

大きい女の子に 運ばれる！

- 人肌に温められながら進む脱出ゲーム -

(Simple and Straightforward
Walkthrough Guide)

Made by Tabszoid/Tabzy



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Notes

- In some parts of the walkthrough entries, a **light green** color will mark the required route/path to obtain the **True End**. This ending is important to unlock the **Recollection Room**.
- This walkthrough will use bold text, color coding & internet links into the entries to specify the instructions better.
 - **Bold** text indicates an important object needed to be retrieved or used.
 - **'Red'** text shows the next location needed to go.
 - **'Orange'** text describes how to solve the puzzle or anything related.
 - **'Purple'** text indicates you to examine/check an important thing.
 - **'Blue'** text indicates you to interact/do something important.
 - **'Yellow'** text indicates you to talk/interact with someone.
 - **'Pink'** text indicates an upcoming H-scene.
 - **'Linked'** text will direct you to external & internal sites (Website & Page links)
- Detailed puzzle explanations and quick answers are located at the end of the walkthrough. The bullet point entries will only tell you the basic instructions on how to solve the puzzles.
- If you can't solve it, you can quickly go to the specific puzzle explanation page by clicking on the link under the puzzle's basic instructions.
- The maps of the floors are located at the end of each floor's walkthrough entry. Inspired from 'Think-game.com', credits to **'Lightgot'** in the game's F95zone thread for the link of the walkthrough.
- Here are the two Japanese walkthroughs that I used and inspired me to make an English walkthrough version of my own.
- (<https://think-game.com/archives/46404301.html>) [More in-depth]
- (<https://sakuahе.blog.fc2.com/blog-entry-926.html>) [Simple & Easy]

Walkthrough

3rd Floor (North Area)

- Examine the **mysterious colored book** placed on the cardboard.
- Go to the **Classroom 1-B** to the southwest, there will be a panel in which you have to **solve through finding the colors on the panel**.
- You will need to **go back to Classroom 1-A** and **inspect the flowers** to **find out the number of flowers** on the tables.
- Refer to [Page 14](#) for the puzzle explanation.
- Get the **chest object** after opening the door puzzle, then **go back the long blocked hallway** and **insert the chest object into the statue**.
- A path will open, allowing you to explore the South Area.

3rd Floor (South Area)

- Go to the **computer room** to the east, **examine the glowing computer**.
- After that, **find the location of the desk with the star** in **classroom 1-C** to get the **locker key**.
- Also, **interact with the fox** to know what it wants.
- Enter the **women's restroom** on the bottom left, **open the locker** and get the **lubricant**.
- In the **technical room** to the east, you can pick up the key by using lubricating oil on the vise (**Manually open the item menu and use it**)
- Rush into **Classroom 1-D** where the thief escaped, **go through the H event**, and **have the ghost touch you** (or not) to receive the **key**.

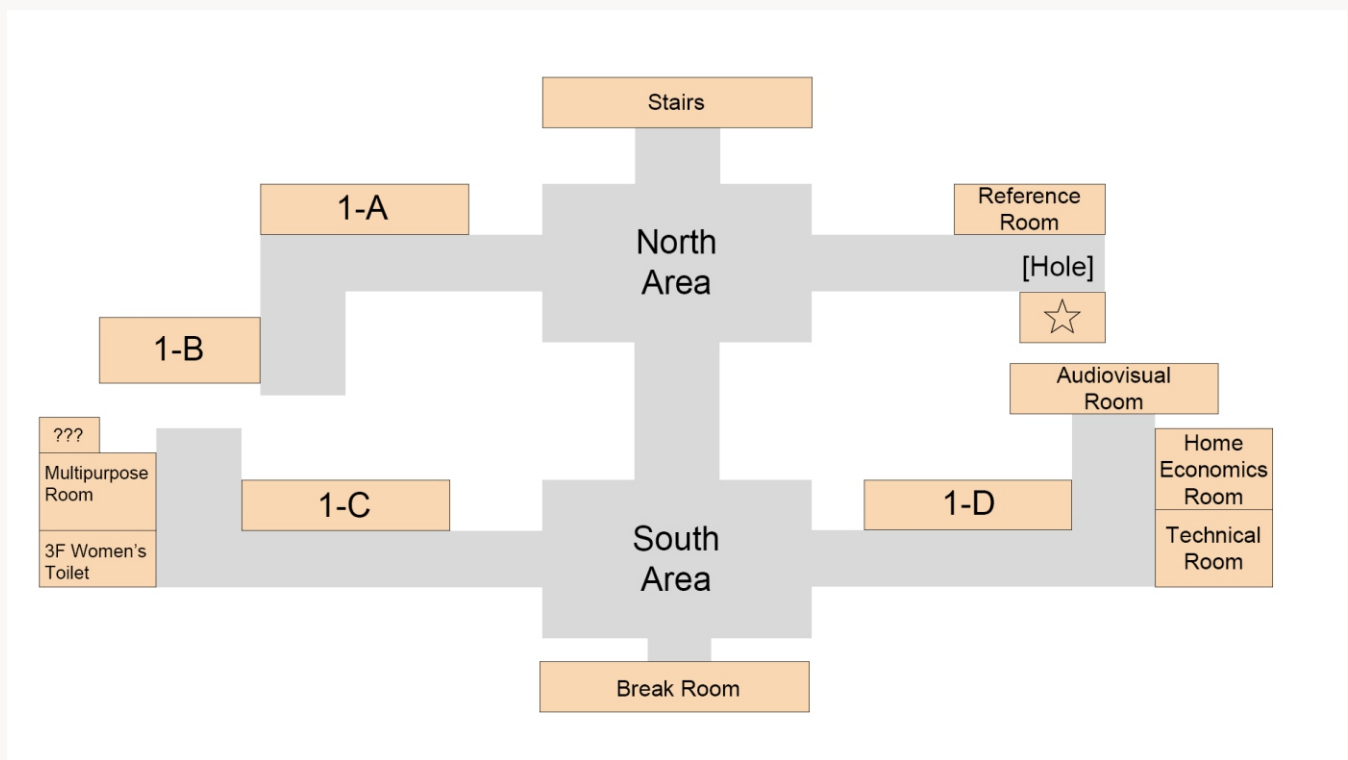
Finding Video Films

- Get a **silicon bust** from the ghost in **the technical room**.
- **Enter the home economics room** and get the **raw meat** from the refrigerator.
- **Cook the meat with the stove**, it will turn into **edible meat** for the fox to feed in the **classroom 1-C**.
- You will then receive **video film 1**.
- There is a **break room** below the center of the south area, so choose someone randomly and enter.
- **Examine the glowing area**, you will get the **naughty underwear**,
- Return to the north area and **give it to the naked student** in Classroom 1-B.
- You will receive **video film 2**.
- **In the reference room** where you first started, there's a ghost that needs a **mini-game to be cleared**. Once you successfully **beat it**, you will receive **Video Film 3**.
- **Overlaying the three films** in the **computer room** projector reveals the location of the **secret door in the multipurpose room** and the code to open it.

Secret Door and Exit

- Check the location of the secret room as seen in the video of the multi-purpose room.
- Read the letter in the secret room and talk to the fox to get the rope.
- If you use a rope in the large hole in front of the reference room, you will get **Memory Fragment 1**, which is the condition to unlock the True End.
- Remove the chest object and attach the **silicone bust** to the statue of the woman.
- Examine the **Poison Swamp** on the west side of the south area when you have the rope and magnet, you will then get a **key to the 3F iron gate**.
- Ichika's part ends when you exit through the door of the iron bars.
- Before you leave the floor, you might want to know how to get the **secret item** based on the rumor puzzle in the 3rd floor. Refer to [Page 13](#) on how to obtain it.

3rd Floor Map



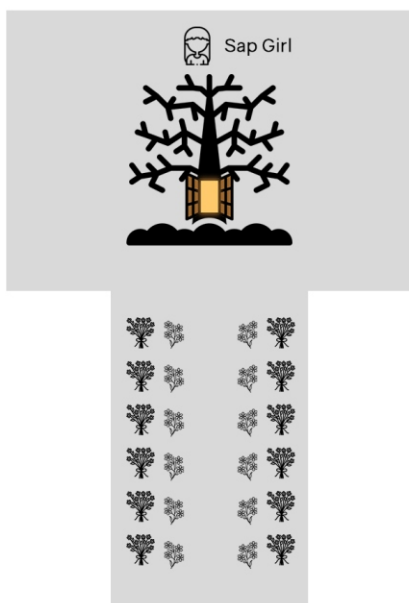
2nd Floor (North Area)

- First, check the glowing computer in the game club room and get the **USB memory**.
- Get the (**red** and **blue**) **teddy bears** in the handicraft club room, place the teddy bears of each color on the specific table of classroom 2-A and 2-B, make it so that they are mirror-aligned/symmetrical.
- Then, check the right edge of the blackboard in classroom 2-A and type in, “ななつがわ みお” (including the space) [Romaji: Nanatsugawa Mio]
- Finally, take the **whiteboard** from the Occult Research Department and place it in the upper right corner of classroom 2-B.
- Then, a **flashlight** will appear in classroom 2-A.
- Refer to [Page 15](#) for better visualization on solving the classroom puzzle.

2nd Floor (South Area)

- Once you have the **flashlight**, the **forest** is now accessible. This will allow you to go to the left and right side of the area, which was previously blocked.
- Read the book in the science room, then touch the beaker on the desk to start the mini-game.
- Once you succeed, you'll get a **mysterious potion**, give it to the ghost who is lamenting about her small breasts in the Occult Research Department.
- After you're given the **mysterious wooden tag** by her, bring it to the center of the forest area, interact with the signboard to reveal a mysterious entrance.
- Enter Kinko's room and talk to her until you receive a request (Chatting with her often will deepen your relationship with her and unlock new dialogues)

[Kinko's Area]



[Kinko's Room]



Kinko's Requests

- Head to **classroom 2-C** and get the **breast-feeding machine** from the **ghost with overbearing, large breasts**.
- Enter the **science room** again and **examine the book**, you will **find the ingredients** to make the **breast milk producing potion**.
- Collect **Mandragora** in the field on the **west side of the forest area**. (If the mandragora has not sprouted, try ejaculating in front of the seed)
- There's **a ghost hiding behind the large tree** in **Kinko's area**.
- **Talk to her** and you'll get the **Spirit Tree Sap**.
- **Make the potion** in the **science room** after collecting all materials.
- Once you have the **fresh milk**, **bring it to Kinko**.
- Next, you will be asked to look for the **purple phantom grass**.
- **Examine the note** on the desk in the **Classroom 2-D**, you'll receive a **paper** item that will **act as a puzzle** for the **music room** and **English classroom**.
- **Find the location** of the hidden spot in the **two rooms** and **interact with it a specific number of times** as seen on the paper.
- Refer to **Page 16** for further explanation.
- You will then get a **green plate**.
- **Use the green plate** by having Ichika hold it, **turning it** into a green light by **using the flashlight**.
- You can now see **an arrow** on the **south side of the forest central area**, so proceed from there and get **purple phantom grass**, which will **occur an H-scene** once **interacting it**.

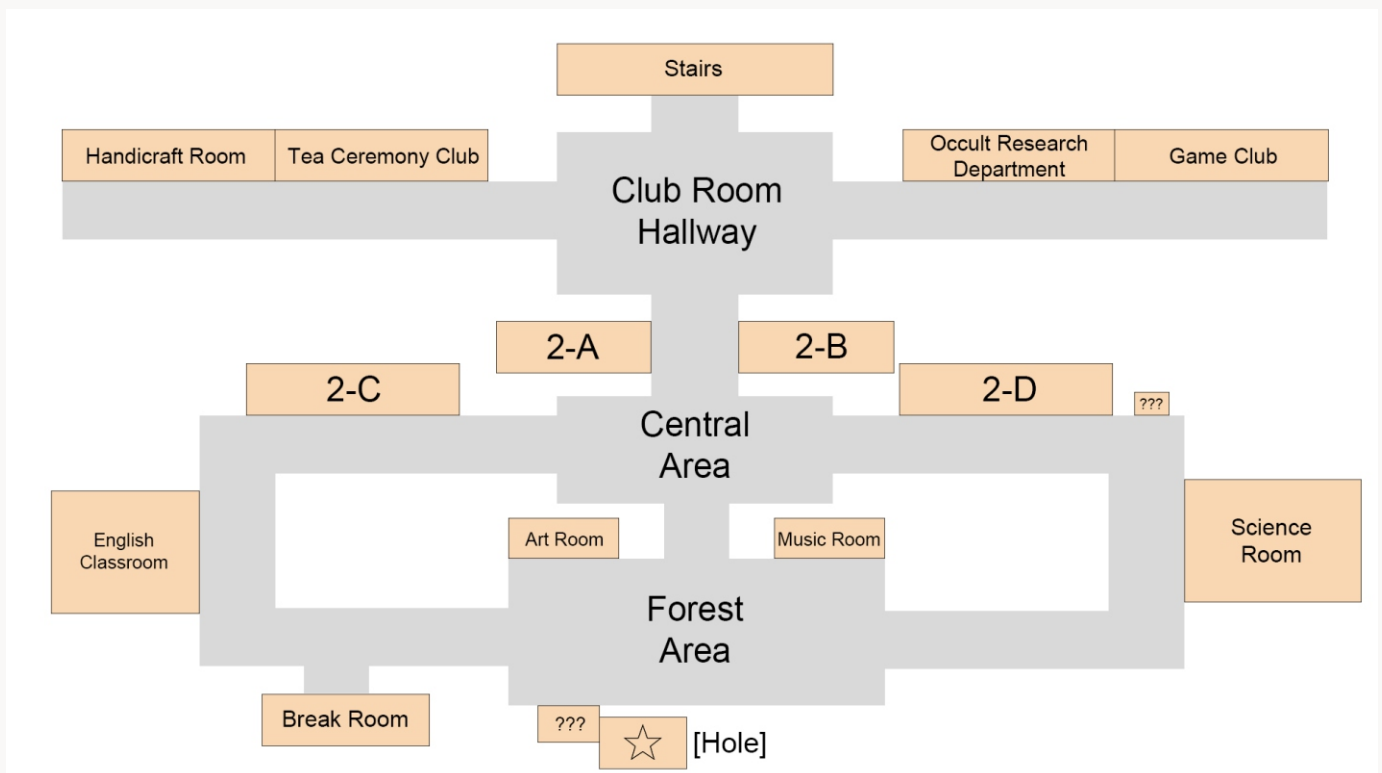


Purple Phantom Grass

Kinko's Last Request and Exit

- After **returning to Kinko**, she will give her last request, **select the option "No"** (If not, you will receive **Kinko's ending** and then game over)
- Return to **the place where you got the purple phantom grass** and **turn on the green light** there to find the **hidden path**.
- Once you go down the **large hole** with a **rope**, you will get **Memory Fragment 2**. (**This is needed to unlock the True End**)
- Then, go to the **tea ceremony club room** to see the new event, a **heart letter** will appear in front of the doll.
- After **reading it**, a very complicated, yet brilliant puzzle will be **needed to solve as to access the safe** in the **art room**.
 - *The puzzle involves deciphering the code through the “ハート” line direction, finding the same screw line direction on the safe and use the corners of the screws to find the numbers on the letter, in the same corner as the screws.*
- Refer to [Page 17](#) & [18](#) for further explanation.
- After **opening the safe**, you should receive the **key to the 2F iron gate**, use it to unlock the iron bars on the **stairs**.
- To find the **secret rumor** on the 2nd Floor, refer to [Page 13](#).

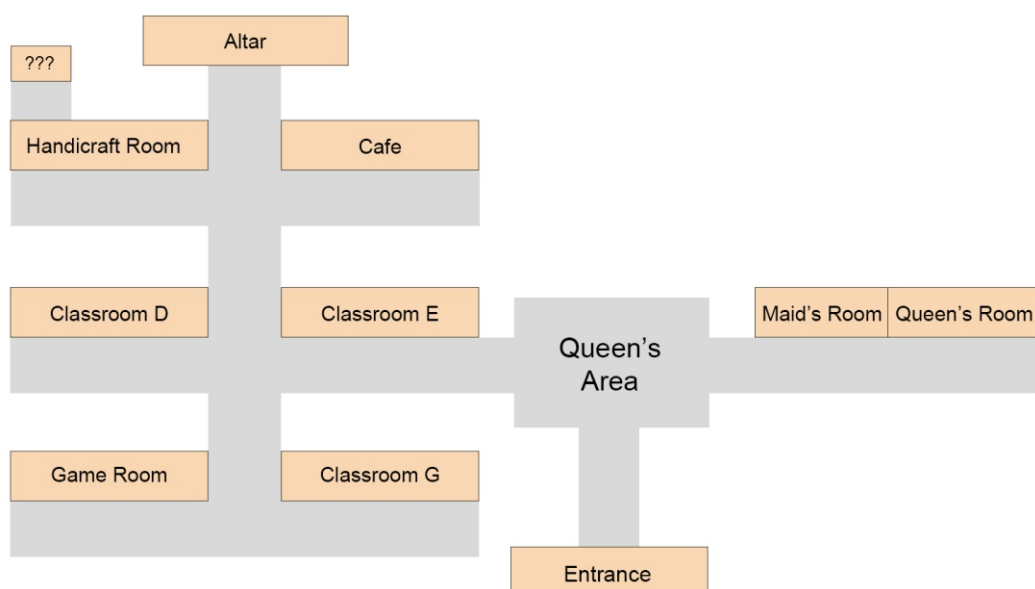
2nd Floor Map



Ghost Nest

- After going through the Ghost Nest event, you'll receive the **roller shoes** and should [equip it from the item menu](#) to move faster.
- Get the 3 **coupons** at the **cafe**.
- [Give the coupons](#) to the **students** in **Classrooms D & E** and to [the guard](#) in front of the **Queen's Room**.
- Then, the **cafe** will be crowded and the staff will be busy, so you can now [sneak and enter](#) behind the counter.
- [Climb the ladder](#) to the **next room** through the vent and [pick up](#) the **game room key** on the floor.
- [Knock on the exit](#) and the **guard** will open the door for you.
- Enter the **game room** in the southwest and talk to the **ghost wearing a hat** to start a **mini-game**.
- If you examine the **lower left locker** several times, you will win the game.
- You'll then receive a **stick**, which you can [use to open](#) the **Queen's room** by yourself.
- Examine the **white bookshelf** from the side, so you can get the **tattered diary** and [read it](#).
- [Give the diary](#) to the **Ghost Queen** in the central area and then receive the **energy ball**.
- You can now advance to the **hidden passage** to the north, the **energy ball** is [placed on the alter](#) as offering and go through [an event](#).
- Go **back** to the **Ghost Queen** after seeing the event.
- You can then go back to the heroines by going to the **south exit**.
- Or you could choose to go to the **Queen's room** to get a **different ending**, but [ignore it](#) to continue the adventure.

[Ghost Nest]



1st Floor (Part 1)

- Get the **grating lifter** from the **Ghost** in the **Classroom 3-C**.
- Leave the classroom and continue to the left, enter the **Lost Corridor** and proceed with the **semen marking event**.
- After exiting the Lost Corridor, **look at the monitor** at the **infirmary room**, a video of the hallway to the infirmary will be played.
- In the video, you can see the **entrance** that wasn't there before, so **head there** and **examine the wall**.
- When you enter the **library**, check the **bookshelf on the upper right** to get the **Erotic book** (WARNING: This will trigger a **no-ejaculation phase!**)
- **Look at the note** on the **reception desk** and receive the task to get **all the books**, talk to the **students in each classroom** to **get them to hand over their books**.
- There's a **girl** in **Classroom 3-D** with the purple bed, she wants to **see the face of a man who's enduring ejaculation**, so **increase the ejaculation gauge above its limit**.
- If you **warm your body temperature** with the 'A' key, the gauge will rise immediately.
- Once you return the collected books to the **return shelf**, you will get a **green button**.
- Examine the **closed room** on the left and **insert the button**, look at the **erotic book** to get **a hint** of another complicated, yet brilliant puzzle.
- *The puzzle involves spotting the number 1, 2, 3, 4 & 5 in the book, then follow the number's colors. Match the color of the number in order of 1 - 5, example being the number 1 can be seen on the bottom with blue colors, that means the **first color code is blue**.*
- Refer to [Page 19](#) for further explanation.
- Once you see **the event inside**, you will get the **key to the staff room**.



Without Button

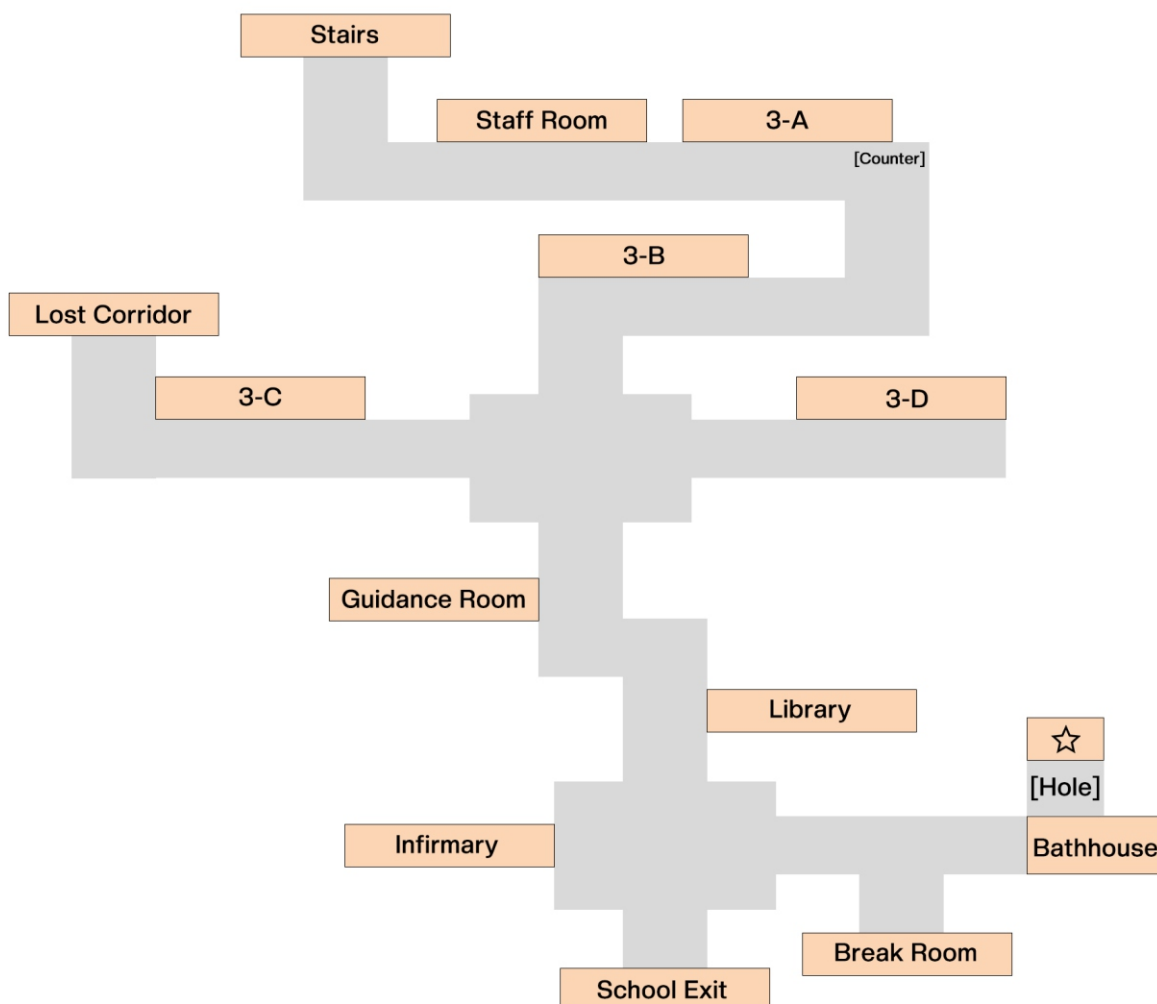


With Button

1st Floor (Part 2)

- If you **leave the room and re-enter**, there will be a **ghost** that will give you a **bamboo sword**. (Only if your samurai level reach its state, as in the text in the menu changed into the samurai-like font, it randomly changes by pressing the 'S' key)
- Go back to the **first area**, near the stairs is the **staff room**.
- After entering the **staff room**, examine the **switch box** to the left of the whiteboard, then search the **second desk from the top left** to obtain the **switch box key**.
- **Open the switch box** next to the whiteboard and **press the drain switch**.
- Head to the **bathhouse** on the right side of the infirmary and go through the **H-event**.
- Then, you will get the **key to the 1F iron bars**.
- If you **open the drain** in the **bathhouse** with the **grating lifter**, you will find **Memory Fragment 3** in there. (This is needed to unlock the True End)
- Leave the bathroom, **go south**, and **open the door with iron gate** to complete Lena's part.
- Refer to [Page 13](#) to solve the **rumor secret** in the 1st Floor.

[1st Floor]



Succubus of Lust

- Once you arrived to the area, use **roller shoes** before entering the **church**.
- When you meet a **succubus of lust**, the heroines who have been manipulated will hunt you down.
- **Leave the room immediately** and run to the **left passage**, Kinko will be there to help.
- When you talk to **Kinko**, she will give you **the Purple Phantom drug** that will **put the heroines to sleep** when behind them.
- The methods to get through each heroine is written below.

Ichika

- Once you reached the area where Ichika is, **quickly run** to the **first room**.
- Entering to the **first room** will be a big table where you can **go around** when Ichika is chasing you.
- **Exit the first room** when Ichika is chasing behind and **immediately go** to the **second room**.
- **Hide in the closet** after entering and wait until you can get behind Ichika, use the **Purple Phantom drug** on her to put her to sleep.

Shinome

- Enter the **room below** and **wait for a while** until Shinome breaks the wall.
- Enter the **empty wall hole**, **exit the room**, then **re-enter** the room and **hide in the closet**.
- **Put her to sleep** from the back.
- Before leaving, **examine the map in the wall** to know that there's a **secret passage in the library**.

Lena

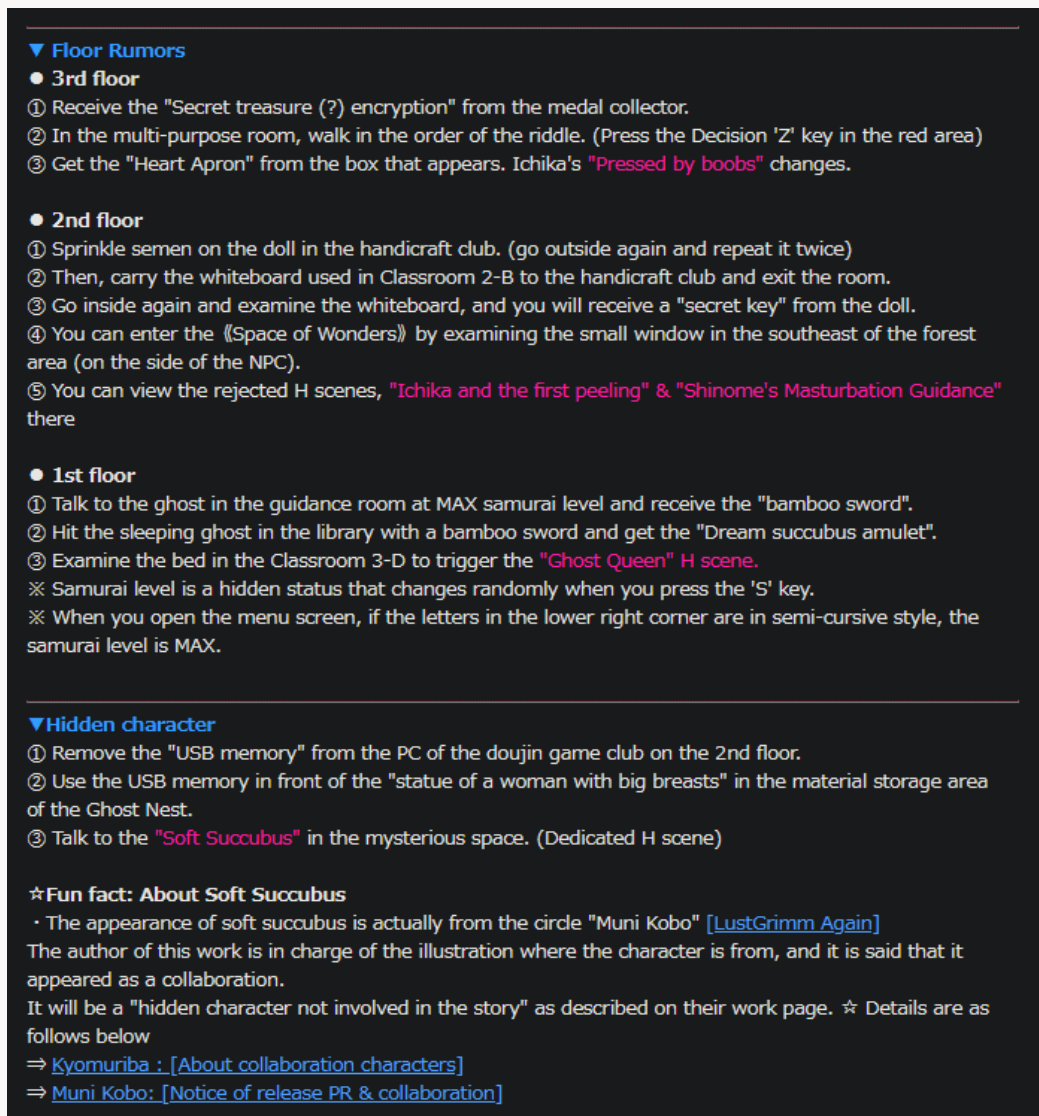
- Lena waits at the end of the **central door on the north side**.
- It is impossible to avoid her as it is, so a **countermeasure** is needed.
- In the **room with the hourglass**, **use the chair** to **get on the desk**.
- Examine **the hourglass**, then **collect 7 colored sands**.
- You can check how to get the sands using "Think" in the menu.
- Once you have collected the 7 sands, **put it in the hourglass** and **use it**.
- **Head to where Lena is**, **go around behind her** and put her to sleep.

Finale

- After putting the three girls to sleep, talk to **Kinko**.
- After releasing a large amount of semen, examine the **bookshelf in the middle** to find a hidden door. (Remember to **check the map** when putting Shinome to sleep!)
- Investigate the **glowing spots**, and once you're done with everything, enter the **vortex that appears in the church** (where you first met the Succubus of Lust).
- After selecting "No" for all given options by the Succubus of Lust, select "**Declare the name of the Succubus of Lust**".
- Lastly, you need to **input her name**, the name can be found in the item where you found **all the Memory Fragments**.
- Use the item to **fill the name** in the input menu.
- Otherwise, refer to [Page 20](#)
- After that, go through the event and **exit the church area** to reach the original world and get the final ending.

Secrets

Screenshot from [Think-game](#), added translation by me, corrected & modified copy-pasted version in the next page.



▼ **Floor Rumors**

- **3rd floor**
 - ① Receive the "Secret treasure (?) encryption" from the medal collector.
 - ② In the multi-purpose room, walk in the order of the riddle. (Press the Decision 'Z' key in the red area)
 - ③ Get the "Heart Apron" from the box that appears. Ichika's "**Pressed by boobs**" changes.
- **2nd floor**
 - ① Sprinkle semen on the doll in the handicraft club. (go outside again and repeat it twice)
 - ② Then, carry the whiteboard used in Classroom 2-B to the handicraft club and exit the room.
 - ③ Go inside again and examine the whiteboard, and you will receive a "secret key" from the doll.
 - ④ You can enter the 《Space of Wonders》 by examining the small window in the southeast of the forest area (on the side of the NPC).
 - ⑤ You can view the rejected H scenes, "**Ichika and the first peeling**" & "**Shinome's Masturbation Guidance**" there
- **1st floor**
 - ① Talk to the ghost in the guidance room at MAX samurai level and receive the "bamboo sword".
 - ② Hit the sleeping ghost in the library with a bamboo sword and get the "Dream succubus amulet".
 - ③ Examine the bed in the Classroom 3-D to trigger the "**Ghost Queen**" H scene.

※ Samurai level is a hidden status that changes randomly when you press the 'S' key.
※ When you open the menu screen, if the letters in the lower right corner are in semi-cursive style, the samurai level is MAX.

▼ **Hidden character**

- ① Remove the "USB memory" from the PC of the doujin game club on the 2nd floor.
- ② Use the USB memory in front of the "statue of a woman with big breasts" in the material storage area of the Ghost Nest.
- ③ Talk to the "**Soft Succubus**" in the mysterious space. (Dedicated H scene)

☆ **Fun fact: About Soft Succubus**

- The appearance of soft succubus is actually from the circle "Muni Kobo" [[LustGrimm Again](#)]

The author of this work is in charge of the illustration where the character is from, and it is said that it appeared as a collaboration.

It will be a "hidden character not involved in the story" as described on their work page. ☆ Details are as follows below

⇒ [Kyomuriba](#) : [[About collaboration characters](#)]

⇒ [Muni Kobo](#) : [[Notice of release PR & collaboration](#)]

▼ Floor Rumors

● 3rd floor

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- ② In the multi-purpose room, walk in the order of the riddle. (Press the Decision 'Z' key in the red areas)
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● 2nd floor

- ① Sprinkle semen on the doll in the handicraft club. (go outside again and repeat it twice)
- ② Then, carry the whiteboard used in Classroom 2-B to the handicraft club and exit the room.
- ③ Go inside again and examine the whiteboard, and you will receive a "**secret key**" from the doll.
- ④ You can enter the 《Space of Wonders》 or “Cabinet of curiosities” by examining the small window in the southeast of the forest area (on the side of the NPC).
- ⑤ You can view the rejected H scenes, "**Ichika and the first peeling**" & "**Shinome's Masturbation Guidance**" there

● 1st floor

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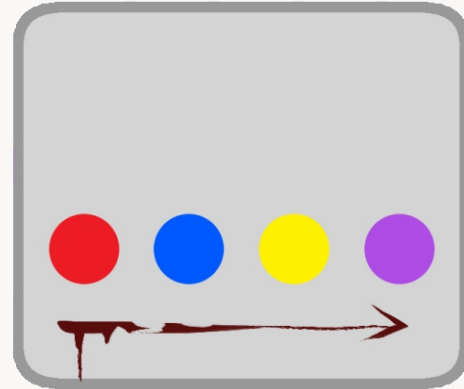
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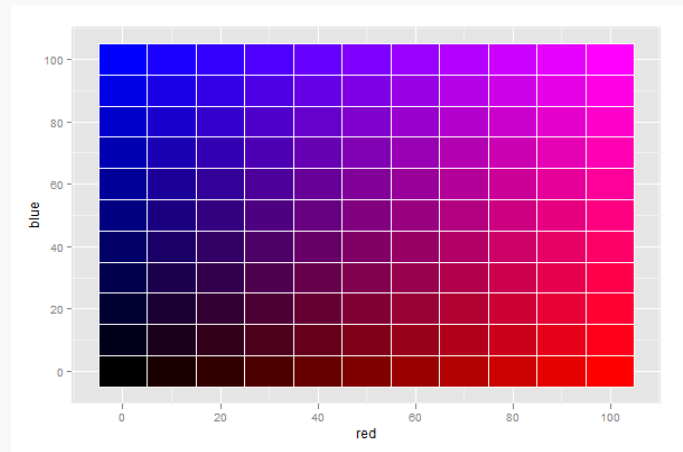
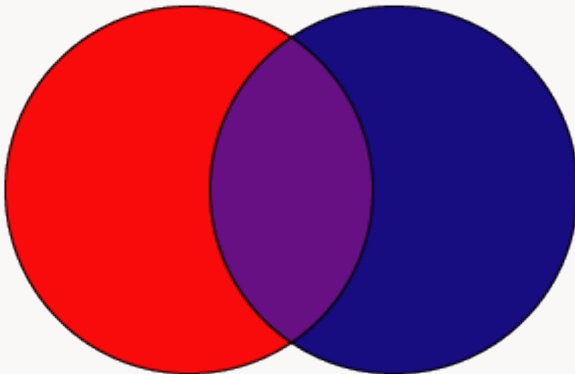
Color Panel Puzzle Solution

The colors are found in the previous classroom (**Classroom 1-A**)

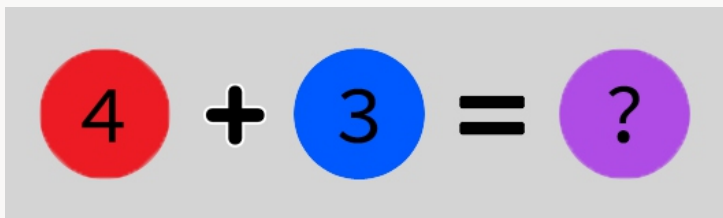
The color of the flowers can be hard to see, so **examining** it will determine the **exact color**.



In order to get the purple color, the solution is to mix **Red** and **Blue** together to become **purple** since this is how colors are mixed.



Now, since the color has been found, the numbers on both colors (**Red** and **Blue**) needs to be added together.



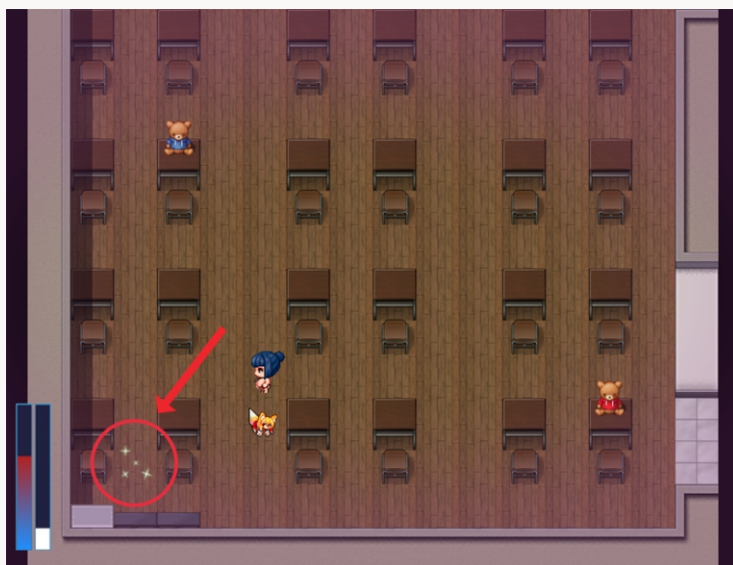
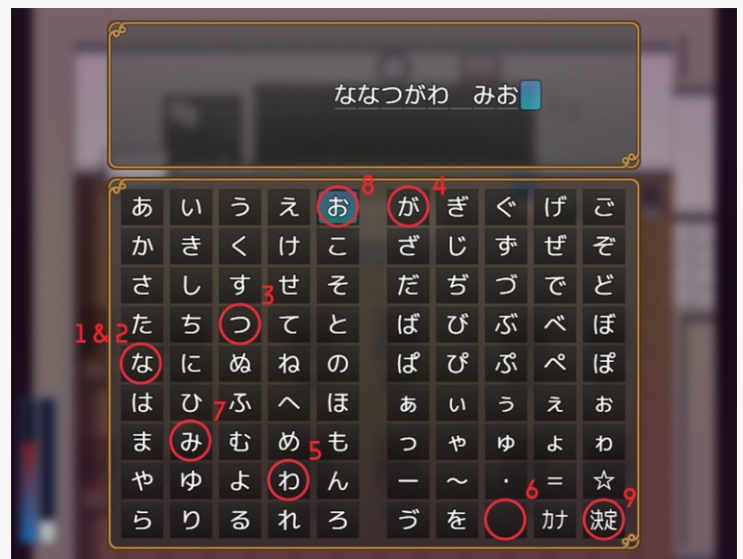
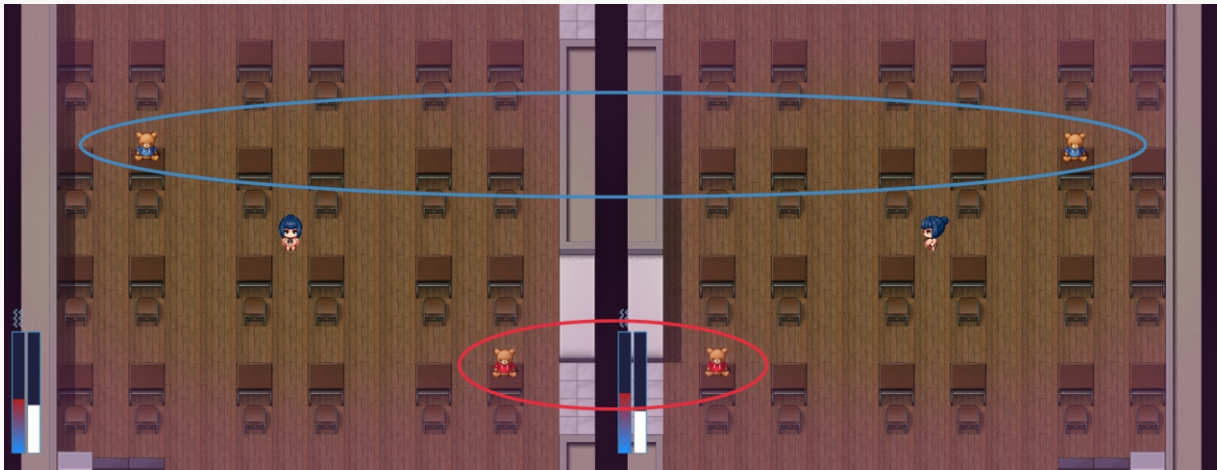
Now, you have all the necessary numbers to complete the panel. Just put the numbers together according to the color pattern on the panel (From left to right)

The quick answer is shown on the bottom right.

The Two Classrooms Puzzle Solution

These images will help visualize on how to solve the puzzle.

- Credits to '[KUTAFUKTA](#)' on Carried by a big girl! F95zone thread for the images being used here.



A sound will trigger once you complete all the puzzles and will notify you that a **flashlight** appearing in Classroom 2-A.

If not, there must be a step missed when completing the puzzle. You can always restart the process again.

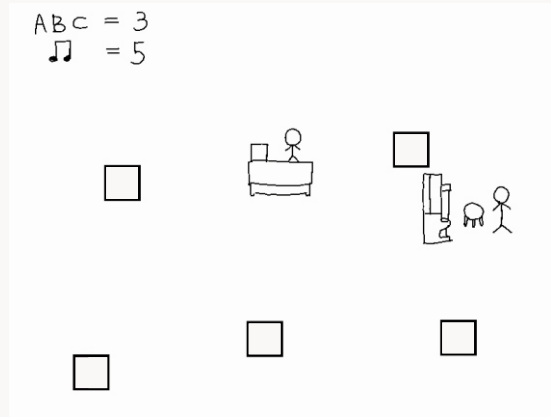
Hidden Place Puzzle Solution

After reading the note in **Classroom 2-D**, you will obtain a **note** that is needed to get an important item which will find the secret location of the **Purple Phantom Grass**.

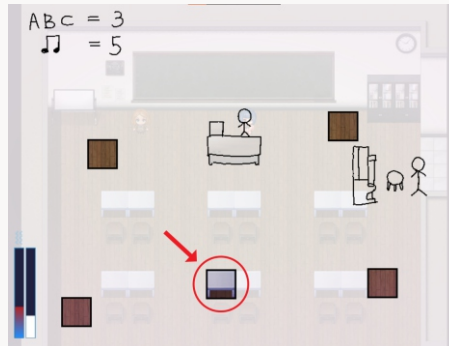
The note in Classroom 2-D



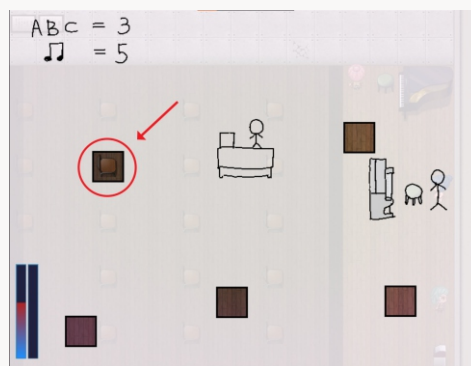
Hidden Place hint item



The “ABC” on the top left of the hint refers to the **English Classroom**. Head to that Classroom and **stand behind the table** as to **follow the stickman’s positioning**. Standing behind the table will reveal one table being within one of the 5 open boxes. **Interact with the table 3 times** as instructed by the number on the top left.



While the musical note symbol refers to the **Music Room**, so head there and do the same process. The only difference is **interacting with the chair 5 times**. After that, you will receive a **green plate**.



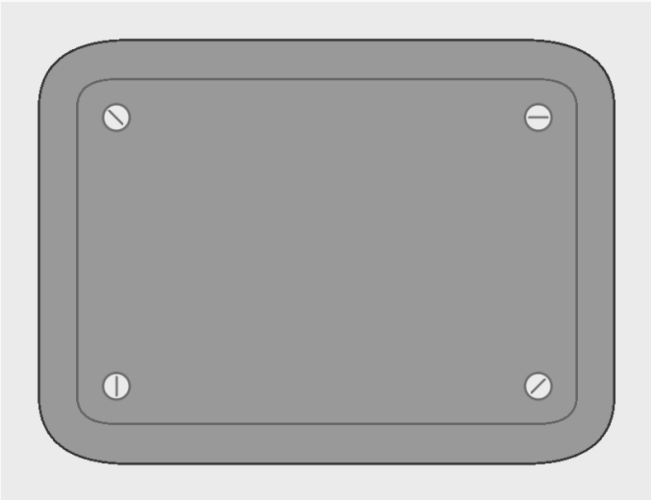
Heart Letter Puzzle Solution

Probably one of the most complicated puzzle in the whole game.
While also being the most brilliant puzzle as it requires you to check both the heart letter and the safe's design (as in the screws on the corners).

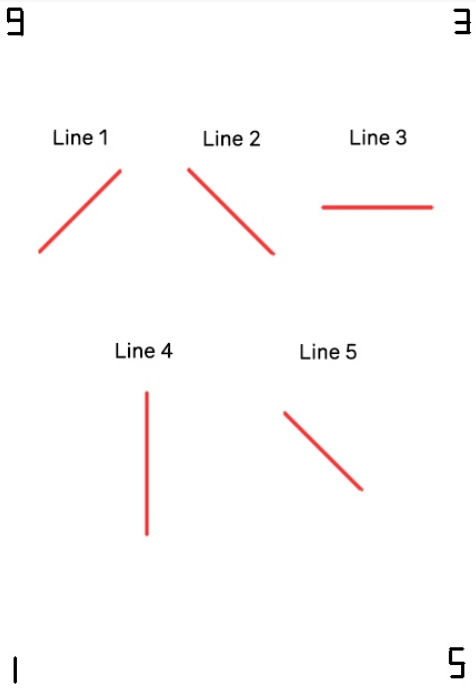
Heart Letter



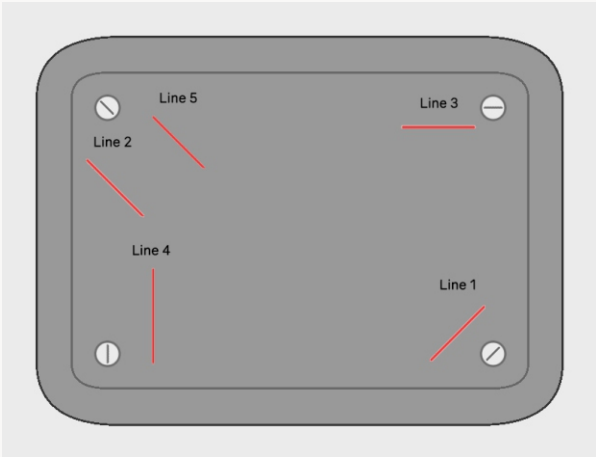
Safe design



The puzzle involves using the red 'ハート' line direction, which as you can see has 5 lines. To illustrate my meaning, the diagram on the bottom left should give a better understanding.

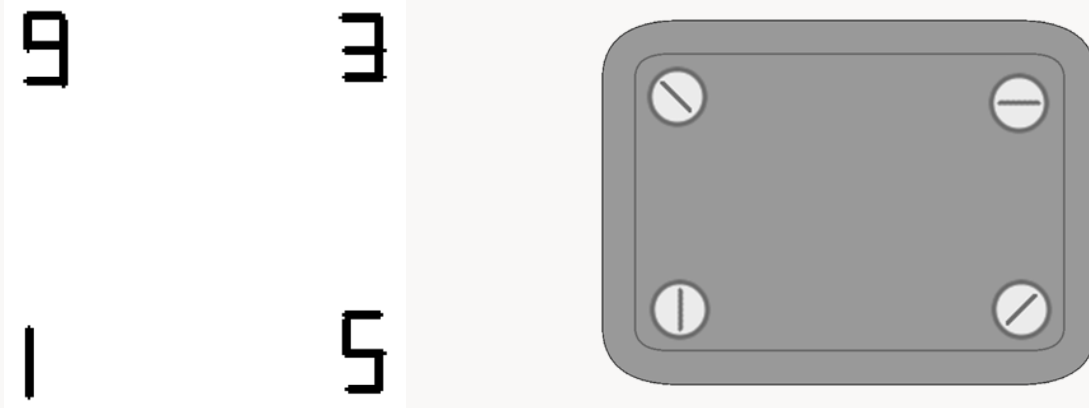


Using these red lines from left to right, check the screws on the safe to see which lines corresponds to the same direction as the red lines. As shown on the diagram below.



Heart Letter Puzzle Solution

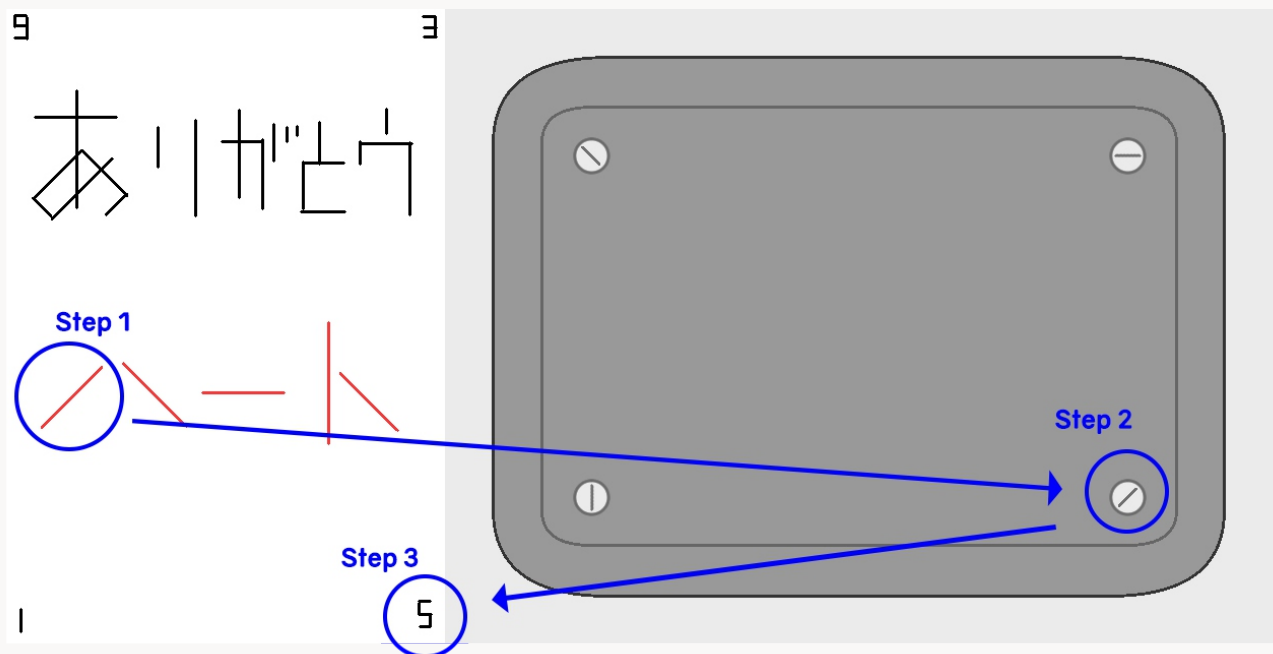
So, by finding the correct line on the safe that corresponds to each respective **red line**. Refer back to the heart letter and check the corners, it has 4 numbers, right? Coincidentally... the screws are also placed on the corners, see the pattern here?



So, there are 3 steps to find the password of the safe.

1. Use the red lines from left to right.
2. Correspond them to the screws of the safe.
3. Look back at the **heart letter** and see what corner the screw is corresponding.

For visualization, a step by step diagram is shown below...

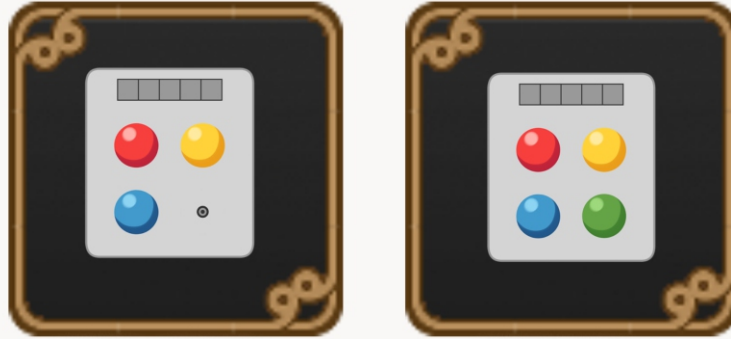


Hopefully these diagrams can help you understand this complex puzzle. Although, if you still cannot understand it, you can simply look at the answer on the right...

Erotic Book Puzzle Solution

This puzzle starts after you got the **green button** from **returning all the books to the shelf** in the **library**.

Then, you can attach the **green button** into the panel and **start the puzzle**.



In order to find the color sequence, you need to open the **“Doero Book”** that was found in the library. **Inspecting the item** will display the book’s cover which contains multiple colors and numbers. Which also indicates that the colors and numbers correlates with the button’s sequence.



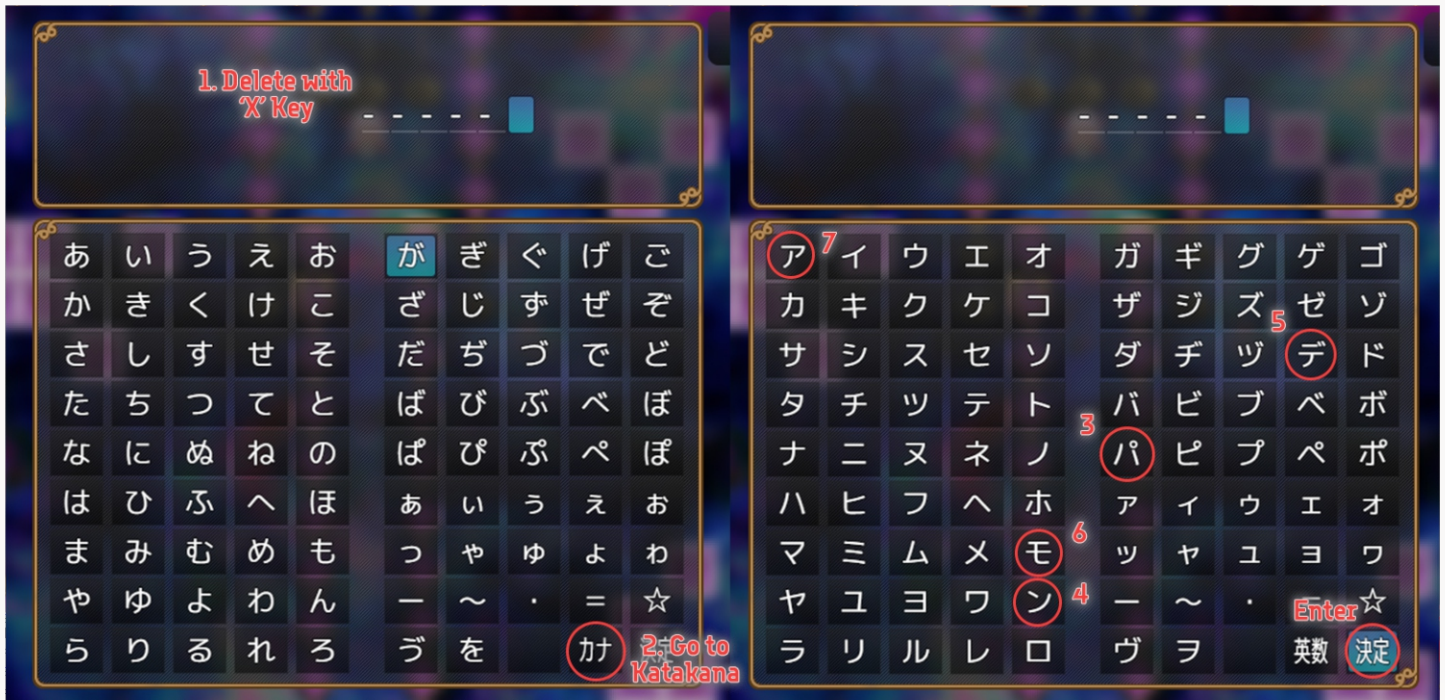
From the demonstration guide to the left, the pink sentence has a yellow color with the number 3. So, that means yellow would be part of the third sequence when inputting the button.

Otherwise, the quick answer is to the right...

Succubus Name Solution

This puzzle can be solved without having all the **Memory Fragments**. All you need to do is **delete the dashes** with the 'X' Key and **enter the Katakana manually**.

The name of the Succubus of Lust is "パндеモア".
A numbered step-by-step input is shown below.

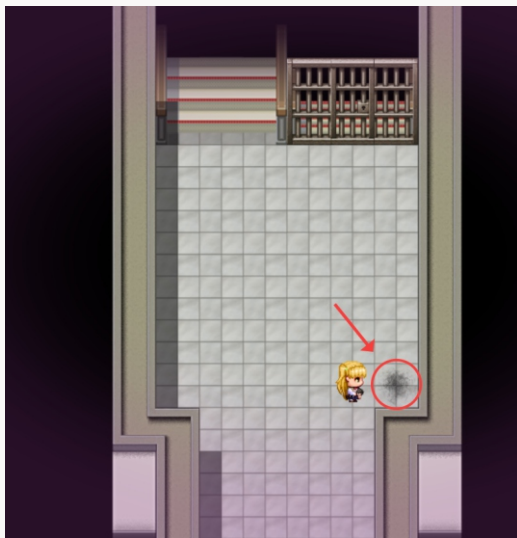


Locations for all medals

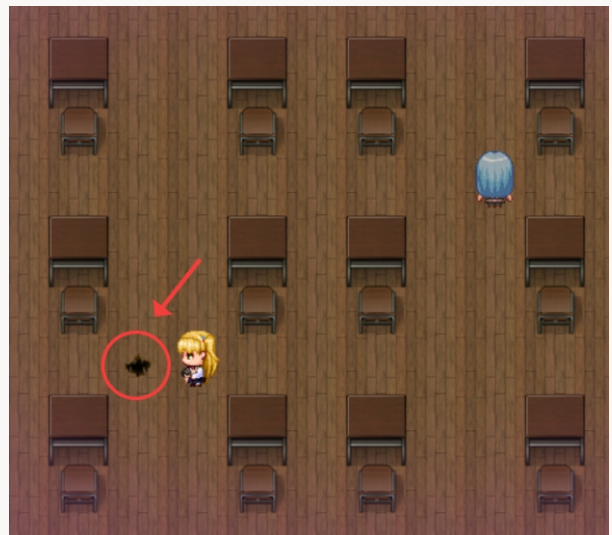
Collecting medals is important to exchange for more H scenes.
Although most medals are easily obtainable, some are hard to find.
Each floor has 4 medals that can be found. with 1 extra hard-to-find medal.
Although you don't need to collect all 5 medals, you will still be congratulated!



Yellow medals locations



Near the stairs



Classroom 1-A



Classroom 1-C

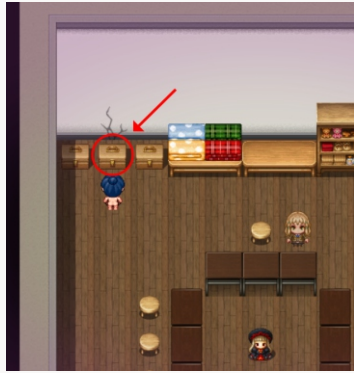


Hidden Room



Home Economics Room

Blue Medal Locations



Handicraft Club



Hallway to the right



Music Room



Outside the Science Room



Kinko's room

Red Medal Locations



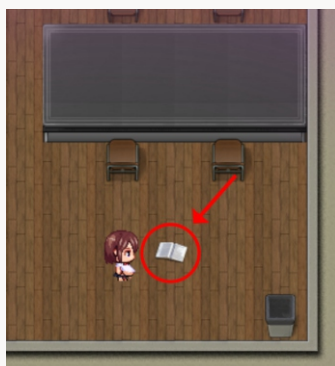
Hallway outside Classroom 3-D



Guidance Room



Shoe shelf



Library



Staff Room