

General Hints

The recommended playthrough order is Emrys > Darryl > Iris.

Emrys's route specializes in **Wood, Darkness, and Scouting**. It is recommended to pick the **Alchemist** branch.

Darryl's route specializes in **Fire, Light, and Military**. It is recommended to pick the **Mage** branch.

Iris's route specializes in **Water, Wind, and Provision** but hers is also the most peaceful route so you can add a bit of other things. It is recommended to pick the **Garrison** branch.

You need to be a peaceful person to reach the end of her route.

It is recommended to do tea parties early if you can to increase the branches's approvals and magic learning bonus.

This mini guide doesn't list all possible checks, only the most important ones.

Story Mode Value

Adventure Mode Value

Challenge Mode Value

Week 18

Emrys	10	15	25	Scouting
Darryl	10	15	25	Military
Iris	10	15	25	Provision

Week 19

Darryl	0	2	4	Scouting
	15	20	30	Military
	0	2	4	Provision
Iris	0	2	4	Scouting
	0	2	4	Military
	15	20	30	Provision

Week 20

Emrys	18	23	33	Scouting
	0	2	4	Military
	0	2	4	Provision

Week 21

Iris	2	7	17	Scouting
	15	20	30	Provision

or MC has done 1 | 2 | 3 tea parties

Week 22

Equal or less than

	10	5	0	Suspicion
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Story Mode Value

Adventure Mode Value

Challenge Mode Value

Week 23

Sacrifice 50 65 85 Magic

or

Wood or Wind or Light

70 85 105

or

any magic 50 65 85

Week 24

Wood (Emrys) or Wind (Iris) or Fire (Darryl)

at 75 90 100

Week 25

Emrys 50 65 85 Scouting

Darryl 50 65 85 Military

Week 26

Darryl 30 45 65 War Effort

Iris 50 65 85 Provision

Week 27

Emrys & Darryl

Equal or less than

10 5 0 Suspicion

Iris 1 2 3 tea parties

Week 29

Sacrifice 75 90 110 Magic

or

Water or Darkness or Fire

120 135 155

Story Mode Value

Adventure Mode Value

Challenge Mode Value

Week 30

Emrys	30	65	90	War Effort
	110	145	170	Wood
	110	145	170	Darkness

Darryl				
	110	145	170	Fire
	110	145	170	Light

Week 31

Emrys	80	115	140	Scouting
	5	13	20	Military
Iris	30	65	90	War Effort
	130	165	190	Water

Week 34

Iris	140	175	200	Water
or	140	175	200	Wind
or equal or less than				
	20	15	10	Suspicion

Week 35

Sacrifice	100	135	160	Magic
or				
Water or Light or Wood				
	150	185	210	
or				
any magic	100	135	160	

Story Mode Value

Adventure Mode Value

Challenge Mode Value

Week 37

Darryl 50 85 110 War Effort
Iris 20 55 80 Fire
(Iris's is very optional.)

Week 38

Emrys Wood or Darkness
165 200 225
Darryl Fire or Light
165 200 225

Week 39

Iris Wind
165 200 225

Week 40

Iris (Optional) Less or equal
20 15 10 Suspicion
30 30 30 Garrison A.

Week 41

Sacrifice 100 155 180 Magic
or
Less or equal
20 15 10 Suspicion
or
any magic 190 245 270

Story Mode Value

Adventure Mode Value

Challenge Mode Value

Week 47

Sacrifice 110 165 190 Magic

or

Suspicion equal or less than

30 25 20

or total magic 550

Week 50

Emrys (Ending 3)

At least 1 of every magic type

Week 54

Darryl (Ending 3)

At least 1 of every magic type

Week 55

All 3 factions approval

50 125 150

or at least 10 affection with all LIs

or friends with Odette

(This week can only be passed if MC is a good person.)

Week 56

Emrys & Darryl & Iris

0 75 100 War Effort

Week 58

Only if at least one check failed in week 56

Total magic equal or greater than

100 175 300 PLUS 100 for each check failed