4 (Sa)**

- Day >> Boutique +1
  - Night >> Mini Event
    - Option: "Okay, I will."
    - MEMORY Scene 17 - Night View
    - CG 05 - Night View
  - Night >> Text "Goodnight"
- 

**12/5 (Su)**

---

**12/6 (M)**

- Night >> Text "Are you awake?" (social)
- 

**12/7 (Th)**

- Mini Event - Study Session
    - +1 All Stats
- 

**12/8 (W)**

- EXAMS
- 

**12/9 (Th)**

- EXAMS
- 

**12/10 (F)**

- EXAMS
- 

**12/11 (Sa)**

---

**12/12 (Su)**

---

**12/13 (M)**

- Exam Results
- 

**12/14 (Tu)**

- Chance Mini Event - Santa
- 

**12/15 (W)**

- Night >> Text "School life" (social)
- 

**12/17 (F)**

- Ski Trip
- 

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip
- 

**12/20 (M)**

- Day >> 3rd Floor
    - Date Invite +1
  - Night >> Text "Bored"
- 

**12/22 (W)**

- Night >> Text "Blanket" (social)
- 

#### 12/24 (F)

- Day >> School
    - Option 1: "I want to eat roasted potatoes." +1
- 

#### 12/25 (Sa)

- Day >> Station Date
    - MEMORY Scene 12 - Drive
    - CG 09 - Drive
- 

#### 12/26 (Su)

---

#### 12/27 (M)

---

#### 12/29 (W)

- Day >> Station +1
  - Night >> Text "Tatsuhara"
- 

#### 12/31 (F)

---

#### 1/1 (Sa)

- Day >> Station +1
- 

### Yuto's Ending Decision

#### 1/2 (Su)

- Option 1: "You can take off the mask!" >> Ending A
- Option 2: "....." >> Ending B

*I've heard others say they had this happen on a different day (so it might... but plot stuff seem pretty set in stone for the most part)*

---

#### 1/3 (M)

- Day >> Station +1
  - Night >> Text "Calligraphy"
- 

#### 1/5 (W)

---

#### 1/7 (F)

- Morning >> Route +1
  - Day >> Yard
    - Date Invite +1
  - Night >> Text "Sugai-sensei"
- 

#### 1/8 (Sa)

- Day >> Arcade Date
    - MEMORY Scene 04 - Hot Pot
- 

#### 1/9 (Su)

- Day >> Park
    - Feeling Selection: Excited (Orange/Red) +1
- 

#### 1/10 (M)

---

#### 1/11 (Th)

- Mini Event - MEMORY Scene 20 - Luxury

---

**1/12 (W)**

- Night >> Text "Flu" (social)
- 

**1/14 (F)**

- Night >> Text "Snow" (social)
- 

**1/15 (Sa)**

---

**1/16 (Su)**

---

**1/17 (M)**

- Day >> 3rd Floor +1
  - Night >> Text "First dream"
- 

**1/19 (W)**

---

**1/21 (F)**

- Day >> Cafeteria
    - Option 1: "English." +1
  - Night >> Text "Goodnight"
- 

**1/22 (Sa)**

- Day >> Arcade +1
- 

**1/23 (Su)**

---

**1/24 (M)**

- Night >> Text "Graduation" (social)
- 

**1/26 (W)**

- Day >> 3rd Floor +1
- 

**1/28 (F)**

- Music Fest
- 

**1/29 (Sa)**

- Day >> Park
    - Feeling Selection: Happy (Red/Pink) +1
- 

**1/30 (Su)**

---

**1/31 (M)**

- Night >> Text "Don't make me" (social)
- 

**2/1 (Tu)**

- Mini Event - Helping Hand
- 

**2/2 (W)**

- Morning >> Route +1
  - Night >> Text "Wallpaper" (social)
- 

**2/4 (F)**

---

**2/5 (Sa)**

---

**2/6 (Su)**

- Mini Event - Plot Progression
    - (ONLY if you picked **Option 1** back on 1/2)
      - CG 12 - Kiss
- 

**2/7 (M)**

- Day >> Library
    - Option 3: "Historical novels." +1
  - Night >> Text "Somehow"
- 

**2/9 (W)**

- Night >> Text "Workaholic" (social)
- 

**2/11 (F)**

- Day >> School
    - Option 1: "I studied." +1
  - Night >> Text "Emoticons"
- 

**2/12 (Sa)**

---

**2/13 (Su)**

- Mini Event - Plot Progression
- 

**2/14 (M)**

- Mini Event - Valentine's Day
- 

**2/15 (Tu)**

- Mini Event - Study Session
    - +1 All Stats
- 

**2/16 (W)**

- EXAMS
- 

**2/17 (Th)**

- EXAMS
- 

**2/18 (F)**

- EXAMS
- 

**2/19 (Sa)**

- Night >> Text "Music"
- 

**2/20 (Su)**

---

**2/21 (M)**

- Exam Results
- 

**2/23 (W)**

- Night >> Text "Now" (social)
-

### 2/25 (F)

- Day >> Cafeteria
    - Option 1: "Don't take it." +1
  - Night >> Text "Confessions?"
- 

### 2/26 (Sa)

---

### 2/27 (Su)

---

### 2/28 (M)

- Farewell Seniors
- 

### 3/2 (W)

---

### 3/4 (F)

- Morning >> Route +1
- 

### 3/5 (Sa)

- Day >> School +1
- 

### 3/6 (Su)

- (ONLY if you picked **Option 1** back on 1/2).
    - MEMORY Scene 21 - ED A
    - CG 21 - ED A
    - **After Credits:**
      - MEMORY Scene 22 - EP A
      - CG 22 - EP A
  - (ONLY if you picked **Option 2** back on 1/2).
    - MEMORY Scene 23 - ED B
    - CG 23 - ED B
    - **After Credits:**
      - MEMORY Scene 24 - EP B
      - CG 24 - EP B
- 

**GAME OVER - CONGRATZ!**

**UNLOCK BOTH ENDING A AND ENDING B TO SEE YUTO'S SIDE STORY**

## Chihiro

---

Chihiro route does not have any CGs or Memory Scenes.



**NOTE:** You must get a boyfriend first... then break up with him! Followed by getting him to be friends with you again.

**Legend / Notes:**

- Make sure you're still studying - Supplementary lessons don't give you anything extra nor help with Chihiro
  - It'll make your BF dislike you faster, but you have all year to do that so it's pretty easy without low grades
- Nothing listed means no choices relating to Chihiro, pick anything you want
  - But remember, you want to be single at the end of the year (after dating someone and then breaking up)
- Anything in blue font is Chihiro related options (since he has no CGs or Memory Scenes).
  - Reminder: there are a lot that are random before/after school - always *accept* Chihiro and *deny* Takashi
- Highlighted dates are days where you won't be able to do anything - the room options never show up, so don't plan to be able to study/text/call on those days
- Any texts that have **(social)** listed after means you **have to** go to a location with someone there and basically socialize - you do not have to select the affection increasing choice, you literally just need to go to a location where someone is at (be careful of those who raise stats and *sometimes* stat raising does not count as socializing)
- Any notes such as comments, suggestions, or "this might happen here, but no guarantee" will be in **gray font**

**This "guide/walkthrough" is laid out using Kyosuke as the Boyfriend (Eventual Ex).**

All of Kyosuke-related options/choices will be in this pink font. However, you can always load up any of your saves with any boyfriend, just break up, and play out the year focusing on Chihiro (which is how I did it to test getting Chihiro the first time).

---

**4/3 (Sa)**

- Any

---

**4/4 (Su)**

- Any

---

**4/5 (M)**

- Any (Preferrably a ?)

---

**4/6 (Tu)**

- Any (Preferrably a ?)

---

**4/7 (W)**

- 2nd Floor

---

**4/8 (Th)**

- Any (Preferrably a ?)

---

**4/9 (F)**

- Any (Preferrably a ?)

---

**4/10 (Sa)**

- Daytime >> Boutique
- Nighttime >> Text "☒"

---

**4/11 (Su)**

- School

---

**4/12 (M)**

- Morning >> Route Selection
  - Pick the route that avoids guys!

*You're avoiding guys in the morning route because it gives a higher chance of running into Chihiro (or Takashi - who you'll want to reject if you do).*

---

**4/14 (W)**

- Day >> Infirmary
  - Possibly All Stats +1

---

**4/16 (F)**

---

4/17 (Sa)

---

4/18 (Su)

---

4/19 (M)

---

4/21 (W)

---

4/23 (F)

---

4/24 (Sa)

---

4/25 (Su)

---

4/26 (M)

---

4/28 (W)

---

4/30 (F)

---

5/1 (Sa)

---

5/2 (Su)

- Day >> Coffee Shop
  - (Possible Study help "Please teach me.")

---

5/3 (M)

---

5/5 (W)

---

5/7 (F)

- Morning >> Route Selection
  - Pick the route that avoids guys!

---

5/8 (Sa)

---

5/9 (Su)

---

5/10 (M)

---

5/12 (W)

---

5/14 (F)

- SPORTS FESTIVAL

---

5/15 (Sa)

---

5/16 (Su)

---

5/17 (M)

---



5/19 (W)

---

5/21 (F)

---

5/22 (Sa)

- Day >> Coffee Shop
- 

5/23 (Su)

---

5/24 (M)

---

5/26 (W)

- EXAMS
- 

5/27 (Th)

- EXAMS
- 

5/28 (F)

- EXAMS
- 

5/29 (Sa)

---

5/30 (Su)

---

5/31 (M)

---

6/2 (W)

- Morning >> Route Selection
    - Pick the route that avoids guys!
  - Day >> Infirmary
- 

6/4 (F)

---

6/5 (Sa)

---

6/6 (Su)

---

6/7 (M)

---

6/9 (W)

---

6/11 (F)

---

6/12 (Sa)

---

6/13 (Su)

---

6/14 (M)

- Day >> Rooftop
- 

6/16 (W)

---

6/18 (F)

---

6/19 (Sa)

- Day >> Boutique
- 

6/20 (Su)

---

6/21 (M)

---

6/23 (W)

- Day >> Library
- 

6/25 (F)

---

6/26 (Sa)

---

6/27 (Su)

---

6/28 (M)

- Day >> Suggest 2nd Floor (Get to see Chihiro~)
- 

6/30 (W)

---

7/2 (F)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

7/3 (Sa)

---

7/4 (Su)

---

7/5 (M)

---

7/7 (W)

---

7/9 (F)

- Night >> Text "Listen!" (social)
- 

7/10 (Sa)

---

7/11 (Su)

---

7/12 (M)

---

7/14 (W)

- EXAMS
- 

7/15 (Th)

- EXAMS
- 

7/16 (F)

- EXAMS
- 

7/17 (Sa)

---

7/18 (Su)

- Day >> School
- 

7/19 (M)

---

7/21 (W)

---

7/23 (F)

---

7/24 (Sa)

---

7/25 (Su)

---

7/26 (M)

---

7/28 (W)

---

7/30 (F)

---

7/31 (Sa)

---

8/1 (Su)

---

8/2 (M)

---

8/4 (W)

---

8/6 (F)

---

8/7 (Sa)

---

8/8 (Su)

---

8/9 (M)

---

8/11 (W)

---

8/13 (F)

---

8/14 (Sa)

---

8/15 (Su)

---

8/16 (M)

- Day >> Coffee shop
  - Night >> Text "A suit"
-

8/18 (W)

---

8/20 (F)

- SEASIDE EVENT
- 

8/21 (Sa)

- SEASIDE EVENT
- 

8/22 (Su)

- SEASIDE EVENT
- 

8/23 (M)

---

8/25 (W)

---

8/27 (F)

---

8/28 (Sa)

---

8/29 (Su)

- Day >> School
- 

8/30 (M)

---

9/1 (W)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

9/3 (F)

---

9/4 (Sa)

---

9/5 (Su)

---

9/6 (M)

- SKETCH CONTEST
- 

9/8 (W)

- Night >> Text "Sketch contest"
- 

9/10 (F)

---

9/11 (Sa)

---

9/12 (Su)

- Day >> Arcade
- 

9/13 (M)

- Day >> Infirmary
- 

9/15 (W)

---

9/17 (F)

---

9/18 (Sa)

---

9/19 (Su)

---

9/20 (M)

---

9/22 (W)

---

9/24 (F)

---

9/25 (Sa)

---

9/26 (Su)

---

9/27 (M)

---

9/29 (W)

---

10/1 (F)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

10/2 (Sa)

---

10/3 (Su)

---

10/4 (M)

---

10/5 (Tu)

---

10/6 (W)

---

10/8 (F)

- Night >> Text "Skipping Class" (social)
- 

10/9 (Sa)

---

10/10 (Su)

---

10/11 (M)

- Day >> Boutique
- 

10/13 (W)

- EXAMS
- 

10/14 (Th)

- EXAMS
- 

10/15 (F)

- EXAMS
- 

10/16 (Sa)

---

10/17 (Su)

---

10/18 (M)

- EXAM RESULTS
- 

10/20 (W)

---

10/22 (F)

---

10/23 (Sa)

---

10/24 (Su)

---

10/25 (M)

- Day >> Infirmary
- 

10/27 (W)

- DISASTER DRILL
- 

10/29 (F)

---

10/30 (Sa)

---

10/31 (Su)

---

11/1 (M)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

11/3 (W)

---

11/5 (F)

---

11/6 (Sa)

- Day >> Coffee shop
- 

11/7 (Su)

---

11/8 (M)

---

11/10 (W)

---

11/12 (F)

---

11/13 (Sa)

- FIELDTRIP
-

11/14 (Su)

- FIELDTRIP
- 

11/15 (M)

---

11/17 (W)

---

11/19 (F)

- Day >> Infirmary
- 

11/20 (Sa)

- Day >> Arcade
- 

11/21 (Su)

---

11/22 (M)

---

11/24 (W)

---

11/26 (F)

- CULTURE FESTIVAL
- 

11/27 (Sa)

- Night >> Text "Culture"
- 

11/28 (Su)

---

11/29 (M)

---

12/1 (W)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

12/2 (Th)

---

12/3 (F)

---

12/4 (Sa)

---

12/5 (Su)

---

12/6 (M)

---

12/7 (Th)

---

12/8 (W)

- EXAMS
- 

12/9 (Th)

- EXAMS
-

**12/10 (F)**

- EXAMS
- 

**12/11 (Sa)**

---

**12/12 (Su)**

---

**12/13 (M)**

- Exam Results
- 

**12/15 (W)**

---

**12/17 (F)**

- Ski Trip
- 

**12/18 (Sa)**

- Ski Trip
- 

**12/19 (Su)**

- Ski Trip
- 

**12/20 (M)**

- Night >> Text "Ski class"
- 

**12/22 (W)**

- Day >> Infirmary
- 

**12/24 (F)**

- Day >> Boutique
- 

**12/25 (Sa)**

---

**12/26 (Su)**

---

**12/27 (M)**

---

**12/29 (W)**

---

**12/31 (F)**

---

**1/1 (Sa)**

---

**1/2 (Su)**

---

**1/3 (M)**

---

**1/5 (W)**

---

**1/7 (F)**

- Morning >> Route Selection
    - Pick the route that avoids guys!
-



1/8 (Sa)

---

1/9 (Su)

---

1/10 (M)

---

1/11 (Th)

---

1/12 (W)

---

1/14 (F)

---

1/15 (Sa)

---

1/16 (Su)

---

1/17 (M)

---

1/19 (W)

---

1/21 (F)

---

1/22 (Sa)

---

1/23 (Su)

---

1/24 (M)

---

1/26 (W)

---

1/28 (F)

- Music Fest
- 

1/29 (Sa)

- Night >> Text "Music Fest"
- 

1/30 (Su)

---

1/31 (M)

---

2/1 (Tu)

---

2/2 (W)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

2/4 (F)

- Day >> Infirmary
- 

2/5 (Sa)

- Day >> Arcade
-

2/6 (Su)

---

2/7 (M)

---

2/9 (W)

---

2/11 (F)

---

2/12 (Sa)

---

2/13 (Su)

---

2/14 (M)

---

2/15 (Tu)

---

2/16 (W)

- EXAMS
- 

2/17 (Th)

- EXAMS
- 

2/18 (F)

- EXAMS
- 

2/19 (Sa)

---

2/20 (Su)

---

2/21 (M)

- Exam Results
- 

2/23 (W)

---

2/25 (F)

---

2/26 (Sa)

---

2/27 (Su)

---

2/28 (M)

- Farewell Seniors
- 

3/2 (W)

- Day >> Coffee Shop
- 

3/4 (F)

- Morning >> Route Selection
    - Pick the route that avoids guys!
- 

3/5 (Sa)

---

3/6 (Su)

---

3/7 (M)

- Day >> Rooftop

3/9 (W)

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**GAME OVER - CONGRATZ!**

**UNLOCK BOTH ENDING A AND ENDING B TO SEE YUTO'S SIDE STORY**

## Ending Notes

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These are just some of my random thoughts or things I did while making this guide.

- I feel like there were more Chihiro mini events or scenes AFTER I'd already gotten his ending... which was a little disappointing since I'd preferred to have seen more of him when I was aiming for him! >.<;
- The dialog when your BF and his rival meet on the way to school is always amusing... I would get another guy's affection up just enough to see that (haha)
- The female rivals really made me feel... bad. Like I didn't know a game could make me actually anxious like that! o\_o But when one of 'em showed up, boy was I uncomfortable (heh...)
- I think my favorite part of the BAKA-COUPLE status is when other people observe them being a baka-couple XD it's hilarious!!
- I used my real birthday for almost all my runs - it fell on an unimportant Sunday and just worked out for the best ^-^ I'd get to see them surprise me with the same gift each time haha! Rather than just a plain ol' text message xD
- Man I loved all the perverted jokes Takumi made! As a 27-year-old, I couldn't help but giggle at all his insinuating suggestions! ^///^
- I also felt like you were more likely to have a chance run-in with your BF if you selected a bad option with another guy xD guess it's rewarding you for not increasing other guys' affection, huh?
- I realized a bit after the fact that I rarely would send text messages to the guys... ya know, the ones you compose. Especially in the beginning, I'd focus more on getting the stats up in my spare time. It wasn't till my 4th playthrough that I didn't get perfect scores by the third test xD took me quite a while to chill and not overly focus on stats haha
- Normally the cute little insecurities of the main girl didn't really bother me, but with Soya it made me want to pull my hair out .\_. But I think that's just more to the fact that I, personally, wasn't a Soya fan >\_<
  - His bakacouple status didn't feel too much different from his normal comments either...
  - Seriously tired of the main girl asking him all the time if he says that to all the girls. First few times makes sense, but it's freakin' Christmas now -\_- like... get over it, please. Probably one of the main reasons he feels so fake to me.
- I'm almost POSITIVE Rikka's gonna turn out to be sick... like a risky procedure or slime chance of living sick... there were a lot of subtle hints (but I guess we'll see... lol)
- I'd have to say my tops...
  - **Fav. Epilogue:** Tsukasa ( I've always loved the whole marriage-kids-endings! )
  - **Fav. Plot/Story:** Takumi or Kyosuke
  - **Fav. Personality:** Kyosuke ( I'm usually not a fan of those that act though, but there's just something generally about him that I liked no matter who else I was dating at that time )
  - **Most Attractive Appearance:** Kyosuke when is isn't slouching and Tsukasa
  - **Least Interested In:** Soya (too much of a "ladies man" and just plain cheesey flirting... didn't really have a good story either ). Was originally Rikka ( came off as far too childish initially ) till I was actually playing Soya (who was second least interested at the time)
  - **Most Disappointing:** Yuto ( I really easily predicted his "plot" and wasn't impressed... I tend to like guys with power, but there wasn't much of a power-throw-down haha and his story was only so-so )

## Credits

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- Guide typed, organized, put together, etc. by me (**Riho88riho**)
- Storm Lover Kai!! published by D3Publisher
- English Patch played/referenced by **JJewel Otome Game Translations group** (<https://sites.google.com/site/otomeundercover/otome-projects/storm-lover-kai>)
- Used **PPSSPP** emulator for playing
- Screenshot images directly from game
- Character Route Male images cropped from images found on zerochan.net

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If you notice any grammar or referenced issues, please let me know through PM on GameFAQs (as I'm most likely to check rather than my email). If you'd prefer email, please contact me at [riho88riho@hotmail.com](mailto:riho88riho@hotmail.com)

**Hope you enjoy the game and this guide!**