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Full car rate 300% II (full strategy). Train Capacity 300% 2

Declare at the beginning, I'm playing a genuine game., I know a lot of gentry are non-genuine players., The game is obtained from non-paid purchase channels., Although I don't exclude playing piracy, But I won't provide any content about game resources., Please don't send a private message or leave a message to me to ask for the game and DLC resources., If you have the ability, please support the genuine version., If you don't want to, please play the quality., Don't forcibly kidnap morality, Cause me an unnecessary burden.

Genuine game channels, please search DL, there is a special video teaching at station B

The heroine who is the first to attack must be the first woman to appear in the tutorial.

Originally, I wrote this in the final bad ending, but there were too many people who asked me in private messages, so I had to put it here in advance, 1The character is not a brainless strategy but has a hidden durability bar, if you activate a character's plot, but you are obsessed with advancing the plot for more than five days and do not interact with the character, then the character will think that you are not interested in her and leave, the plot of leaving is different at the time, and if you are interested, you can also archive it. (Under normal circumstances, I only need to tackle the character, unless I am doing the plot of the character, which makes it impossible to interact with the character, I go to interact every day).

2. After the character activates the pre-plot of the HE ending, there is a five-day countdown, and if it is not continuing to advance the BE route, the character will leave on the fifth day after HE11 makes a choice

Complain about it.,So many people don't touch the heroine except for the very beginning.,I didn't expect it.

Although this game is a game that has been out for a long time, but when I played it recently, I found that the guides on the Internet were a bit too confusing and rough, so I sorted it out a little after I opened it myself, so that other gentlemen who like to play their own archives like me can play.

First of all, in addition to the four characters in the DLC, there is also a hidden character, which is displayed as ???? in the replay screen. (Good Ming Di Ming) exists,If you want to collect all the endings and CG, you can refer to the method of this post to activate.

https://www.bilibili.com/read/cv25421856/?from=search&spm_id_from=333.337.0.0

(Please don't leave a message or ask me in a private message.,Why don't you play a certain character?,DLC characters I have indicated.,In addition to Shanmingdi needs to be activated like this.,Other characters you don't have when you play are not full of resources.,Please change resources)

General Strategy

So with all that said, let's officially enter the strategy part:

First of all, all the characters in the work have two basic personal lines, namely the HE line and the BE line, after playing, I found that many of the routes given by the guide on the Internet are problematic, that is, the mixed line jumps randomly in the dialogue between the two lines, resulting in a lot of lines The game time is extremely tight and the bonus items are missed

Therefore, I personally recommend that players start with the BE line as the primary route when playing, and only after playing with the BE line can they get all the content of a single character at once.

In addition to the business skills that the protagonist of the game can do in the initial tutorial,At the same time, it will also and only get skills in the BE line,For this reason, if you want to easily raid the game character,Then the BE line has to go,Of course, in my previous strategy I saw a lot of strategies HE line will also get skills,In fact, it's just accidentally stringed.,Because the line of the work can actually jump back and forth repeatedly without letting the player notice.。

As for other content about how to open the second week, item use, clothing use, and skill use, please read the in-game tutorial carefully, explore it yourself (most of them really try it yourself, and I don't have that much energy to teach it by hand), if there is really no way to leave a message and communicate with other gentlemen, I generally won't reply, and unless you find that there is a mistake in the strategy I gave, or ask about the genuine purchase channel, don't send a private message

So since the end of the explanatory narrative part of the previous introduction, we will begin the formal content of the strategy:

First of all, in the first play, we will naturally open the mall.,Then we need to choose the skills that are obtained first.,The initial heroine's aggression is not strong.,But relatively speaking, the biggest trouble for players is sight.,So the most important step in the start is to brush money.。



There are two ways to make money, the first of which is naturally to upload videos in the tutorial

I won't talk about how much money you can get by uploading it here, but leave a little place for gentlemen to explore on their own. Then this way of making money alone must be very inefficient, so you need to give priority to acquiring another skill



Buy the skill in the mall, The effect is to click to activate the skill after the check of the bag is changed to steal., The amount of money stolen is random., The range of money that can be stolen is not the same according to the different objects., Please explore it yourself., My words here are only recommended to steal the female owner in the tutorial., There's no other reason why this female owner has less sight here., And the earliest and longest time to appear., It's convenient to steal quickly.。

Then, in the early days, our goal in the first phase was to quickly accumulate enough money to buy clothes at the clothing store by stealing, and to gather the remaining necessary skills

Clothing stores can be found as long as they get off at any station, and then we need to buy only one piece of clothing, and other clothes can be bought, but the cost performance is more general, if you plan to brush quickly, please make a whole week of time to make initial preparations.

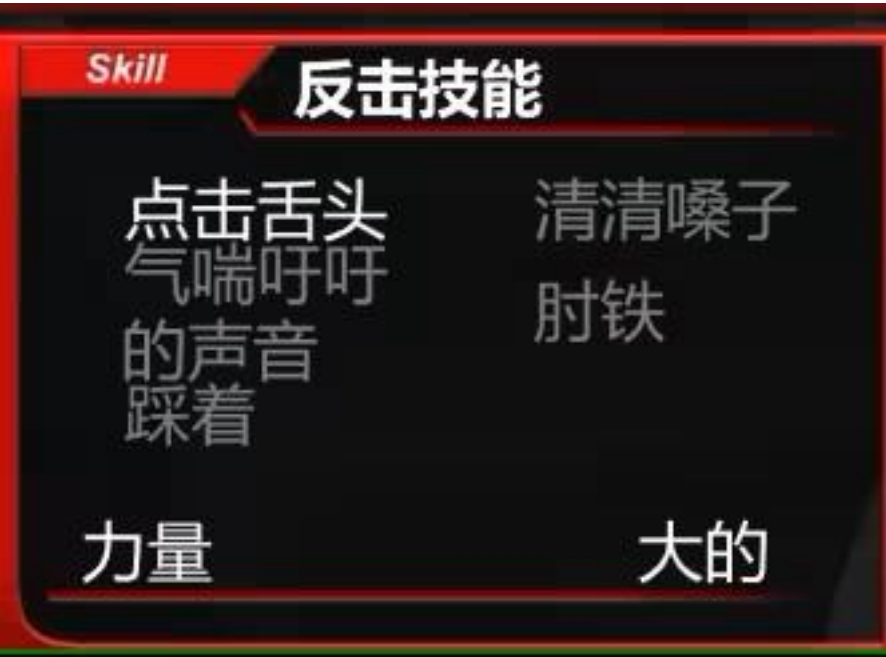


Then there are useful skills, and the first necessary skill is ↓



The effect of this skill is some vocal behavior of the sealing strategy object., Specifically divided into tongue flicking., Coughing., Wheezing., That is, the first line one and two corresponding in the interface

of the heroine's file.,The first of the second line.,After this skill is full.,You can switch the corresponding



actions of the sealing heroine.

And the second elbow blow in the second row needs to be obtained in the BE line to resist, so the corresponding we have to have the skill ↓, of course, the skill is mandatory to buy in the beginner tutorial, so the player only needs to upgrade to the full



Secondly, the last action of the heroine needs to use the skill ↓ to fight.,Of course, this skill can also be upgraded.,And no matter what, the rise can only be slowed down but not as perfect as chocolate.,So you need to pay attention to the amount of blood.



And when the skill is released and swept by the line of sight, we will have an increase in suspicion, so



we need this skill ↓ to decrease the suspicion.

That's all there is to it, so I'll list the skills that are useful for the strategy here



Shimuken.ch

所持数 0
値段 3000



白内裤魅影.ch

所持数 0
値段 3000



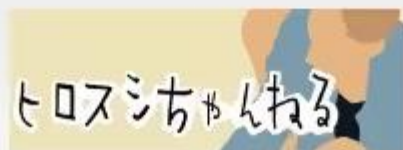
螺栓.ch

所持数 0
値段 5000



HIKAKIM.ch

所持数 0
値段 5000



Hiroshi no Camp.ch

所持数 0
値段 40000

The above skills are all skills that I often wear during the game.,It's a great improvement for the strategy role.,As for the effect of the game comes with a translation.,I won't go into details.。

Now that the initial preparations have been completed, the official strategy begins.

First of all, please save this picture.,The follow-up plot needs to be completed in the corresponding place.,If you're playing non-Japanese, then the name of the platform will be different from the location

shown in the map or plot dialogue.,I'll also use the site of this map to explain in my guide.,Please find



it by yourself.

First Girl (Pien Girl/Tutorial/Momiji Osasima)

Momiji Osasima

The heroine who is the first to attack must be the first woman to appear in the tutorial。



As with the previous description, we need to start with the idea of taking the BE line.

At first sight, I was touched by a stranger.

Dialogue 1..... HE2

Dialogue 2Dead line

Dialogue 3..... BE2

If you choose to go directly to the BE line, then from here, select the third dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE2, the old lady I worked with was crazy with jealousy, really?

Dialogue 1..... HE3

Dialogue 2Dead line

Dialogue 3..... BE2

HE3, Champagne call, after-sales ♪ Zongtai Xiang, Suki

Dialogue 1HE5

Dialogue 2..... Dead line

Dialogue 3BE2

HE5, Larsen, all call! Masking is an invoice spike!

Dialogue 1HE6

Dialogue 2..... Dead line

Dialogue 3BE2

HE6, on the last day, I came back from work in the field and went into the store, and today my friend and grandmother also came.

Dialogue 1HE8

Dialogue 2..... Dead line

Dialogue 3BE2

HE8, obviously spent 1 million, but mentally very bad. Khothrab is all rumors, O Tahi!

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

HE9, the person in charge and the old woman are married. When I said cut, I got ten million pieces.

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, Rokumaru Art Building can't get in, so let's go to the platform of Kamisuki Station.

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

If you want to collect all as the goal, please refer to my way, here the archive selects dialogue three to enter BE, until the end of BE, and save a new file after entering the second week, do not overwrite the archive of HE11

Read the archive of the HE11 program and select Dialogue 1 or 2

After choosing, don't interact with the heroine for the time being, note that from now on, you will only have five days to move, otherwise the heroine will leave, and you need to finish the plot of the follow-up dialogue activation first

First take the train to the Shinsha station platform and get off the train, and go to the ticket gate, after triggering the plot, take the train to the Shinsha station again and get off at the platform entrance (either the ticket gate is the platform, or the staircase between the shops), after triggering all the plots, the follow-up dialogue is activated to enter HE12, and the ending is triggered the next day.

HE12, I went to the free consultation office of the lawyer in charge, and when will I go for the first time next time....

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, the old lady I worked with was crazy with jealousy, really?

Dialogue 1BE3

Dialogue 2..... Dead line

Dialogue 3BE3

BE3, if you show me the traces of risk, will the pervert also be disappointed??

Dialogue 1BE5

Dialogue 2..... Dead line

Dialogue 3BE5

BE5, it's disgusting to be touched, but should I be quiet? Trouble

Dialogue 1BE6

Dialogue 2..... Dead line

Dialogue 3BE6

BE6, the face of getting off the train is too ugly ~ Back home, amka

Dialogue 1BE8

Dialogue 2..... Dead line

Dialogue 3BE8

BE8, I'm starting to feel that being XX is very similar to adventuring.

Dialogue 1BE9

Dialogue 2HE2

Dialogue 3BE3

BE9, when I was on the train with an uncle XX I didn't know, I was easily XX.

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE11, I was also excited with my uncle today~~ Other passengers are also watching.

Dialogue 1BE12

Dialogue 2HE2

Dialogue 3BE12

BE12, Wow, only perverts can win.....♡

Dialogue 1BE

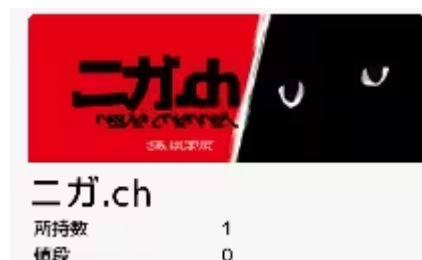
Dialogue 2BE

Dialogue 3BE

Since then, you've completed the character's BE route strategy, and if you play it exactly as I've described, you'll get four skills



Among them, this skill is the most important skill, in order to reduce a certain amount of sight ↓ After obtaining the skill, please upgrade it as soon as possible, it is very important for the follow-up strategy, of course, this is a one-time skill, only effective in one round, please pay attention when using it



The character of the second strategy, the character first appeared in the third carriage on April 13th, and needs to take the train to the auspicious affairs station in the morning to trigger the plot to appear, or the character will wait directly here on the third platform at night (if you can't find it during the day,

you will confirm that you will appear on the platform at night, and then come back to squat the next day).

Second Girl (Deliverygirl)



In the same way, first interact with her in the carriage, but be careful not to rush to interact with the character's plot if you want to trigger it, first rummage through her waist bag to find her mobile phone SNS contact information before continuing, otherwise it will not appear in the phone.

At first sight, the Unber delivery man must use antiperspirants! My chest started to sweat

Dialogue 1..... Dead line

Dialogue 2HE2

Dialogue 3BE2

If you choose to go directly to the BE line, then from here, select the third dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE2, because it is very hot, the chest becomes loose is force majeure. You didn't invite me, did you?

Dialogue 1..... Dead line

Dialogue 2HE3

Dialogue 3BE2

HE3, Eat vitamin tea in "thank you" at the delivery address~😊

Dialogue 1..... Dead line

Dialogue 2HE5

Dialogue 3BE2

HE5, to be honest, I like to be watched. The type that is excited about sight!

Dialogue 1..... Dead line

Dialogue 2HE6

Dialogue 3BE2

HE6, the first delivery is more than time. However, it is also important to help others....

Dialogue 1..... Dead line

Dialogue 2HE8

Dialogue 3BE2

HE8, there are a lot of pictures online of me giving a bad delivery guyThis is a misunderstanding.

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

HE9, which was previously tracked by customers who exceeded delivery time

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, Today..... The contract is terminated by temptation. I can't run on the streets anymore...

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

After saving (be careful not to overwrite the archive), enter the BE line, and after completing the BE ending, keep the file and save the new week to read the archive to complete the HE pre-plot

At this moment, the pre-plot should have been triggered, but there are exceptions, so it is recommended here that when playing, the player interacts with Hinata, and then follows and gets off the car when Hinata enters the color state, Pay attention to whether it's going to the ticket gate., If it's normal, catch up and carry out the activity scene (there won't be additional plot dialogue here, so there is a certain amount of confusion., The point is to check whether the position where the heroine left is the ticket gate), After that, the plot is triggered normally., Then take the bus to Night Valley Station and get off at the ticket gate to trigger the plot., Interact with Hinata in the next round of action after the plot is triggered., And investigate her pocket., Then trigger the plot dialogue., It should be noted here that some versions will cause the plot to be temporarily stuck if they continue to interact and cause Hinata to enter a state of color, so to be on the safe side, you can wait until the time is over and then get off the car directly to complete the plot, and then activate HE12 After the selection, the ending will be triggered the next day.

HE12, the police will take care of it. Thank you, officer....

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, is it rare for delivery people to take the tram? I'm touched a lot....

Dialogue 1..... Dead line

Dialogue 2HE2

Dialogue 3BE3

BE3, I probably don't like to be touched other than to beseen

Dialogue 1..... Dead line

Dialogue 2HE2

Dialogue 3BE5

BE5, I was touched again while riding the tram in the middle of nowhere.....

Dialogue 1..... Dead line

Dialogue 2HE2

Dialogue 3BE6

BE6, well, I just want a lewd inse

Dialogue 1..... Dead line

Dialogue 2HE2

Dialogue 3BE8

BE8, I'm probably looking forward to taking the train on a long journey.

Dialogue 1HE2

Dialogue 2HE2

Dialogue 3BE9

BE9, the tram is cool and comfortable, and it is best for mood change in the rosary~?

Dialogue 1HE2

Dialogue 2HE2

Dialogue 3BE11

BE11, Every time I take the train, I almost forget where my next stop is.....♡

Dialogue 1HE2

Dialogue 2HE2

Dialogue 3BE12

BE12, delivering goods in the car is also an important job ♡ for delivery people

Dialogue 1BE

Dialogue 2BE

Dialogue 3BE

Like Maple Leaf, four skills are acquired at the end of the BE line

This skill is a countermeasure skill to counter the heroine's elbow action↓

Third Girl (Wakaba/Train Conductor)



The third strategy character, Wakaba, is a special character that appears on the morning of April 14th, during which he will move from the first car to the next car in the morning, until the sixth carriage, if you want to interact with this character, you need to pay attention to the need to enter the carriage that will appear in the next round in advance, otherwise you will not be able to meet, and note that in the same round, the character will not cross the carriage, at most will only walk to the door at the end of the carriage and stop, if you cross the carriage and come back, you may lose it. At night, the character gets on the train from car 5 and moves towards the first car, squatting in advance as during the day.

Like other characters, when they first meet, they will first look through Wakaba's bag and interact with them after getting SNS

At first sight, can't you balance hobbies and work?

Dialogue 1HE2

Dialogue 2HE2

Dialogue 3..... Dead line

HE2, I felt lonely when trains were consumed as a means of transportation.

Dialogue 1HE3

Dialogue 2HE3

Dialogue 3..... Dead line

HE3, it was a pleasure to see the cars of the National Railways color today

Dialogue 1HE5

Dialogue 2HE5

Dialogue 3..... Dead line

HE5, I like "Yokosuka color", and the cherry blossom season is beautiful.

Dialogue 1HE6

Dialogue 2HE6

Dialogue 3..... Dead line

HE6, it's painful to shoot the iron news. I think it's a hobby that doesn't bother you.

Dialogue 1HE8

Dialogue 2HE8

Dialogue 3..... Dead line

HE8, push the rumors of scrapping. I don't want to believe it....

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

If you choose to go directly to the BE line, then from here, please select a dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE9, which caused a violent commotion on the popular train, seems to be the reason for the frequent

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, watched the video of the dismantling of the scrapped car, heard the screams of the train..., pain....

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

Archive here (note not to overwrite the archive in the future), enter the BE line, and after completing the BE ending, keep the file and save the new week, read the archive there, and complete the HE pre-plot

Ride the car and get off at the Shinsha Station to go to the platform to trigger the plot, then ride the car again and interact with Wakaba, first choose to check her bag to trigger the plot dialogue, then get off the car, and ride again to the Shinsha Station during the next round of action, and enter the clothing store after getting off the train to trigger the plot

Activate HE12 to select dialogue, and the ending will be triggered the next day.

HE12, recommended vehicles will be donated to the museum!!

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, the most recent molesters have targeted me even while I'm working.....This bothers me.

Dialogue 1BE3

Dialogue 2..... Dead line

Dialogue 3BE3

BE3, I can't understand the feeling of being lewd in the car

Dialogue 1BE5

Dialogue 2..... Dead line

Dialogue 3BE5

BE5, I don't think I'll be able to complete the check-in today..... I was stuck

Dialogue 1BE6

Dialogue 2..... Dead line

Dialogue 3BE6

BE6, because the work is not ready to take the tram

Dialogue 1BE8

Dialogue 2..... Dead line

Dialogue 3BE8

BE8, I'm probably used to beingbumped all over the place at check-in

Dialogue 1BE9

Dialogue 2HE2

Dialogue 3BE9

BE9, it also feels good to ride the train.

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE11, I was happy when I was shaken by the train..... ♪

Dialogue 1BE12

Dialogue 2HE2

Dialogue 3BE12

BE12, I'm looking forward to the time of the check-in..... I was soaking wet.

Dialogue 1BE

Dialogue 2BE

Dialogue 3BE

Completing the BE route also gives you four skills, which are:



This skill is very useful, the effect is that you can switch the direction of the interactive object ↓ After obtaining this skill, there is a small trick, when interacting with the object, if the direction you chose at the beginning is too dense, you can use this skill to switch positions, you will find that the line of sight is greatly reduced, and it will be very convenient to use this skill for follow-up strategies.



So far, Wakaba line HE, BE and four props have been fully collected

Fourth Girl (Nagisa/Red Dress)

The fourth character is Nagisa, who appears at the Nighthawk Station in Car No. 1 on the morning of April 14



The first time I interacted with her, I checked her bag first, and then interacted with her after getting the SNS.

At first sight, while emphasizing the body line, it is different from the children who go to the club.

Dialogue 1HE2

Dialogue 2..... Dead line

Dialogue 3BE2

If you choose to go directly to the BE line, then from here, please select a dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE2, healing men live a life of luxury. Isn't this a dad event? Don't you understand?

Dialogue 1HE3

Dialogue 2..... Dead line

Dialogue 3BE2

HE3, you're happier with me, right? This is the basis of begging

Dialogue 1HE5

Dialogue 2..... Dead line

Dialogue 3BE2

HE5, get married, quit your job, and live an elegant and wealthy life.

Dialogue 1HE6

Dialogue 2..... Dead line

Dialogue 3BE2

HE6, recently, too dad ignored what was read and was very angry. Who?

Dialogue 1HE8

Dialogue 2..... Dead line

Dialogue 3BE2

HE8, suddenly, a creditor came to the house. I don't understand how this is....

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

HE9, the father said that it was a document of the mansion contract, and it was a contract of the joint guarantor

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, every day, every day, every day, every day, the collection calls are non-stop

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

Archive here (note not to overwrite the archive in the future), enter the BE line, and after completing the BE ending, keep the file and save the new week, read the archive there, and complete the HE pre-plot

Normal play here should have triggered the pre-plot, for the sake of safety, first interact with Nagisa until the color state and then follow and get off, observe whether Nagisa is going to the ticket gate, if so, follow up and enter the ticket gate to trigger the activity scene (there will be no additional plot dialogue here), and then enter the next round of action, note that the round of action must be guaranteed to be daytime, take the train to the end of the day at the end of the day, and go to the ticket gate after automatically getting off, and then take the train to Nighthawk Station to the ticket gate and trigger the story dialogue

Activate HE12 to select dialogue, and the ending will be triggered the next day.

HE12, my bankruptcy petition may go through. I'm very happy to be Namabo....

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, I can't believe you're molesting me. I think what a woman is....

Dialogue 1BE3

Dialogue 2..... Dead line

Dialogue 3BE3

BE3, my body that I finally polished became a vulgar person..... I don't like trains.

Dialogue 1BE5

Dialogue 2..... Dead line

Dialogue 3BE5

BE5, sexual harassment is the worst, but when I get to the station, my dad comforts me

Dialogue 1BE6

Dialogue 2..... Dead line

Dialogue 3BE6

BE6, maybe this is also a kind of social research..... Haha

Dialogue 1BE8

Dialogue 2..... Dead line

Dialogue 3BE8

BE8, it's disgusting, but I'm probably more into technology than my old dad

Dialogue 1BE9

Dialogue 2HE2

Dialogue 3BE9

BE9, after getting off the tram, was blushing with fear, was it discovered?

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE11, when you are molested, you are happier than when you receive pocket money.....

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE12, Every time I ride the train, I feel like my life has become more fulfilling..... ♪

Dialogue 1BE

Dialogue 2BE

Dialogue 3BE

This skill can cancel out the detection of sight, and it can be canceled three times when you reach level 3 as soon as you get this skill (passive skills do not need to be actively triggered).



This skill will appear on the heads of the female owners a pointer mark., But occasionally it won't be displayed.,When looking for the female owner, you can bring it if you're not skilled, but it's not very useful.



When this skill is worn, it can double the effect of interactive props purchased online



Nagisa's BE line skills are actually pretty good.,But because its aggressiveness and action are really a bit difficult to top.,It's easier to attack the strategy at this stage.,If you already have a certain degree of play training, you can also choose to directly attack the character to get skills.

At this point, Nagisa HE, BE and four props are completely collected

Fifth Girl (Tanuma/Slacker Gamergirl)

The fifth is the last target of the main game, Tanuma, who appeared at Hakukawa Station on April 16th



As with other characters, players are required to interact with them for the first time and check their bags first, and then start subsequent interactions after obtaining their SNS.

At first sight, I really have a lot of instructions, so I hope you don't bother me.

Dialogue 1HE2

Dialogue 2..... Dead line

Dialogue 3..... Dead line

HE2, are you going to clear out there? You're fucking disabled! Too short, too humble

Dialogue 1HE3

Dialogue 2..... Dead line

Dialogue 3..... Dead line

HE3, Gangquan is really great! I'm just playing the game.

Dialogue 1HE5

Dialogue 2..... Dead line

Dialogue 3..... Dead line

HE5, the short otaku who claims to be just a fan of the game, Aspe.

Dialogue 1HE6

Dialogue 2..... Dead line

Dialogue 3..... Dead line

HE6, for a man who does not have 17 centimeters, please think that he has no human rights and live.

Dialogue 1HE8

Dialogue 2..... Dead line

Dialogue 3..... Dead line

HE8, it's burning all over the world....Even the French don't know that the average height is 16 centimeters....

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

If you choose to go directly to the BE line, then from here, please select a dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE9, she's the damn woman who lost to me in the game..... Isn't she a man?

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, Sponsorship Contract Terminated... The hometown is also surrounded by mass garbage. I'm not a criminal....

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

Archive here (note not to overwrite the archive in the future), enter the BE line, and after completing the BE ending, keep the file and save the new week, read the archive there, and complete the HE pre-plot

Then take the bus to the Nyochanomizu Station and get off, go to the ticket gate to trigger the plot, and then take the bus to Nakano Station and get off at the ticket gate to trigger the plot, and in the next round, take the car and interact with Tanuma to check her bag first to trigger the plot and then get off, at this time, if the next round is night, then take the bus to Huoye Station and get off at the ticket gate to trigger the plot, if the next round is daytime, please interact with Tanuma during the day and trigger the color state, and then follow the get off to enter the activity scene, and then get off at night as above

Activate HE12 to select dialogue, and the ending will be triggered the next day

HE12, the coach's job is interesting, stay away from the Internet for the time being.

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, perverts are disgusting~ Do these guys know who I am?

Dialogue 1BE3

Dialogue 2..... Dead line

Dialogue 3..... Dead line

BE3, is the tram a quarantine facility for Gage?

Dialogue 1BE5

Dialogue 2..... Dead line

Dialogue 3..... Dead line

BE5, I'm killing time by converting the molester's hands into combinations.

Dialogue 1BE6

Dialogue 2..... Dead line

Dialogue 3..... Dead line

BE6, I'm thinking about whether I should stop taking the tram and go cycling.

Dialogue 1BE8

Dialogue 2..... Dead line

Dialogue 3..... Dead line

BE8, the molester can also make a good combination..... I had to learn it.

Dialogue 1BE9

Dialogue 2HE2

Dialogue 3BE9

BE9, after getting on the train, I was much more relaxed than usual and my work went smoothly haha

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE11, ah, it feels so good I can't forget it all.

Dialogue 1BE12

Dialogue 2HE2

Dialogue 3BE12

BE12, yes, yes, molester, molester ♡ immediately fails, fantastic.

Dialogue 1BE

Dialogue 2BE

Dialogue 3BE

Until the end of the BE line, you can get four skills



At this point, the Tanuma line HE, BE and four props are completely collected

And the main-game characters have all completed the strategy so far.,The remaining characters are DLC characters and hidden characters.,DLC and hidden character strategy methods are more special.,So I'll first describe the characters that can be completed by the normal strategy method.

DLC Character #1 (Player Wife)

DLC character - The player's wife, who appeared on Platform 2 on April 16



Just like other characters, the first interaction will be prioritized, and the bag will be checked first, and the follow-up interaction will be started after receiving the SNS.

At first sight, the working environment of the nursery school is supported by the patience of the nursery staff.

Dialogue 1HE2

Dialogue 2HE2

Dialogue 3..... Dead line

HE2, I'm annoyed by my husband's clumsiness. There's no way to show attitude.

Dialogue 1HE3

Dialogue 2HE3

Dialogue 3..... Dead line

HE3, my juniors are really cute, they are not intimidated by my strict instruction.

Dialogue 1HE5

Dialogue 2HE5

Dialogue 3..... Dead line

HE5, I'm not good at showing kindness and making my children and juniors scared.

Dialogue 1HE6

Dialogue 2HE6

Dialogue 3..... Dead line

HE6 started the park management with an app. I pray that you will lighten your load

Dialogue 1HE8

Dialogue 2HE8

Dialogue 3..... Dead line

HE8, the child in the same kindergarten was left on the bus..... Although he saved his life.....

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

If you choose to go directly to the BE line, then from here, please select a dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE9, problems with the application were discovered, but there were only problems with the management of the kindergarten on TV.

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, under pressure from the media, the park decided to close theWhose happiness this

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

Archive here (note not to overwrite the archive in the future), enter the BE line, and after completing the BE ending, keep the file and save the new week, read the archive there, and complete the HE pre-plot

Then take the bus to the women's tea station and get off the bus to the ticket gate, trigger the plot, and then interact with your wife during the ride, check her bag, trigger the plot, and after the plot is triggered, you will get off the bus after the next round of activities and interact with your wife to trigger the color state, and follow the plot after entering the event scene

Activate HE12 to select dialogue, and the ending will be triggered the next day.

Note that there are additional branch routes here.,If the player is in the strategy of his wife all the way, then choose one of the HE ending dialogues here to enter the HE ending.,But if you start here to interact with the five characters of the body.,After interacting with the other five characters, you will enter another ending for the harem ending (no silver party, just simply together),During the interaction with the five characters of the body,Players need to pay attention to the best time to interact with their wives once in three days., You must interact to the state of sexuality, get out of the car and follow to the activity scene, otherwise the wife will leave.

HE12, and the juniors do a nursery. My husband helped me with the difficult formalities and revisited it.

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, although I was already angry, I was even molested..... I'm starting to get headaches.

Dialogue 1BE3

Dialogue 2HE2

Dialogue 3..... Dead line

BE3, a man's libido is just a disservice to a woman

Dialogue 1BE5

Dialogue 2HE2

Dialogue 3..... Dead line

BE5, I don't want to be so tired from the morning..... I can't even talk to my husband.

Dialogue 1BE6

Dialogue 2HE2

Dialogue 3..... Dead line

BE6, the thought that the molester also has a family will have a killing intent

Dialogue 1BE8

Dialogue 2HE2

Dialogue 3..... Dead line

BE8, it's been a long time since it's been this fluffy, disgusting but very interesting.....

Dialogue 1BE9

Dialogue 2HE2

Dialogue 3HE9

BE9, how does this person know my weaknesses...?

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE11, I was getting too much X on the train and was soaking wet..... I had to change my clothes after getting out of the car.

Dialogue 1BE12

Dialogue 2HE2

Dialogue 3HE12

BE12, I need this emotional shift in order to keep working♡

Dialogue 1BE

Dialogue 2BE

Dialogue 3BE

Until the end of the BE line, four skills can be obtained



At this point, my wife-san's lines are completed, I cow my own BE line, the HE line that honestly gets married, and the harem line that opens the harem plainly ends, and obtains four skills

DLC Character #2 (Miss Isuzu)

Next is the last heroine who can be attacked normally, Miss Isuzu, who appeared at the Nighthawk Station in the fifth carriage on April 14



Like other characters, when interacting with Isuzu for the first time, remember to check the bag first and get the SNS before starting to interact

At first sight, no one molested them at their job, and this contact should have been accidental.

Dialogue 1HE2

Dialogue 2..... Dead line

Dialogue 3BE2

If you choose to go directly to the BE line, then from here, please select a dialogue option to enter the BE line (note that this method can only get the ending CG, but you can't get any additional items).

HE2, the couple who reunites after each domestic violence consultation. Is it a guest because it's a cowherd?

Dialogue 1HE3

Dialogue 2..... Dead line

Dialogue 3BE2

HE3, parfait after 8 hours of AV audit without correction! Resurrection!

Dialogue 1HE5

Dialogue 2..... Dead line

Dialogue 3BE2

HE5, the soft-shelled turtle pot that escorts the candle briefcase male queen! I'm so glad I'm alive!

Dialogue 1HE6

Dialogue 2..... Dead line

Dialogue 3BE2

HE6, again domestic violence counseling. It's better to move, but the person concerned won't take it seriously

Dialogue 1HE8

Dialogue 2..... Dead line

Dialogue 3BE2

HE8, the where the consalter was found on the corpse

Dialogue 1HE9

Dialogue 2HE9

Dialogue 3BE2

HE9, because of the message on the Internet, the cowherd was angry. Drugs were also detected....

Dialogue 1HE11

Dialogue 2HE11

Dialogue 3BE2

HE11, everyone said it was the negligence of the police..... I don't know if the person in charge is different, the result will be different.....

Dialogue 1HE12

Dialogue 2HE12

Dialogue 3BE2

Archive here (note not to overwrite the archive in the future), enter the BE line, and after completing the BE ending, keep the file and save the new week, read the archive there, and complete the HE pre-plot

Then take the bus to Huoye Station and get off, go to the ticket gate, trigger the plot, and then take the No. 5 car box to Nighthawk Station to automatically trigger the plot, and then take the bus again to Ogicho Station and get off at the ticket gate to trigger the plot, and then take the train again to interact with Isuzu, at this time, give priority to checking her bag, triggering the plot

Activate HE12 to select dialogue, and the ending will be triggered the next day.

HE12, I didn't stop being a police officer. I want to quit, but someone has to do it....

Dialogue 1HE

Dialogue 2HE

Dialogue 3HE

BE2, I don't want to think about it, but is this really molested.....?

Dialogue 1BE3

Dialogue 2..... Dead line

Dialogue 3BE3

BE3, I didn't expect me to be a victim of an molester..... I'm in trouble.

Dialogue 1BE5

Dialogue 2..... Dead line

Dialogue 3BE5

BE5, indeed, it's understandable that there are women who don't consult with the police.....

Dialogue 1BE6

Dialogue 2..... Dead line

Dialogue 3BE6

BE6, I don't want to quit my job as a police officer, I don't want to take on the trouble, and I don't want to put up with the of a pervert

Dialogue 1BE8

Dialogue 2..... Dead line

Dialogue 3BE8

BE8, if you arrest the pervert on the spot, you lose the of time now

Dialogue 1BE9

Dialogue 2HE2

Dialogue 3BE9

BE9, it feels good..... Maybe it's also good for the police not to work.

Dialogue 1BE11

Dialogue 2HE2

Dialogue 3BE11

BE11, today I used my job to arrest a hateful molester on the spot.....♡

Dialogue 1BE12

Dialogue 2HE2

Dialogue 3BE12

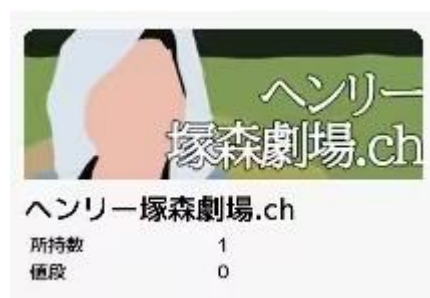
BE12, Also patrolling inside the tram today. The suspicious man was immediately safe♡

Dialogue 1BE

Dialogue 2BE

Dialogue 3BE

Reach the end of the BE line and gain skills



At this point, all the characters who need to choose a dialogue to play the strategy have been completed

Additional Three Non-Thitutter Girls

The remaining three characters have exactly the same strategy method, and they are all put together at once, and they are respectively



The three characters, Muki Nozomi, appeared at Hono Station on April 15, Shinoza at Hakukawa Station on April 14, and Zenmeitsu at Nakano Station on April 20

The three characters also have the BE and HE two ending routes respectively, but it is difficult to complete them in a week at one time, and the HE endings of the three are all in the color state of interacting with the character, and follow the car to enter the event scene more than twice, note that the three HE routes can not use any props (small toys purchased online), otherwise it is extremely easy to enter the BE route

The BE route is to use no less than 10 rounds of items (each action round counts as one use of them) when you are active with the three characters, for a total of two rounds a day, please note that even if they enter the color state, do not follow them into the event scene, and jump directly to the next round of activities

The way for the three characters to enter the ending is to persist until the end of the last day to automatically enter the ending of the character, but the three characters can be tackled together, and finally use the control variable method to enter the ending HE route respectively, the control method is to have more than two different characters after the activity scene, more than five days have not entered the activity scene with the character, the character will automatically leave.

The BE route is to control the number of interactions with the toy.

So far, all the heroine's endings and props of the game have been collected. In addition to these endings, there are four failed endings, which are achieved in the form of ,

1. Rush directly into the track during the waiting stage
2. After being caught by the sight insight, the three choices of admitting mistakes all failed
3. After being caught by the Sight Insight, choose to run away and fail to escape
4. After April 15th, all the characters of the strategy leave.,If all the characters who can get the SNS contact information get SNS, you need all members of the HE line to go before the HE ending is activated.,Then more than five days without advancing the plot causes the characters to leave (this method is more troublesome and not recommended),If you have already obtained some of the heroine's SNS, you need to complete it until it leaves., Or you didn't get any character SNS contact information until the end of the game week (in short, it starts directly from the second week, and no one touches the hang-up until the last day).

At this point, all the endings of the mobile phone are completed, if you play directly according to this strategy, then the four activity scenes corresponding to each character and the three activity states

corresponding to the four scenes should have been unlocked, so far all the gameplay content of this game has been completed.

In addition, the DLC of the previous game can be viewed directly on the recall screen, and no action is required