

# CRIMSON HIGH, v0.35.1 – Walkthrough

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**Game:** *Crimson High*, by Vertigo

**Game version:** v0.35.1

**Walkthrough version:** 6

**I don't know how often (or whether) I'll be able to update this** – it's probably best not to expect instant updates when new game versions are released. There are probably some errors here.

Coloured text means:

- Text like [THIS](#) should work as a clickable link.
- **SCENES** which unlock in the replay gallery.
- **HAMSTERS** for unlocking bonus images.
- **OTHER BONUS IMAGES** which you may come across (phone selfies, magazine pin-ups, etc).
- **GAINING POINTS** or **LOSING POINTS** with characters. (So far, these points don't actually have a huge impact – I wouldn't worry too much about them, but I could be wrong.)

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  - [CHARACTER LIST](#)

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## General notes

- ❖ Not everything is explicitly listed – **if a choice isn't mentioned, it means I don't think it has any major long-term effects.** However, since the game is still in development, I don't always know what will matter, or how. It's possible that I've misinterpreted something, and something that I say doesn't matter may end up mattering.
- ❖ If you're hunting for hamsters (i.e. unlockable bonus images), remember that you can turn on in-game alerts for them (in the hamster image gallery on the phone).

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## Day 1 (Fri)

### Crime scene

- **HAMSTER (TOUKA 1)**
  - When: Touka says "Sure, yeah. I've got something in mind," after you've seen the crime scene and want to go somewhere to talk.
  - Where: Windowsill, to the right of the central column.
- Free roam: You need to visit all three locations. There are various things you can find, although most of them are optional.
  - In the classroom, you need to find a flier for a cult (in the bag at the front left). Optionally, you can find and take a pair of panties from the bag on the shelves at the back – doing this will EVENTUALLY open up some interactions with Yui (who you meet a bit later). You can also inspect a potted plant, a manga club leaflet, an empty drink box, a vampire book, a Switch console, and a pink bunny.
  - In the infirmary, your choice of where to look doesn't matter – you just need to talk to Reina the nurse.
    - **HAMSTER (REINA 1)**
      - When: Reina says "Or do you maybe want to buy one of my socks?" during her speculation about why you're there.
      - Where: Behind the computer on the desk.
  - In the storage room, you need to find a notebook in the gap between the two big boxes on the shelf. You can also inspect the desk graffiti and some small empty boxes on the shelf.
    - **GALLERY IMAGE (EMIKO EZURA MAGAZINE PHOTO)** if you look at the magazine on the bottom shelf of the storeroom.

### Reunion

- **HAMSTER (KAGOME 1)**
  - When: You think "The only thing I can make out [...]" while Kagome is surprise-hugging you in the cafe.
  - Where: Right of the right-side windowsill.
- **HAMSTER (KANA 1)**
  - When: You think "Look at that, little Kana is not so little anymore," after the camera shifts to her.
  - Where: Chair behind the railing on the right.

## Beggar

- Donation amount: If you give the beggar the highest or second highest amounts, you lose the opportunity to get love points with girls later. Other effects are minor so far, although there could be more.
- **HAMSTER (JIRO 1)**
  - When: The beggar says "Let me tell you something, boy," as he starts ranting.
  - Where: Right-most shop window, behind the blue/purple package on the shelf.

## Evidence review

- (no choices or unlockables)

## Miri

- Miri's special message:
  - Yes:
    - **+1 MIRI LOVE**
    - **GALLERY SCENE (MIRI 1)**
  - No:
    - **+1 MIRI LOVE**
    - **HAMSTER (MIRI 1)**
      - When: Miri says "Aw, shucks. I totally like giving you those," after you decline her offer.
      - Where: Behind a switched-off computer monitor at the top of the screen.

## Alley attack

- (no choices or unlockables)

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## Day 2 (Sat)

### Yukari the waitress

- **HAMSTER (YUKARI 1)**
  - When: You say "Oh. Yes. Yes I was, sorry," after Yukari finds you lost in thought.
  - Where: On the low railing next to the pillar on the right.
- Flirting with Yukari: Flirting or apologising to her doesn't have a long-term effect.
- **+1 TAKASHI LOYALTY** (later) if you ask for a cup of coffee to go.

### Meeting the class

- (no choices or unlockables)

### Aki

- **+1 AKI LOVE** if you're gentle.
- **HAMSTER (AKI 1)**
  - When: Aki says "You are looking for someone, right?" part-way through your talk after the class meeting.
  - Where: Corridor floor, behind one of the pillars.

### Infirmary

- **HAMSTER (YUI 1)**

- When: Yui says “Who?” when you ask about Reina in the infirmary.
- Where: Under the chair at the desk.
- **HAMSTER (JUN 1)**:
  - When: Jun says “We did, didn’t we?” shortly after you’ve told her your name again.
  - Where: Under the pillow.

## Cafeteria

- **+1 MIKO LOVE** if you buy something for her to eat, which is only possible if you didn’t give the maximum amount of money (5000) to the [BEGGAR](#).
- **+1 KANA LOVE** and **+1 KAGOME LOVE** if you get something for them too, which is only possible if you didn’t give the second highest option (2000) either.

## Miko’s home

- **+1 MARIKO LOVE** and a **GALLERY SCENE (MARIKO 1)** if you investigate the noises and open the door. This also unlocks at least one [FUTURE ENCOUNTER](#) with Mariko.
- **+1 MIKO LOVE** regardless of the above choice.

## Texting Aki

- **+1 AKI LOVE** and a **GALLERY IMAGE (AKI SELFIE 1)** if you give a flirty response.

## Mana and Mr Daishi

- (no choices or unlockables)

# Day 3 (Sun)

## Mana and Reina

- **HAMSTER (MANA 1)**
  - When: You think “I guess the couch wasn't that appealing after all,” after you wake up in the morning.
  - Where: Basket on the bottom shelf against the far wall.
- **GALLERY SCENE (MANA 1)**
  - **+1 MANA LOVE** (and a continuation of the scene) if you risk going further.
- Free roam:
  - **GALLERY IMAGE (CLAWS MAGAZINE PHOTO)** if you look in the wardrobe.
  - You can also investigate the poster on the wall, two different boxes, and an end-table drawer (which contains pictures relevant to Reina’s family, although you’ll learn about that anyway in due course).
  - Picking up your phone (in front of a toy on the shelves) ends the free roam.
- Phone:
  - **GALLERY IMAGE (MIRI SELFIE 1)** if you got a “special massage” from Miri before and reply to her text now.
  - Once you’ve read Kana’s texts, choosing to call her ends the phone section.

## Plaza

- **HAMSTER (KANA+KAGOME 1)**
  - When: Kana says “[name]! Where do you think you are looking?” after Kagome’s joke about picturing Kana naked.

- Where: Next to the left-most speaker behind Kagome.
- **HAMSTER (NAGISA 1)**
  - When: Nagisa says “Mmh.. Oh! [...] How about you meet us tomorrow after school?” after you say that you’d like to talk to her and her sister.
  - Where: Far left, under a leaf just above the wall.
- Living with someone: Your answer to the hypothetical question could have an impact on something in future, but not yet.

## Messages and calls

- Miko’s call:
  - **+1 MIKO LOVE** if you tell her the truth about wanting to see her.
    - (no hamster)
  - **-1 MIKO LOVE** if you pretend you just have more questions.
    - **HAMSTER (MIKO 1)**
      - When: Miko says “Oki, good,” after you reassure her that seeing her will be good as well.
      - Where: Between Miko’s arm and the bottom of the curtain.
- **GALLERY IMAGE (YUKARI SELFIE 1)** is received automatically.

## Mr Daishi (and Runa)

- (no choices or unlockables)

## Takashi and Ms Hirano

- (no choices or unlockables)

## Running into Orianna

- **HAMSTER (ORIANNA 1)**
  - When: You think “She takes her phone out of her backpocket [...]” when you’re about to give Orianna your number.
  - Where: Peeking over the wall at the far end of the path you and Orianna are on.

## Evidence review

- (no lasting choices or unlockables)

## Evening with Miri

- Invite Miri over:
  - **HAMSTER (MIRI 2)**
    - When: The narration says “I turn back around to my cute little colleague [...]” while you’re watching TV.
    - Where: Outside the window, on the low part of the railing (I think?), just left of Miri’s head.
  - **GALLERY SCENE (MIRI 2)**
- Play video games:
  - (no choices or unlockables)

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## Day 4 (Mon)

### Work

- **+1 MIRI LOVE** if you hold hands at work.

### Lunch in the park

- **HAMSTER (OKAMI 1)**
  - When: The narration says "I keep standing for a moment and scratch my head," after Okami leaves.
  - Where: Edge of the fountain.

### Meeting at school

- The choice about going forward can't really be selected.
- Opinion of Claws: Your view as to whether she's hot or just terrifying/impressive may influence something in future, but not yet.

### Miko's Q&A

- **HAMSTER (MIKO 1)**
  - When: You think "Miko still seems to not be comfortable enough around me to talk freely," part-way through the conversation.
  - Where: Walkway roof behind Miko, next to the building on the right.

### Nagisa and Nene (and Jun)

- Jun's handholding: Whether you say something doesn't have major effects so far.
- **HAMSTER (NAGISA+NENE 1)**
  - When: You say "I guess not.." after incorrectly interpreting of one of Nene's signs.
  - Where: Bushes behind the fence in the distance, to the right of Nagisa's head.
- **+1 NENE LOVE** if you leave the subject alone when she doesn't want to talk.

### Aki and the Anzou maids

- **HAMSTER (AKI+YUI 1)**
  - When: Aki says "Welcome to my home, [name]!" outside her house.
  - Where: On the ground, between the furthest bit of the house and the next furthest.

### Jun, Kagome and Kana

- **HAMSTER (JUN 2)**
  - When: Jun says "Oh," and then "Do we have to talk about that?" after you bring up how she's physically affectionate.
  - Where: Shadow of the closest hedge to the left of the fountain.

### Night patrol

- **+1 SUZU LOVE** if you spare the man. (He gets away regardless of your choice, but there could be other consequences of this choice later.)
- **+1 SUZU LOVE** if you say that her plush bunny is cute.

### Home

- **+1 SUZU LOVE** if you react to her comment about your place.
- **HAMSTER (SUZU 1)**

- When: The narration says “She takes a deep breath and sighs heavily [...]” after the spider has been dealt with.
- Where: Rim of the bath, through the glass door.
- **GALLERY IMAGE (SUZU BATHROOM)** is received automatically.
- Messages:
  - **+1 MIKO LOVE** if you arrange to pick her up at home.
  - **+1 AKI LOVE** and a **GALLERY IMAGE (AKI SELFIE 2)** if you give her a playful answer. (A playful answer also lets decide where to meet, but any consequences of that are minor so far.)
- **HAMSTER (SUZU 2)**
  - When: Suzu says “O-Oh!” during your discussion of sleeping arrangements.
  - Where: Flower bowl on the counter.
- Suzu looking over you: How you respond when you find her only has short-term effects.
- More messages:
  - **+1 MANA LOVE** if you message her about meeting up.
  - **-1 MANA LOVE** if you don’t.

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## Day 5 (Tue)

### Trouble at work

- Taking your time: You can walk with Suzu all the way to school (in which case Aki and Yui see you) or get to work quickly (in which case Miri drives Suzu). Effects so far are minor, and it certainly doesn’t make any difference to the attitude of Agent Kawaguchi.
- **HAMSTER (NAO 1)**
  - When: The narration says “Nao gets some canned coffee for each of us from her mini fridge [...]” a little while after the agent is gone.
  - Where: Top of drawers on left.

### Orianna

- **HAMSTER (ORIANNA 1)**
  - When: Orianna says “That’s all right, yes.” after you say you’ll bring her crucifix.
  - Where: Front corner of the plants in the upper central part of the screen.

### Shopping and cooking

- **+2 MIKO LOVE** if you buy the strawberry cream chocolates; **+1 MIKO LOVE** if you buy the blood orange.
- **HAMSTER (MARIKO 1)**
  - When: Mariko says “Cat videos, hm? [...]” after she returns with some shopping,
  - Where: Upper windows of the building on the right, above the yellow.
- **+1 MARIKO LOVE** if you carry the bags.
- **GALLERY SCENE (MARIKO 2)** is optionally available if you walked in on Mariko when you [FIRST VISITED](#). Any longer-term consequences are yet to be revealed, but Mariko thinks that Miko wouldn’t be too happy about it.

### Takashi

- **HAMSTER (TAKASHI 1)**
  - When: Takashi says “Ahem,” when he stops himself from using a certain word.

- Where: On the left of the little landing near the bottom of the steps.

## Rooftop

- **HAMSTER (OKAMI 2)**
  - When: The narrations says “She starts growling audibly [...]” (and her ears appear) after you’ve grabbed Okami.
  - Where: Wall of the little garden behind Okami.

## School corridor

- Explaining your presence: Whether you tell Kana, Kagome, and Miko about Suzu now or later only has minor effects.
- **HAMSTER (TOUKA 2)**
  - When: Touka says “Well, somehow all of them have a lot to say about a certain detective,” when she’s talking about her class.
  - Where: Doorway visible through the window to the left of Touka’s head.

## Suzu’s story

- (no choices or unlockables)

## Date with Yukari

- **HAMSTER (YUKARI 2)**
  - When: Yukari says “Like what?” when you ask her to talk about herself.
  - Where: On the ground visible through the bottom left of the shiny vertical railing thing, to the right of Yukari’s shoulder.

## Suzu again

- Eavesdropping: How much you choose to hear of Suzu’s conversation with Daisy doesn’t affect anything so far.

## Beggar

- (no choices or unlockables)

## Date with Miko

- **HAMSTER (MIKO 3)**
  - When: Miko says “I hope they won’t take too long to be done,” after you’ve ordered something in the diner.
  - Where: Light strip on the floor, behind the curve of the wall with the ice cream and coffee posters.

## Jun’s explanations

- **HAMSTER (JUN 2)**
  - When: You say “I’m not,” when walking Jun home.
  - Where: Gap in the bushes to the right, in front of the darker side of the little building.

## Anzou sisters

- (no choices or unlockables)

## Home

- (no choices or unlockables)

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## Day 6 (Wed)

### Shopping and messages

- Three **GALLERY IMAGES** (AKI SELFIE 3; KAGOME'S PHOTO OF KARA; KAGOME'S PHOTO OF TOUKA) are received automatically.

### Looking for SECS

- **HAMSTER** (REINA 2)
  - When: Reina says "Don't worry about it, [name]. I like curiosity." while talking about what she's doing back there.
  - Where: On the little wall in the top right.

### Kiri's gang

- **HAMSTER** (KIRI 1)
  - When: The narration says "She grabs her bat [...]" after you get up.
  - Where: Between the ankles of one of the girls to the left.

### Helping Nene

- **HAMSTER** (NENE 1)
  - When: Nene says (sort of) "...!" while you're sitting on the floor with her.
  - Where: Under some piled things to the left of Nene's head.

### Aki's house

- **HAMSTER** (AKI 2)
  - When: Aki says "You're quite the detective, Detective," when you observe that she has taken you to her room.
  - Where: Laundry basket at the foot of the bed.
- **GALLERY IMAGE** (YACHIYO AND SAE) is received automatically.
- **HAMSTER** (AKI 3)
  - When: The narration says "Her voice is deep, husky, and full of promise," when she returns after you've checked your messages.
  - Where: Potted plant on the right.
- **HAMSTER** (YUI 2)
  - When: Yui says "I'm really really sorry [...]" when follows you out of the house.
  - Where: Left end of the hedge in the top right.

### Riverbank

- (no choices or unlockables)

### Dinner with the Kojimas

- **+1 MIRI LOVE** if you compliment her.
- **HAMSTER** (LYNETTE 1)
  - When: Lynette says "Did you like it too, [name]?" after you've finished dinner.
  - Where: Bottom right corner of the window in the back.
- **GALLERY SCENE** (MIRI 3) and (later) **GALLERY SCENE** (MIRI 4) if you ask Miri about the way she sits.

### Okami's confrontation

- **HAMSTER** (OKAMI 3)

- **When:** You say “Anyways. Be careful on your way home, Okami,” as you walk away.
- **Where:** On a building just above the main character’s head.

## Home

- (no choices or unlockables)

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## Day 7 (Thu)

### Before school

- (no choices or unlockables)

### Tests and training

- **HAMSTER (NAO 2)**
  - **When:** You say “Don't want to let Reina wait for too long,” before you go into the infirmary for your medical exam.
  - **Where:** Outside the window, above the left end of the shelves.
- **GALLERY SCENE (NAO 1)** if you choose to shower at the same time as Nao.

### Meeting with Uraha

- **HAMSTER (URAHA 1)**
  - **When:** You say “Hopefully I can do so sometime today [...]” when Uraha asks about sorting things out with Aki.
  - **Where:** In the tree to the left.

### Takashi’s secret

- (no choices or unlockables)

### Checking on Aki

- (no choices or unlockables)

### Yukari in the library

- **HAMSTER (YUKARI 3)**
  - **When:** Yukari says “Soo.. will you come down here or will you lift me up to your height?” after you go behind the shelves with her.
  - **Where:** On the field, behind the window column on the right.

### Suzu

- (no choices or unlockables)

### Calling Dad

- (no choices or unlockables)

### Coffee with Orianna

- (no choices or unlockables)

### Aya and Kiri

- (no choices or unlockables)

## Mana's family situation

- **HAMSTER (MANA 2)**
  - When: Mana says "Heyyy! I'm glad you've made it!" shortly after you arrive.
  - Where: Through the glass of the cabinet in the top right.

## Food

- **HAMSTER (NEREZ 1)**
  - When: Ino says "Sorry, Neri!" when her boss appears.
  - Where: On the food rack to the right, behind something.
- Snacks: Your two choices probably don't have long-term effects. (But for the most positive dialogue, choose nuts and ice cream – and not pretzels.)
- Chiya's tip: A big tip reveals a hamster. (It also lets you keep giving her big tips later, but I don't know the long-term outcome of that).
  - **HAMSTER (CHIYA 1)**
    - When: You say "It's fine. The rest is for you," after giving Chiya a large tip.
    - Where: Behind a big leaf, in front of a smaller plant on the little table.

## Runaway

- (no choices or unlockables)

## Messages

- (no choices or unlockables)

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## Day 8 (Fri)

### Kuro and Morrigan

- **HAMSTER (KURO 1)**
  - When: The narration says "We keep standing there like this for a couple minutes [...]" when Jin hugs Suzu during the meeting with Kuro and Morrigan.
  - Where: Upper left bushes.

### Training and asking about help

- (no choices or unlockables)

### Okami in the locker room

- **GALLERY IMAGE (OKAMI LOCKER ROOM)** is received automatically.

### Mana and her watcher

- (no choices or unlockables)

### Found by the manga club

- **HAMSTER (NAGISA 2)**
  - When: Nagisa says "Am I not allowed to?" while you're talking to her alone.
  - Where: Top left corner of the nearest bit of garden.

### SECS base, Ronin, and Inaywin

- **GALLERY IMAGE (INAYWIN INTRODUCTION)** is received automatically.

## Meeting Quoth

- **HAMSTER (QUOTH 1)**
  - When: Quoth says “Uhm.. no..” when you ask if she hurt herself.
  - Where: Right of the plant.
- Shiny: Letting Quoth try the gadget makes her happy, and you get it back. There could be long-term effects, but not yet.

## Hottest athlete

- Who’s hottest: So far, the only long-term consequence of this choice is that Tsubaki (the “squatting flower girl”) starts messaging you on Day 12 if you choose her, but there could be other consequences as well.

## Convenience store

- **GALLERY IMAGE (KAGOME LOCKER ROOM)** is received automatically.

## Messages

- As well as Suzu’s message, you get one from Miri if you *didn’t* get the [SCENES](#) with her on Wednesday.

## Aki’s explanations

- **HAMSTER (SUZU 3)**
  - When: Suzu says “Yes.. I’m just exhausted from today [...]” after you ask if she’s all right.
  - Where: On the floor behind the little bit of wall in the middle of the screen, by one of Suzu’s shoulders.
- **HAMSTER (PERRINE 1)**
  - When: You say “Uh.. suuure?” after Perrine has shrunk.
  - Where: On a building through the window, between Perrine and Jun.
- Aki’s story: Whether you hear the full version or summary version is up to you – I don’t think it has long-term effects.
- Yui: If you [TOOK THE PANTIES](#) way back at the start of the game, you learn something about Aki and Yui’s relationship now. This unlocks some interaction with Yui in future. (You might still be able to do things with Yui otherwise, but I don’t know yet.)

## Suzu’s manga club results

- (no choices or unlockables)

## Yukari’s game

- Your answer to the first question doesn’t have lasting consequences.
- **GALLERY IMAGE (YUKARI STRIPPING)** and **GALLERY SCENE (YUKARI 1)** are received automatically.

## Drunk Kuro and Morrigan

- (no choices or unlockables)

## Pizza again

- Chiya’s tip: If you gave her a large tip [LAST TIME](#), you can do it again now – long-term consequences not known.

## Calling Jun's mother

- (no choices or unlockables)

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## Day 9 (Sat)

### Messages

- **GALLERY IMAGE (YUI BENDING OVER)** is received automatically.

### Beach: Arriving with Orianna

- **HAMSTER (ORIANNA 3)**
  - When: Orianna says "You want to try it?!" when you borrow Orianna's crucifix at the beach.
  - Where: At the base of the palm tree on the right.

### Beach: Jun and her family

- **HAMSTER (HIBIKI 1)**
  - When: Jun says "Y-Yeah.. I'm fine," after her dad has left.
  - Where: Faintly visible in the water, above and a bit to the right of the blue board.

### Beach: Getting along

- **HAMSTER (KAGOME 2)**
  - When: You think "She's surprised me today," after Miko gets Kagome to calm down about Suzu.
  - Where: Behind the red flowers on the right.

### Beach: Behind the rocks with Kana

- **HAMSTER (KANA 2)**
  - When: Kana says "Mhh.. [name] [...]" while you're kissing her.
  - Where: Above your right shoulder.

### Beach: Sunscreen and ice cream

- (no choices or unlockables)

### Beach: Behind the rocks with Suzu

- Teasing Suzu: No long-term effects so far.
- **GALLERY SCENE (SUZU 1)** is received automatically.

### Beach: Telling Orianna

- (no choices or unlockables)

### Beach: Inaywin

- **HAMSTER (INAYWIN 1)**
  - When: You think "But since it doesn't seem to concern her, I guess it's fine?" after Inaywin sits down beside you.
  - Where: By the rock on the right.
- **GALLERY SCENE (INAYWIN 1)** if you say yes.

### Beach: Beach shop

- **HAMSTER (TSUBAKI 1)**

- When: You think “I'm not sure what to call it really [...]” after finding the beach shop.
- Where: On the roof of the building behind the shop.
- **HAMSTER (AYA 1)**
  - When: Aya says “Tehe~!” after she gets Kiri to stay and say something.
  - Where: Back corner of the blue counter on the right.

### Beach: Train home

- (no choices or unlockables)

### Messages

- Four **GALLERY IMAGES** (MANA SELFIE 1; KURO MEME 1; MANA CHANGING ROOM; TSUBAKI CHANGING ROOM) are received automatically.

### Miko, Mariko, and books

- (no choices or unlockables)

### Quoth's key

- **HAMSTER (QUOTH 2)**
  - When: The narration says “She greets me in her soft, melodic voice,” at the start of your talk with Quoth.
  - Where: Bottom right corner of the plants on the left.

### Okami and Ichiro

- Ichiro claim: Which myth you claim to be could have an effect in future, but not yet.

### Bar with Touka and Meritaten

- **HAMSTER (TOUKA 3)**
  - When: You say “Gooley?” after Touka describes the shot she didn't like.
  - Where: Peeking over the arm of the sofa in front of the screen to the right.
- **GALLERY SCENE (TOUKA 1)** if you agree to go to Touka's place. This may have longer-term consequences as well, but I don't know what.

### Home

- **GALLERY SCENE (JUN 1)** is received automatically.

## Day 10 (Sun)

### Breakfast with Jun and Suzu

- Two **GALLERY IMAGES** (KANA SELFIE 1; KANA SELFIE 2) are received automatically.

### Nagisa's request

- **HAMSTER (NAGISA 3)**
  - When: You say “Do you always call him that?” while talking to Nagisa about Nene and meeting Mr Nobuyo.
  - Where: Behind the boot of one of the girls on the left.

### Convenience store mishap

- **HAMSTER (NEREZ 2)**
  - When: You say “Uh, hi there. Are you alright?” after Nerez falls off the ladder.

- Where: In the basket of the shopper in the background.

## Trying something with Suzu

- **GALLERY SCENE (SUZU 2)** is received automatically.

## Dad and step-dad

- (no choices or unlockables)

## Experiments

- **HAMSTER (MANA 3)**
  - When: You say “What's all that stuff?” to Mana after arriving at Reina’s place.
  - Where: Through the window on the left, above the left treadmill rail.
- **GALLERY SCENE (MANA 2)** is received automatically.

## Hina

- **HAMSTER (CLAWS 1)**
  - When: Claws says “Alright, [little cub]. I'll sneak ahead into the backyard [...]” after you’ve arrived at the house.
  - Where: Just under your chin.
- **HAMSTER (HINA 1)**
  - When: Hina says “Nihihhi~” while you’re talking about how curious she is.
  - Where: In the grass through the opening to the right.
- **HAMSTER (MORRIGAN 1)**
  - When: Morrigan says “One of the less personal reasons [...]” when talking about Kuro’s ghoulish policy.
  - Where: At the edge of the grass between you and Morrigan.

## About Reina’s sister

- (no choices or unlockables)

## Hina and Mana

- (no choices or unlockables)

## Claws’ return

- (no choices or unlockables)

## Medical emergency

- **HAMSTER (REINA 3)**
  - When: Reina says “[name]! I.. phew.. how is she?!” when she arrives at your apartment.
  - Where: In the large plant’s pot.

## Phone

- You don’t have time to look at all your messages in one sitting, but don’t worry about missing any – you come back to them later.
- Five **GALLERY IMAGES (AKI SELFIE 4; KANA SELFIE 3; KANA SELFIE 4; KANA SELFIE 5; MIRI SELFIE 2)** are received automatically at some point. Also, **GALLERY IMAGE (MIKO SELFIE 1)** is received if you wait until your second round of messaging to look at Miko’s message.
- Your choice of costume for Jun will presumably have some effect later, but not yet.

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## Day 11 (Mon)

### Morning at home

- (no choices or unlockables)

### Startling Megumi

- **HAMSTER (MEGUMI 1)**
  - When: Megumi says “Wah! I-I-It's you! [...]” in response to your greeting.
  - Where: On the desk to the left.

### Meeting Okami's sister

- **HAMSTER (EMICA 1)**
  - When: Emica says “No, but.. you're just a human and a man. [...]” while talking about you and Okami.
  - Where: Near the top of the right-most bit of window frame.

### Messages

- **GALLERY IMAGE (MANA SELFIE 1)** is received automatically.

### Storage room assistant

- Choosing someone: You can pick any of the girls currently in class (so not Okami or Suzu), except that Yui is only an option if you [TOOK THE PANTIES](#) on Day 1. The resulting talks vary depending on who you're with, and may include a kiss (Kana and Jun) or flashing (Nagisa). There are also two hamsters available (Nene and Yui). Consequences include a message from Yui that you wouldn't otherwise get and the possibility of Kana getting jealous (if you take Nagisa, Yukari, or Aki), but I don't know how significant those things (or your choice overall, for that matter) will be in the long-term.
  - **HAMSTER (NENE 2)**
    - When: Nene types “You're welcome!” if/when you come out of the storage room with her.
    - Where: On the floor, up against a wall under a whiteboard.
  - **HAMSTER (YUI 3)**
    - When: Yui says “What did you do with them?!” if/when you're in the storage room with her.
    - Where: On a shelf to the right of Yui's head.
  - **HAMSTER (URAHA 2)**
    - When: After you start talking about Suzu to Uraha (You: “Is that something vampires can do?”)
    - Where: Back left corner of the flowerbed.

### Questions for Uraha

- Pills: Asking Uraha if she uses them herself could have an effect in future (possibly enabling scenes with her, but that's just my speculation).

### Reporting to SECS

- **HAMSTER (RONIN 1)**
  - When: You say “I..” shortly after entering Ronin's office.
  - Where: Bottom left corner of the window.
- **HAMSTER (INAYWIN 2)**

- When: Inaywin says “Yiasoo, little cub! [...]” after you enter her workshop.
- Where: Part-way up the machine to the left of Inaywin’s head.

### Alunara’s approach

- Apology for Kira: Telling Alunara that you’re single may enable something with Kira (not to be confused with Kiri) later, but that doesn’t happen yet.

### Suzu’s results

- (no choices or unlockables)

### Beggar/Jiro again

- (no choices or unlockables)

### Orianna’s ceremony

- (no choices or unlockables)

### Messages

- You may not be able to check all your messages now, but you’ll see them eventually.
- You only get a message from Yui if you took her to the [STORAGE ROOM](#).
- **GALLERY IMAGES** ([AYA SELFIE 1](#); [KURO MEME 2](#)) are received automatically (now or later).

### Relationship talk with Orianna

- **HAMSTER** (ORIANNA 4)
  - When: You say “They did. Suzu won’t hurt you,” after you’ve discussed your unconventional love life and Suzu has returned to the room.
  - Where: Between two buildings out the window, above and to the left of Orianna’s head.

### Helping Machi and Perrine

- **HAMSTER** (PERRINE 2)
  - When: You say “I mean, I don’t know all the circumstances [...]” while talking to Perrine about her situation.
  - Where: Flower bowl on the counter/divider, near Perrine’s raised arm.
- **HAMSTER** (MACHI 1)
  - When: Machi says “Thank you, [name]!” after you compliment her new look.
  - Where: Through a gap in the nearer railings, to the left of Perrine.
- Staring: How long you stare at Machi could possibly have an effect (there’s some extra dialogue if you keep selecting it enough times), but not yet.

### Delivery for Inaywin

- Inaywin interest: If you accepted Inaywin’s offer at the [BEACH](#), you can ask if she’s interested in meeting up outside work again. Presumably, this will open up more encounters in future.

### Takako’s deal attempt

- (no choices or unlockables)

### Messages

- **GALLERY IMAGE** ([TAKAKO SELFIE 1](#)) is received automatically.

## Hibiki's religion

- **HAMSTER (HIBIKI 2)**
  - When: Hibiki says "Because you're.. uhm.. you're.. you're.." when you query what she calls you.
  - Where: Through the fence in the background, to the right of Hibiki's head.
- Your choice as to what she calls you could have some greater impact, but not yet.

## Beach walk

- **HAMSTER (EMMA 1)**
  - When: Emma says "Mhm, genau. Decades ago [...]" while explaining her background.
  - Where: On a bit of awning to the left, between the building and the palm trees.
- Emma's kink: You can ask what it is. If you do, you can say that it's too much for you, or say that you're curious about it. This will presumably affect future interactions with her.

## Collecting Miko and going home

- (no choices or unlockables)

## Hotel stay

- **HAMSTER (MEI 1)**
  - When: Mei (the receptionist) says "How long do you intend to stay with us, sir?" while you're checking into the hotel.
  - Where: On the floor between wall and the partition extending towards it from the desk, in the middle of the screen.
- **HAMSTER (MARIKO 2)**
  - When: Mariko says "I'm not sure if you're trying to sell a lie [...]" after you meet her outside the hotel.
  - Where: Clinging to the trunk of the palm tree behind the signboard on the right.
- **GALLERY SCENE (MARIKO 3)** is received automatically if you saw her previous one.

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## Day 12 (Tue)

### Overnight arrivals

- **HAMSTER (MACHI 2)**
  - When: You say "What do you mean? Is she hurt?" after Machi wakes you up at night.
  - Where: In the sea outside the window, to the left of Machi.
- **HAMSTER (MORRIGAN 2)**
  - When: Morrigan says "Not now [...]" after she arrives at the hotel.
  - Where: On the sand, mid-way between Aki's head and the turtle sign.

### Morning

- **HAMSTER (JUN 4)**
  - When: Jun says "I dunno! I woke up like this!" after you wake up.
  - Where: In the palm tree on the left outside the window.
- Messages:
  - **GALLERY IMAGE (OKAMI SELFIE 1)** is received automatically when you read the messages from her.

- **GALLERY IMAGE (TOUKA SELFIE 1)** is received automatically when you read the messages from her. You also get **GALLERY IMAGE (TOUKA SELFIE 2)** if you [WENT TO HER PLACE](#) on Day 9.
- You get a message from Tsubaki if you picked her (“squatting flower girl”) as the [HOTTEST ATHLETE](#) on Day 8.

### Waking Yui

- **HAMSTER (YUI 4)**
  - When: Aki says “What's happening,” after Yui wakes up.
  - Where: In the potted plant on the right.

### Suzu’s first time

- **GALLERY SCENE (SUZU 3)** is received automatically.

### Messages and backup

- **GALLERY IMAGE (MIRI SELFIE 3)** is received automatically, regardless of previous choices.
- **HAMSTER (KIRI 2)**
  - When: You say “I mean, she's not wrong,” to Kiri after she objects to Mei’s assumption.
  - Where: Under the flowers on the right.

### Hotel room conversations

- (no choices or unlockables)

### City trip

- **HAMSTER (MERITATEN 1)**
  - When: Meritaten says “Chimpanzees,” when trying to make small talk with you.
  - Where: On top of a sign further along the street, on the skyline.
- Giving Nerez some of the chocolates could have an effect later, but I don’t yet know what.

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## Character list

In case you forget who someone is. Contains some spoilers.

- **Ai** – Someone who works for/with SECS; mentioned by both Kuro and Claws.
- **Airi Anzou** – One of Aki’s sisters; a daughter of Lilith Anzou. She and her sisters approach you to see “if you’re a nice guy”. Can go invisible.
- **Aki Anzou** – One of the girls in Touka’s class. Vampire; adoptive daughter of Lilith Anzou, along with Airi, Machi, and Sae. Yui is her familiar.
- **Alunara Melrakki** – A student. Approaches you to say sorry for her friend Kira’s background flirting.
- **Angus McDonnell** – Orianna’s dad. Appears at her nun ceremony.
- **Anika Kimimura** – A detective. You meet her outside your apartment when there’s an incident there.
- **Aoi Matsui** – A police officer. You meet her outside your apartment when there’s an incident there.
- **Azuna Hiraga** – See “Ronin”.

- **Aya Obari** – Part of Kiri’s little gang; she (sort of) lures you into an ambush. Flirty, and tries to get Kiri to talk to you. An obariyon.
- **Chika Clemens** – The girl who is killed at the start of the game, resulting in you being sent to investigate.
- **Chizu Sekawa** – A student. She’s the “standing green-haired girl” whom you can optionally name as the hottest athlete.
- **Chiya Obari** – Part of Kiri’s gang; she tries to hold you down during their ambush. An obariyon. Works for a pizza place – you can tease her about big tips.
- **Claws** – Member of SECS; brought in to provide security at school. Panther. Real name is Mami Morizaki.
- **Daishi** – Owns a ramen shop. Mana takes you there on Day 2, and you visit again to ask questions. Has a daughter named Runa.
- **Daisy** – Suzu’s plush bunny.
- **Emica Oda** – Okami’s younger sister. You meet her when she joins the school.
- **Emiko Ezura** – You can find a magazine photo of her. She doesn’t currently appear in person, but she shares a family name with Mana and Hina, and Hina mentions “Big Sis Emi”, so there’s probably a connection there.
- **Emma von Falkenberg** – German exchange student. Part of the manga club, and seems to hang out with Nagisa. A wolpertinger.
- **Gob** – A not-too-bright thug working for the church. Paired with Yob.
- **Hazuki Sekawa** – A student. She’s the “standing purple-haired chick” whom you can try to name as the hottest athlete at one point.
- **Hibiki Jihara** – Jun’s mother; Junichiro’s wife. Has memory issues. Family ties with the Children of the Coming King. You meet her at the beach and subsequently.
- **Hina Ezura** – Mana’s 10-year-old sister. Subject of a rescue operation.
- **Hirano, Ms.** – See “*Uraha Hirano*”.
- **Huli** – See “*Machi Anzou*”.
- **Inaywin Kamida** – Gadget-maker for SECS. Dislikes clothes; likes water.
- **Ino Shiori** – Friendly convenience store employee, met along with Nerez.
- **Ita (Ezura?)** – One of the guys (along with Take and Yashu) who you see talking to Okami under the bridge. He’s the one she hits. Seen again at the Ezura house while you’re looking for Hina.
- **Jun Jihara** – One of the girls in Touka’s class. Daughter of Hibiki and Junichiro. Human, but has certain special traits due to the religion of her mothers’ family.
- **Junichiro Jihara** – Jun’s father; Hibiki’s husband. Also known to Jun as “the old poopyhead”.
- **Kagome Kojima** – One of the girls in Touka’s class. Sister of Kana. Vampire; adoptive daughter of Lynette. Formerly surnamed Matsuda.
- **Kana Kojima** – One of the girls in Touka’s class. Sister of Kagome. Vampire; adoptive daughter of Lynette. Formerly surnamed Matsuda.
- **Kawaguchi, Agent** – See “*Yoko Kawaguchi*”.
- **Keiko** – A colleague at the police department – not introduced (and may never be).
- **Kira** – A student. Not properly met yet, but you see her various places. She waves at you while you’re talking to Nagisa, and again while you and Suzu are talking to Okami. Friends with Alunara.

- **Kiri Yukimuro** – A delinquent; leader of a little gang consisting of Aya, Chiya, and Saya. Tries to ambush you, and is subsequently encouraged to talk to you by Aya.
- **Kuro Kagekai** – A first-generation vampire (despite looking and acting younger). You meet her and Morrigan while walking to school. Sometimes works with SECS.
- **Larry** – An assistant medical examiner – not met (and may never be).
- **Lilith Anjou** – A first-generation vampire; head of the Anjou family, and (adoptive) mother of Airi, Aki, Machi, Sae, and (possibly) Rai. Dislikes men.
- **Lynette Kojima** – Kana and Kagome’s vampire mother. A successful novelist. You have dinner with her, her daughters, and Miri.
- **Machi Anzou** – A sister of Aki; daughter of Lilith. Perrine is her familiar. One of the more progressive members of the family. She and her sisters approach you to see “if you’re a nice guy”, and you meet her at the Anzou house when you get lost. She reappears later after leaving home. Sometimes called Huli.
- **Mami Morizaki** – See “Claws”.
- **Mana Ezura** – A student. Runs the school newspaper, and approaches you to get an interview. Cat-spirit. Goes to live with Reina due to her family situation. Older sister of Hina.
- **Mariko Minami** – Miko’s adoptive mother. You meet her when you first take Miko home, and again subsequently (when you can optionally get closer to her).
- **Megumi Oshima** – A student. First named when you’re asked to pick someone as the hottest athlete, but she’s seen around other times.
- **Mei** – Receptionist at the Moonlight Resort hotel.
- **Meritaten Iset** – A friend of Touka. You meet her with Touka at a bar.
- **Miko Minami** – One of the girls in Touka’s class. Adoptive daughter of Mariko. The first Myth you identify as such, after saving her in an alley. Vampire; her ability is super strength.
- **Mio** – Someone who works for/with SECS; mentioned by Claws.
- **Miri** – Your colleague at the police department; believes in Myths before you do. Full name is Rika Misugi.
- **Morrigan Malloy** – A friend of Kuro (who calls her Momo). A gan ceann, or dullahan. You meet her (initially just her head) when Kuro lures Jun off the path on the way to school.
- **Nagisa Nobuyo** – One of the girls in Touka’s class. Decidedly eccentric and difficult to understand. Often seen with Nene.
- **Nao Nakano** – Your boss at the police department; first appears when you’re answering the agent’s questions on Day 5, and subsequently transfers with you to SECS.
- **Natsuki Okoshi** – A student. She’s the “tomboy in the back” whom you can name as the hottest athlete at one point.
- **Nene Nobuyo** – One of the girls in Touka’s class. Usually seen with Nagisa. Wears a mask and won’t speak, but communicates with signs and eventually your phone.
- **Nerezza Ogami** – Prefers to be called Nerez, but Ino calls her Neri. Ino’s boss at the convenience store you end up frequenting; also works security at the school.
- **Okami Oda** – One of the girls in Touka’s class. Wolf-spirit. Older sister of Emica. Initially quite hostile.
- **Orianna McDonnell** – A childhood friend of yours. Now wants to become a nun. You run into by accident, and subsequently try to convince her that Myths aren’t necessarily bad.

- **Perrine Yoshikawa** – A sheep maid for the Anzou family; Machi Anzou’s familiar. You meet at the Anzou mansion, and when Machi needs help. Likes cooking for you.
- **Quoth Karasuyama** – A student. Based on her name and the fact that she likes shiny things, she’s probably a bird spirit of some kind, but that’s not explicit yet.
- **Rahi** – Someone Jiro mentions. (May be completely irrelevant and/or imaginary.)
- **Rai Ghoulie** – A popular musician. Turns out to be Reina’s sister, now called Rai Anzou (and part of Lilith Anzou’s vampire clan), and originally called Rai Ryugamine.
- **Reina Ryugamine** – The school nurse. Also works with SECS. Human. Currently out of contact with her sister, Rai.
- **Rento** – Someone who works for the seemingly villainous woman who gives orders in certain cutaway scenes.
- **Rika Misugi** – See “Miri”.
- **Rio Mori** – One of Ronin’s summons; used to deliver messages.
- **Ronin** – Closest thing SECS has to a leader, despite not fitting the image. Friends with Kuro. Real name is Azuna Hiraga.
- **Runa Daishi** – Mr Daishi’s daughter. You meet her briefly when returning to ask Daishi some questions.
- **Ryouta Saito** – A bishop with the church. You first see him at the beach talking to the girls; he later plays a part in Orianna’s storyline.
- **Sadako Misugi** – A counselor working with SECS.
- **Sae Anzou** – One of Aki’s sisters; a daughter of Lilith Anzou. She and her sisters approach you to see “if you’re a nice guy”. Yachiyo is her familiar.
- **Satoshi** – Your dad. Currently married to Yuu.
- **Saya Obari** – Part of Kiri’s little gang. An obariyon.
- **Sol** – A supposed deity mentioned by various people.
- **Suzu Shinozaki** – One of the girls in Touka’s class. Rich background, but recently lost her parents and had nowhere to go.
- **Takako Tezuka** – A student. Wants to work on the school newspaper with Mana, but hasn’t been able to. Sends you secretly-taken photos of other girls.
- **Takashi Toyama** – School security, encountered on several occasions. Technically a ghoul (controlled by Uraha Hirano, the principal), but not like normal ghouls.
- **Take** – One of the guys (along with Ita and Yashu) who you see talking to Okami under the bridge. Calmest of them, and apologises for the other two before leaving.
- **Touka Terauchi** – Teacher of most of the main characters. Puma spirit. Friends with Meritaten.
- **Tsubaki Kazaki** – A student. She’s the “squatting flower girl” whom you can name as the hottest athlete at one point, and is subsequently seen staffing a shop at the beach as well.
- **Uraha Hirano** – Principal and founder of Crimson High; first-generation vampire.
- **Yachiyo Yoshikawa** – A sheep maid for the Anzou family; Sae Anzou’s familiar. Less enthusiastic about you than the others.
- **Yashu** – One of the guys (along with Ita and Take) who you see talking to Okami under the bridge; the timid one.
- **Yob** – A not-too-bright thug working for the church. Paired with Gob.

- **Yoko Kawaguchi** – An agent who tries to get information from you about Myths, and who prompts your transfer to SECS. Looks suspiciously like the seemingly villainous woman seen giving orders to minions in certain cutaway scenes, but maybe not.
- **Yomu Daishi** – See “*Daishi*”.
- **Yua** – Jun’s aunt; involved with the Children of the Coming King.
- **Yui Yuuzuki** – One of the girls in Touka’s class. The familiar of Aki Anzou, and a sheep maid like the others you meet, but unlike them usually seen in human size.
- **Yuka Yoshikawa** – A sheep maid for the Anzou family; by process of elimination, she’s probably Airi Anzou’s familiar.
- **Yukari Yamazaki** – A major character; part of Touka’s class. Café waitress. Succubus, from a clan that disapproves of her orientation.
- **Yuu** – Husband of your father, Satoshi. A faun.

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## Walkthrough changelog

- 1<sup>st</sup> edition:
  - Game up to v0.31.01 (Update 31).
- 2<sup>nd</sup> edition:
  - Added game v0.32.01 (Update 32).
- 3<sup>rd</sup> edition:
  - Added game v0.33.01 (Update 33).
  - Fixed a missing Mariko scene from the previous update.
- 4<sup>th</sup> edition:
  - Added game v0.34.01 (Update 34).
- 5<sup>th</sup> edition:
  - Correcting misidentification of Tsubabi and Natsuki in the “hottest athlete” choice – thanks to TJP623 for pointing out the error.
- 6<sup>th</sup> edition:
  - Added game v0.34.01 (Update 35).