

VITAMIN PLUS

Official guide

Introduction

This walkthrough will detail every day of the game so you can be sure not to miss anything.

- The important informatio will be written in **red**.
- If you can unlock a trophy or if this is a piece of information for unlocking one later, the text will be written in **blue**.
- If there's a little secret to find that has nothing to do with either trophies or secret scenes, it will be written in **green**.
- **I strongly recommend you to read this guide after finishing the game once.**

Day One

There's not really much to do this day. It's here to make you discover the farm. The only thing you need to do to end the day is **to talk to each of your cousins**.

There's a little plus during this day, though. **All the items on the 2nd floor will have special dialogues that only occur during the 1st day** with the exception of the dress in Kentaro's bedroom.

Day Two

After waking up way too late, start by **looking at the TV in your bedroom**. Once it's done, you can speak with everyone. It's **Mari** who'll tell you how to get a DVD to watch. As soon as you'll **get the DVD in Kentaro's bedroom**, the day will end.

Day Three

There's as much to do as the day before. You only need to do two things to end the day : **Talk to Seiichi, then talk to Misao**.

However, you'll notice Seiichi wants to see Hitoshi and Mari. If you look for them, **you'll find them in the bathroom** after talking to Seiichi. Be carefull though, once you've talked to Misao, the day will end. Congratulation, you got your first trophy.

Don't forget to watch the **chapter until the end**, or you might miss a trophy !

Day Four

Now that the sisters are slowly starting to change, the days will also change. So today you'll want to visit the barn. However it's locked. And you'll have to do a lot of things to get the key. I'm not gonna write everything in red so I'll just put a title.

To do list :

- Start by asking it to Seiichi.
- Check the Kotatsu (the little table with a purple blanket).
- Talk to Seiichi again.
- Talk to Akiko.
- Talk to Seiichi again.
- Check the henhouse.
- Talk to Seiichi again. (Careful here there's a hidden scene explained later)
- Talk to Mari.
- Talk to Hitoshi.
- Talk to Seiichi again.
- Check the bathtub.
- Talk to Seiichi again.

Now that you know he's clueless about where the key is, you'll have to find who might have it. **Talk to Hitoshi** who'll tell you he saw Kentaro coming out the barn during the night. You'll have to **convince Kentaro** to tell you where he put the key. For that you must **"Question him"** and **"Say you saw him last night"**. After he tells you what happened, search the **pile of gravel** in front of the barn and you'll find the key.

Now go **tell Seiichi you found it** and you'll be able to access to the barn. Once inside it, just **talk to a pig** and you'll be able to finish the day by leaving the barn.

Eri's chapter is in a single part, **you'll see it entirely** no matter what.

Just before going to bed though, you'll hear a strange scream...

You'll have to watch your timing if you want to surprise Misao and Kentaro while they're doing dirty things. **You have to check the hole in Misao's and Mari's bedroom right before talking to Mari**. Be carefull, as soon as you'll talk to Mari, the scene will no longer be available.

Congratulation, you've earned your second trophy.

Day Five

Today you want to know from where the scream you heard the night before came from. It's quite easy. You have to **talk to all the people who'll give you valuable information**. Meaning everyone but Misao (You'll understand later why). Once you've talked to everyone, **talk to Seiichi** and he'll let you pass.

A little tip: You can discover the new dog in the farm either by talking to him or by talking directly to Akiko. Either way, you're forced to learn the name of the family's pets.

Once inside the mine, **go to the far right to discover Anaëlle**, a succubus stuck here. After talking to her, **you'll have to make Misao admit** she summoned a succubus. This will be the harder dialogue where you have to convince someone, so you have 3 tries. If you fail all your tries, the game's over.

Since you have 3 tries, you might want to look for **one of the two hidden memes** that slipped inside the different possible conversations before going for the real thing. Be careful though: **those meme won't unlock if you haven't witness the hidden scene between Misao and Kentaro the day before**. For the meme "You Don't Say" chose the following answers:

1. Let Ayame speak
2. Talk about her books
3. What books does she read?

For the meme "I see what you mean here" chose the following answers:

1. Let Ayame speak
2. Talk about her interests
3. Talk about cooking

Now that you've seen the two funny possibilities, you can go for the real conversation. Chose the following answers to make Misao admit the truth:

1. Let Ayame speak
2. Talk about her books
3. Tell her about your tastes
4. Pinhead
5. Because of the story
6. Keep on talking
7. It's not real anyway...

That's it! You tricked Misao into telling you what she was hiding. Congratulation you've earned a trophy (you can't miss it, it's story related). Now Misao is in your team. You'll just have to **take her to Anaëlle** in the mine. They'll both want to be alone so you'll have a bit of time to do something else...

Why not checking the horse's pen? You could witness Mari and Hitoshi doing dirty things again.

Now you can **go to the second floor of the barn** and when you'll get down, the day will end.

This time, **don't forget to watch the whole chapter of Eri's DVD !**

Day Six

This day is going to be quite straight since there is no hidden scene. After waking up go into their bedroom and **talk to Mari or Misao**.

Then you can go and **talk to Anaëlle** right after that so that she can tell you what went wrong in Misao's ritual. You'll find a scene between her and Seiichi here. However, there is no trophy to unlock since this scene is mandatory.

She'll tell you that you **need a green moss**. You can find it in the **bucket inside the toilets** in the garden. Once you got it, bring it back to Anaëlle to confirm it's the right thing and then go in the house's cellar (which is now available) **to give it to Misao**.

After Seth has been summoned, you can directly **go to the second floor of the barn**, talk to Mari and end the day.

You may have noticed a little wooden chest in the cellar. However you can't open it for the moment.

Don't forget **to check the whole chapter** of the DVD, as always.

Day Seven

Now things are becoming interesting. With Seiichi and Akiko away, Yuki wants to try something with Kuro, the dog of the family. **Go talk to him** to start the scene and unlock a trophy.

Now you need to wash your face. However, if you go and talk to Anaëlle without having done it, **she'll get suspicious**. You can wash your face with **the bucket in the bathroom** on the 1st floor. Now go upstairs and wait for everyone to wake up.

Go in the barn and **talk to Goro**, Seiichi's friend. He'll ask you to help him with farm duties. The first one being **feeding the chicken**. Go to the henhouse and start feeding the chicken by simply clicking on them.

Before you finish feeding them all, you might want to **check the toilets in the garden** first. You'll see the door is locked. Go behind and try to find a hole to see what's happening in it. In case you haven't seen the scene between Misao and Kentaro, you'll get a trophy.

After that you can **finish feeding the chicken** and make your **report to Goro** in the barn. He'll now ask you to milk the cows. Nothing hard to do. Just **click on each cow** at the bottom right of the map and bring the bucket back to Goro.

Your last task consists in **harvesting radishes**. They're the small white things at the bottom of the kitchen garden. Each time you click on one of them, you harvest 4 radishes.

After harvesting 8 of them, leave the last pack and **check the end of the mine** to surprise Anaëlle and Goro. It will grant you a trophy. Now you can harvest the remaining radishes to **bring them back** to Goro.

If you want you can go to the 2nd floor of the barn to see **another conversation between Mari and Seth**.

That's it, you've done all the things Goro asked you.

You might want to talk a bit to Anaëlle so that she can start **talking to you about her world**.

Now go to the house and **talk to Mari** who'll come up with a plan. Once she's is your team, **just open the bathroom door** and follow the scene. After Mari's left, go to your bedroom and when you're prompted to finish the day, Ayame will have a strange feeling. Do not end the day and **go down to witness a hidden scene**. It will grant you a trophy.

Now you can **go to bed**. If you **witnessed the 3 hidden scenes with Goro**, you'll be granted another trophy.

Day Eight

From now on, you'll be able to do something with an animal every morning. You just need to **go downstairs** and you'll find Kuro with whom you'll be able to start a scene.

After going back to your room and waking for everyone to wake up, you should start by **talking to Seth** in the barn.

After that you'll have to **talk to Misao** to be given the idea to go to town. Don't leave the farm yet, though. If you **check the henhouse**, Mari will tell you that she needs to come with you. So bring her along.

Once Mari is in your team you're okay to **leave the farm**.

In town you'll be left by Misao who'll have different things to do. However, once you've done a certain list of things, she'll be able to drive you home.

You can wander in town though there isn't much to do since it's Sunday and some shops are closed.

Here is the list of the 3 main things you **need to do** :

- Talk to Gunpei in the bar (the man at the top left)
- Talk to Matsubo in the park (the homeless guy at the left of the tent).
- Bring Mr. Gensei his eggs.

Keep in mind that if Mari is not with you, Mr. Gensei's quest is not required. The dialogue **with Matsubo will also be very different** since you won't be introduced to him by Mari if she's not here.

Once these three things are done, you'll see Misao at the bottom side of the map, near the park entrance.

But don't talk to her yet. With Mari in your team, you'll be able to **meet Akira in the bar**. He's a friend of Mari. If she's not with you he won't show up. Once you've talked to him, you can go back to Misao and ask her to leave.

Once you're back to the farm, you'll see that Mari prevents you from going to bed because Akira and his friends are waiting for her in the garden. Just talk to Akira and it'll **start a scene**. After this scene, Mari will leave you and you'll be able to go to bed.

This time you're ready to read the last part of Eri's DVD. Since this chapter is short, there is no "keep on watching message". If you **watched all the previous chapter completely** as you were told, you'll unlock a trophy at the end of the DVD.

Day Nine

Once again you wake up to go to do something naughty with the dogs. First **talk to Rex then talk to Kuro** to start the scene.

Once it's done, as always, wait until everyone wakes up. Seiichi and Akiko have now returned from Osaka. The first thing you might want to **check is the basement**. It's located inside the kitchen garden. It will allow you to watch the scenes you've already seen. You can also **talk to Seiichi** after discovering it if you want to know a bit more about it.

Once it's done, you should **first talk to Anaëlle** so she can continue her story about her world.

After that, go up and **talk to Seth** to hear what she wants.

You need the approval of Misao and Mari so **talk to both** and go back talking to Seth after that.

Now that Seth is with you, **you'll find a book** near the bookshelf on the 1st floor of the house. Take it. You're now able to pick locks. You can try right now with the **chest in the cellar**. Be careful though. The lockpick can break so save before trying. You'll get a **necklace**.

Now go talk to Misao but when she asks you if you're ready to leave, **say no** and go back to the cellar. You'll witness the third scene with **Mari and Hitoshi**. After that, you're ready to leave.

Once in town, Misao and Seth will leave you and you'll gain access to your cellphone. It will allow you to receive message from Misao or call her when needed. There are a lot of things to do unlike the day before.

The only mandatory thing to make Misao come back, is to **talk with Kentaro** in Manga shop.

But before, you might want to **do the following things** :

- Talk to Gunpei in the bar.
- Talk to Matsubo.
- Talk to Man in red shirt at the right of the bar.

The man in red shirt will give you a quiz where each good answer will grant you a lockpick. Considering you'll get a 6th one if you answer correctly to the 5 questions, you'll be able to **grab 6 lockpicks** per day.

Here are the answers for the quiz :

- 1st question : M. Night Shyamalan
- 2nd question : Canada
- 3rd question : Nico Bellic
- 4th question : Bram Stoker
- 5th question : Ludwig Van Beethoven

Once you're finished with the guy, you can directly go the hotel and **talk to the hotel owner** to start the hotel quest. This quest is simple : you have to unlock the 20 rooms of the hotel to find a silver coin hidden in each of them. However all rooms are not empty and sometime you'll have to think to get the coins.

Here's the list of solutions for rooms that need one :

- Room 31 : The room with the couple inside the bed. Just don't run in the room.
- Room 32 : The room with the white dog. You need to do something bad with him.
- Room 41 : The room with the thief. He'll give you the coin against the necklace. If you don't have it, it's not important; the thief will stay next to the hotel everyday waiting for you.
- Room 61 : The room with the wealthy lady. You must give the right answers. The answers are : The lake of the dragon, The Drunk Panda, 20, Marakoma, and yes.

These are the only rooms where something is required to get the coins. The others are just little scenes or empty rooms.

Every time you'll get 5 coins, the hotel owner will reward you with a prize. The prizes are two wallpapers, a card and an interesting piece of information. **Don't forget to come back every day to get all the coins !**

Once you're finished with the hotel, you should **talk to the little girl** in the park. You'll have to **unlock the shack** (situated at the left of the hotel). If you have a lockpick you'll have to pick it. If you don't, you'll find the key anyway. Once you've visited the shack, go back and **talk to Nana again**. Once she's inside the shack **talk to Matsubo**. He will protect her with his friends.

Now that you've done all that was doable, you can go and talk to Misao and Seth at the bottom of the map. After the scene in the bar you'll have to wait **45 seconds**. If you missed something to do, it's now or never.

After waiting, go in the manga shop to witness a new scene and go back home. After **assisting to Seth's labour**, you'll be granted a trophy. You just need **to talk to Misao** in Kentaro's bedroom. Once it's done, you'll be granted the possibility to go to bed when you want (in a certain way). So **go to bed**.

Day Ten

This time you'll **pay a visit to the pigs** in the barn. After the scene you'll win a trophy and as always, you can go to bed to wait for everyone to wake up. You'll meet Fubuki as soon as **you'll go downstairs**. You can **go to the second floor of the barn** to see the continuation of the conversation and meet Esther (Seth's Daughter).

After this conversation, you'll see that Fubuki will invite you at her place. Since you need to go to town for that, it would be a good idea to ask Misao to bring you there. However, you **should talk to Anaëlle first**, cause she has something to ask you. You can talk to Misao after that. You'll be able to travel from the farm to the town whenever you want.

Before leaving, you'll want to **take some food in the fridge** to bring it to Nana.

After that, call Misao and head for the town.

As always there's a list of things to do in town. Let's first talk of what is mandatory. The two mandatory quests of the day are Fubuki's and Anaëlle's. You should start with Fubuki's.

You need to **check the mailboxes** of the houses at the bottom right of the town to find out where Fubuki lives. She lives in the left house at the bottom of the map.

Once you're inside, just **talk to Fubuki** and follow the scene. After the scene is over, you'll be free to do the side quests. We'll keep Anaëlle's quest for later.

You can start by going to the **bar to talk to everyone**. You'll get some information from Gunpei and one of the guys at the bar.

After that, you can head to the manga shop. Testu and Riki will both have **interesting conversations**. The children however will all be a bit puzzled by what they saw the day before. You just need to **talk to the four of them**. After that, you'll be done with the Manga Shop.

You can now **enter in the playroom** that was closed before. There are many things that you can do here :

- Talk with the quiz guy to win lockpicks.
- Talk to the women at the desk to be able to get the possibility to play the S. Battle card game.
- Talk to the guy up the stairs to **try to win a wallpaper** by clearing a minesweeper grid.
- **Go to the bathroom** to discover a secret scene with Misao.

Keep in mind that you **NEED to win** the wallpaper if you want to earn two later trophies. So save before starting.

Here are the answers for the lockpicks quiz :

- Tokyo
- Adolf Hitler
- Quotations of Mao-Tse Tung
- Akira Toriyama
- Dendrophobia

Now that you have more lockpicks, you can **go to the hotel** to unlock more doors!

Now the only place left is the shack. However, since Matsubo and his friends are not at the park anymore, you might want to **check the tent**. You'll find a stray dog in it. Just **talk to him**, watch the scene and you've earned a trophy !

Now go in the shack. **Talk to Matsubo and Nana**. Be sure you give her the food. Once it's done, **talk to Matsubo** again for Anaëlle's quest.

After he tells you that there are other homeless guys in town you can quit the shack to **look for them**. Here are where they are :

- One is at the top left side of the map.
- One is at the bottom right side of the map.
- One is in the playroom's bathroom (**talk to him twice to get another meme**).
- One is on the 5th floor of the hotel.

Once you've found them all, say "ok" when you're prompted to come back to the farm. After the scene, you'll be able to go to bed. However, the day is not over.

Start by phoning Misao to **get back to town**. **Head directly to the shack**. Once you've seen the scene, you can go back to the farm.

Go to the 2nd floor of the barn to see Misao and Seth talking. After that, **look through the right window of the house** and you should see something interesting. After the scene, go in the barn **to talk to Anaëlle**. She will continue her story about her world. After that, you can go to bed.

Day Eleven

Get ready cause this is going to be the most important day of the game !

This morning you can **talk to Esther and Seth** before doing something else. You can now **go to the horses' pen** and watch the scene.

After it, wait until everyone wakes up. You'll notice that Seiichi is not here but Goro came to help. You will also meet Misao's daughter, Momoko. **Talk to them**. Misao will tell you that she gave total freedom for Anaëlle for the current day. So go and **talk to her**. Once she's in your team, go upstairs and talk to Esther. After that, you can **go to town**.

No need to check the bar, it's empty. The manga shop still have Tetsu and Rikki but they have nothing to say. You might want **to visit Fubuki** cause she'll want to tell you how was her trip to her friend's house.

You can also go to the playroom for the following activities :

- **Earn a new card by** earning a certain amount of point in a samegame.
- Earn lockpicks via the quiz.
- Watch a **secret scene in the bathroom**.

If you watched all the previous scenes with Misao you should unlock a trophy after this one.

Here are the answers for the quiz :

- 6
- Leonardo Da Vinci
- Pierre de Coubertin
- FullMetal Alchemist
- Rouble

Once again, **go in the hotel to unlock more doors !**

Once you're done with the playroom, **go in the shack**. After the scene you'll unlock a trophy.

Make sure you **talk to Matsubo** after that so he can reveal you the last of his secret.

SCREEN B : MATSUBO + YUKI

And finally, **go in the tent** to do naughty things with the dog and meet a new character.

Once you've done all of this, you're ready **to talk to the guy in front of the little shack** between the bar and the manga shop.

You're now controlling Anaëlle. It's a pretty straight zone : you have to unlock a first door by solving a sliding puzzle, then reach 2500 points on a tetris game to get a key that will allow you to open a door. In this room, just solve the two sliding puzzles from each computer and you'll be able to leave.

Little tips about the sliding puzzles :

- The hole is always situated at the bottom right of the images.
- Always try to finish the left column before trying to start the others.
- You must make sure that the tile waiting at the bottom right of the puzzle is a tile that will end up next to it. Like that when it will be the remaining tile left, it will fit directly at its right place.

You now control Ayame. The goal here is to read the notes in the different rooms to understand the different passwords. Two passwords are required to find a hidden scene with Anaëlle (Dog and Truth) **in the camera room**.

The last password (THE END) will allow you **to leave the place**. Be careful though, passwords are case sensitive.



Now you control Yuki. You can speak with the girls in your cell but it's **the one next to the torch** that will allow you to get out. In this section **you must not be caught** by the guards or you'll be sent back

to the cell. So don't run, don't touch them and don't come in their sight range and everything should be okay. Start by going to the bottom right of the map (1) and **try to open the door**. Now go to the top right (2) to see that you can't pass the guard. After that, go to the **storage room** (3). **Look for the hole** on the right and **take the pickaxe** to attract the guard. Once it's done, go back to (2) and sneak behind the guard to take the key. Once you have it, you can **open the door** on (1). This will grant you a trophy. After the scene, you can go directly to (5) to **get the cell key**. Once you have it, you can either go back to your cell by yourself or get caught to be teleported to the cell. Either way, **open the door** with the key and watch the scene.

There's a **funny scene on (4)** if you want. You can open the door to watch it.

After that, you'll watch a very looong scene where you'll be faced two choices.

Now be careful : **This choice determine the end of the game !**

- If you answer "No" : Then the game will only be a long succession of cut scenes where some things will be explained to you (and some won't). Congratulations, you have finished the game with the bad end !

- If you answer "Yes" : Then that's another story. Let's keep on.

During the conversation, you can have the possibility to see people who want to come to congratulate you for the ceremony. Here is the list of who can come and what is needed for them to show up :

- **Misao and Momoko** : Of course Momoko needs to exist. You also need to have seen a certain amount of hidden scene with Misao. Of course, if you followed this guide, she will show up.

- **Mari and Hitoshi** : You need to have seen 2 of the 3 hidden scenes between them.

- **Fubuki** : Certainly the most easy to get. You just need to talk to her before the ceremony and let her explain you her trip to her friend's house.

- **Matsubo** : You need to make sure that he's protecting Nana, that you talked to him every day, that you saw the two hidden scenes with Nana and that he told you his last secret the morning of the very same day (11).

The fact that they come will lead to a trophy no matter what later in the game. The only exception will be Mari and Hitoshi since the trophy will be unlocked right away.

After this, you'll discover that you've been granted a bonus day in the farm as well as a story related trophy. If you saw all the scenes during the ceremony (including the hidden ones), you'll be granted a third trophy. However, day 11 is far from being over so you need to **start checking for hidden scenes**.

You remember Esther's request ? Now the homeless guys are **gathered in the park**. You just need to **talk to them** and the scene will follow. It will grant you a trophy and a new card.

After that, go back to town. If you want you can play against the poker guys in the playroom. Whether it's today or tomorrow, you'll need **to win 5 matches** if you want to defy the president tomorrow.

If you go to the manga shop, you'll have two conversations with Rikki and Tetsu. But the children will be here too ! Talk to them and make sure you **choose the right answer** for each of them (though you can give the wrong answer twice maximum). The right answers are always the ones that lead either toward making them come to the farm or admitting sex is okay.

Once you've talked to all of them, you can go to the hotel (if it's not already done).

You can go to the shack too. **Talk to Nana** and watch the scene. You'll get a new card.

Now go to Fubuki's house and **watch the scene**. The requirements are heavy for this one. You need to have seen Misao, Momoko and Fubuki after the ceremony but you also need to have seen all the hidden scenes with Goro during the 7th day. It will grant you a new trophy.

There's a last place that need to be checked : the tent. After all you told Nina you'd be there. Go inside the tent and **talk to Nina**.

After that you can go back to the farm. Go to bed but you'll see Ayame getting the same feeling she had during the 7th day. **Check the horse's pen** before finishing the day.

Now you can finally **finish this day** !

Day Twelve

This is it, your last day at the farm. There is only one mandatory scene. All the scenes in the 12th day are hidden and are the result of what you did the previous days. If you followed this guide, you'll have no trouble in finding them all.

Start by **going to the horse's pen**. If Misao, Momoko, Mari and Hitoshi were here for the ceremony the day before, they will be here too (as well as Seth and Esther, but they will be here no matter what). **If everyone is here**, you'll end the scene with a trophy. After that, you'll meet a new character and you'll start the 12th day. You can go to bed whenever you want, but of course, that will mean the end of the game.

You need to understand how the day works. Since there are no story events to make the time pass, you'll need to do some side quests to make it pass and find hidden scenes. Every time you find a scene or something important happens, it will make time pass by one hour. Every two hours, things change in the farm (only in the farm).

You can wander in the town to see people's reaction to the ceremony.

You should start by **finishing the hotel quest** if it's not already done. If you're missing some lockpicks, here are the answers for the last quiz :

- Uranus
- Almost 4000
- Bill Clinton
- 1989
- Desperate Housewives

Once you've got the 20 coins and the piece of info from the owner, go to the bar and **talk to Gunpei**.

He's really not hard to question since all the choices are good **except "question him"**. After that, go to the farm, talk to Akiko and get your new card as well as a trophy. Now one hour has passed.

Let's go to the manga shop. You can **say goodbye to Rikki and Tetsu**. After that, **talk to the children** and watch the scene. You'll get two trophies and a new card as well. But another hour will be passed and now, you'll be able to see new things.

Check the henhouse to see a new scene. Talk to Kentaro at the end to get a new card. One more hour.

If you listened to all the stories of Anaëlle and Seth about their world, **talk to Jezebelle** to hear the last piece of it and earn another trophy.

If you go in front of the house, you'll see Nina. **Talk to her**. You'll need to get the green moss in the **toilets**, and the shonestone at the **end of the mine**. Once you've got them both talk to Anaëlle, watch the scene. You'll win another card, and another hour.

Now the time won't change how the farm is organized. But the last hidden scene in the farm needed those 4 hours to be accessible. Now **go to the 2nd floor of the house**. You'll be able to watch a scene here. At the end of the scene, you'll get a card if you talk to Momoko.

There are only two scenes left. Both of them are in the town. The first one is quite easy to get, as long as you followed this guide. If Matsubo told you all his secrets, showed up after the ceremony and if Nana got taken back by her parents, then you'll be able to see a scene by **going to the shack**. It should grant you a trophy and a card.

Go and **talk to Fubuki**. She'll give you one of the last cards you're missing.

Now you have almost all the cards of the S.Battle card game. You should be missing only two of them. If you haven't done so, **win 5 times** against one of the three poker guy in the playroom. After that, **beat the president**. He'll reveal you the name of their best player. Go in the room where you met everyone after the ceremony the day before and **beat Eri**. She'll give you a card for that. But she'll also tell you that in order to see her performing her little show, you'll have **to show her all the cards of the game**.

The last one is easy to get. You just need to solve the jigsaw in the playroom. Once it's done you'll be granted three things : The possibility to play when you want to a jigsaw or a sliding puzzle with different images and difficulties (4 difficulties). **You'll be also given the last card of the game**. And you'll be given a trophy for winning the prize every day at the playroom.

Now go and **talk to Eri** and watch the scene. You should unlock two trophies (including the platinum one where you need to see ALL the hidden scenes of the game).

That's it, you're almost done. **You can go to bed now**.

Day thirteen

Now you can wander on the 2nd floor just to remember the place cause you're about to leave. You'll get your last story related achievement when you wake up.

Just go downstairs and watch the good end of the game.

Congratulation!