



[Less-Art Edition]

Word Count: 6500

Introduction

[Zap's Garupaverse](#)

This analysis is devoid of most card arts I included in the original version. If you want the original version, click the link below.

[More-Art Edition](#)

What is this? This isn't any one character, nor is it a Sayo & Hina bit. It's an analysis... on a pairing?

Yes? No? It's a mixed answer. I'm not here to debate pairings or anything like that. Everyone is entitled to their pairings, and you may even dislike this pairing. Even so, I'm going to be discussing the beauty of this pair that has bound me by the neck for the last two years, and I hope you'll join me for the ride. I've been on sort of a hot streak with analyses, anyway, and I'd love to keep the fire going.

Also, when the devs release a card like *that*, I'm not going to just appreciate it idly. It's go big or go home. And when Feeshe, the non SayoRinko fan, makes a writeup about SayoRinko but the SayoRinko fan doesn't, I feel like I'm doing something wrong.

For the first time, I will not divide this into sections based on event story. All at once, I am going to explore band stories, mixed stories, area conversations, lounge conversations, 4koma, 1koma, and even minor things like after-live dialogue and whatever else I choose to talk about. I'm still going to divide the analysis because not having sections is dumb, especially because I'm already imagining how many pages this is going to be.

I'm going to try my best to time event stories with comics and conversations, etc., chronologically, including using both old and new live conversations (I believe this only applies to Sayo's attitude toward Hina, but I'll double-check). This is going to be difficult on account of the fact that dating all of these sources will take longer than actually writing this analysis, so I'm going to preserve my sanity instead.

Now, because this is an analysis of Sayo *and* Rinko, you and I get the liberty of seeing no end to face crops like I did in [*A Look Into Rinko*](#), for *both* of them. One side of this will be analyzing what makes their dynamic so great, and the other half will be "me explaining the SayoRinko lore."

RinSayo. SayoRinko. Same thing.

Analysis

Roots

The *Root* Roots

As always, we start with The Beginning™ (but not the PasuPare band story). In [Bloom of the Blue Rose](#), Sayo notices Rinko walking into the live house with Ako. This is mainly because Ako is being rather loud, so she's drawing attention, but at this point, all Sayo knows is that Rinko is one of her classmates. This is likely just a result of her astute memory and the fact that they're all wearing their school uniforms. Nothing really happens between these two in BS1; as with all bands (except Popipa I guess, KasuAri basically made the band. And Afterglow, since they all know each other), BS1 goes into the initial buildup of the band as the members go from bandmates to maybe even friends within the same event story. Of course, we have these two wild animals known as

Yukina and Sayo who wouldn't outright admit that Roselia is softening up with one another, but hey, actions don't lie. Chapter 20 exposes all.

It should be noted that until Sayo goes through that magical girl "I guess making up with my sister isn't so bad" transformation, Sayo doesn't really begin to develop her relationships with other Garupa characters apart from Hina. Some exceptions, however, may include Yukina, who co-founded Roselia with her, or even Lisa, who Sayo notes as early as DLM Lisa has a bigger impact on the band than she originally assumed (especially since Lisa is shown to be rather rusty on the bass compared to Sayo, Yukina, and Rinko. I do wonder how somebody who became gyarufied like her still managed to maintain that level of skill, though). Because of this, we don't really get into the good stuff until... well, Blossoming in Largo, but in terms of Sayo unlocking the "Let's start making friends with other people" galaxy, this won't happen until, let's say, CCC with Tsugumi. In fact, Rinko makes *the smallest* appearance in this event, and yet, her card episode is one I'll treasure for a long time.

But it's fine, we'll just keep going through these stories. Again, as Roselia goes through the beginning, there's no real relationship being built between two specific members. We *know* from BS1 that Yukina and Lisa (should be) are close, and Ako and Rinko are childhood friends. ~~And somehow, when Sayo is supposed to be the fifth wheel, ends up getting paired with over half of the rest of the band. And the entire Garupa cast.~~ However, we don't get any real insight into these relationships until events like Someday, a Poem for You, NFO Journey, and that one event about Ako finding her definition of

cool that has a really good Rinko card, but the title is really long so I won't bother writing it out. As [A Song Unfinished](#) passes, all we really gain from this is one of the best untrained Rinko arts in the entire game (see below for face crop), more determination and assurance from Yukina (round of applause for Dadkina), and a stronger sense of unity between the band.

Thank you for reading that last paragraph. As promised, the crop of Rinko's untrained art for the event.



Of course, to think that something as inconsequential as no development would stop me is absurd. Welcome to the land of 4koma, where totonemigi gives all of us Bandori analyzers a pat on the back and "Good job!" stickers.

Getting a Little Closer

As early as [4koma #5](#), we get proof that Roselia is rather close. Yukina inadvertently steals everyone's hearts in the last panel, but Rinko is star of the show for two and a half of them. Well-deserved praise is dished out by the dastardly duo Lisa and Ako, while Sayo demands (demands, lol. I guess the phrase is, "passionately requests") the invoice for the materials Rinko used just to compensate her. While this doesn't prove any points, it's one step closer to making the dream real.

We'll get back to 4koma when the legendary Blossoming in Largo event comes to show itself, but we must keep moving.

It turns out that only *one* 1koma features both Sayo and Rinko, and it's the one about Sayo and her clip-on earrings. Somehow, there isn't a second Roselia one where both are present, but you can't do much in a 1koma, as well as the fact that there's no(t usually much) story relevance in them, so that's where we leave the train. But it's straight to the next train.

Area conversations. Now, the magic of SayoRinko is that both of them are the only Hanasakigawa members in Roselia, so for some conversations, they're alone while waiting for the rest of the band. Which is good. I like that.

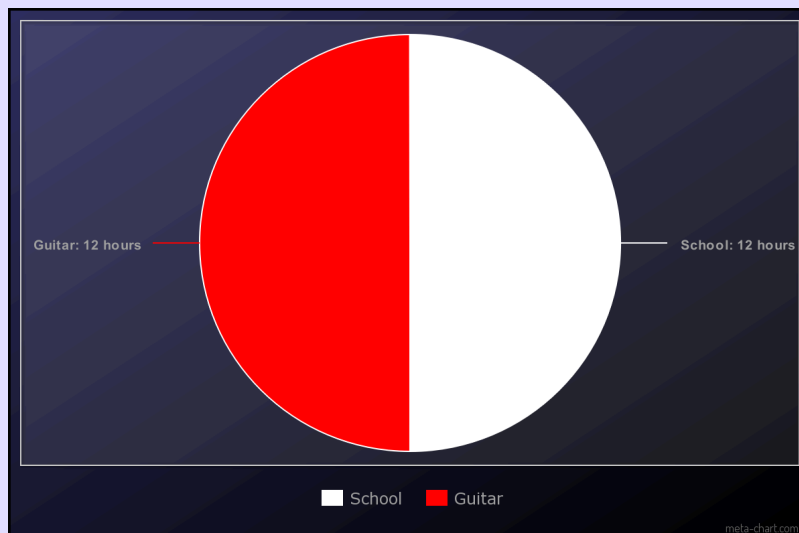
In an old conversation, Sayo and Rinko are together discussing an acai bowl. I mean... okay. In tune with my mild confusion, the conversation doesn't go anywhere. Let's see if this changes in the current conversation.

Now, the conversation sort of goes somewhere. Rinko doesn't know what a smoothie is, apparently? 15 years pass and she didn't take one trip to WcDonald's? For some reason, they're talking about a carrot smoothie, so we get a good reaction out of Sayo as well. It's a short conversation, and it doesn't really do anything, but it's nice.

As I mentioned earlier, another area conversation is about just the two of them waiting outside as they wait for the rest of the band. Rinko activates her passive skill, "I don't like crowds," but Sayo reassures her, since she's there with her. Nice. A little less pointless, and it's nice to see Roselia supporting each other in the small ways.

Some older area conversations include a reference to this pie chart I made:

Sayo's Typical Day



...as well as some more light-hearted conversations; one, where Rinko gets Sayo to see how online games can be fun, and two, where Sayo asks Rinko to help her pick out a book (for TSE, I assume? Though, since it's an older conversation, maybe not) from the library.

Let's go back to event stories. As we wrap up [DLM Lisa](#), we're given an adorable untrained art and a stunning trained art. Rinko works on building up her confidence in this event, and she even gets a little closer to Lisa in her card episode. It's sweet. Sayo is given a nice 2* card, just like last event.



I obviously can't talk about Rinko's arts without showing them, can I?



I will take the liberty of ignoring the beach episode because Sayo's not in it, so that means it's time for Umbrella for the Autumn Rain. Does Rinko play a large part in this story? Well... no, but I'm still going to put her card art here.



Maybe a little biased because this is my favorite costume set, but can you blame me?

And, of course, this being a Sayo event, they give her a ~~4*~~ **three-star** card. I complained in a different analysis, though, so I won't do it again. It's a good card, though, and it has a cute episode about Sayo's anti-carrotism roots.

But hey, it's time to settle in. We're finally getting into some more... *rewarding* zones.

Early Development

Since I have yet to send any crops of Sayo's face, I'll take the liberty of doing it right now, since her 3* card for this event is nice as well. It would've been 4* had this been a double 4* event (which is the same argument you can make for Umbrella. Almost.), but this is still year 1 Garupa, so no blame from me.



I added the tipping plate. I thought it was funny.



Don't worry, I'm not going to *not* show you Sayo with a ponytail. I'm sure doing so is illegal in some countries.

The CCC Dilemma

Ah, [CCC](#). A divisive event for some (though for most, it's usually just "oh yeah that was a pretty cute event that made my day better"), especially since the recent one... well, that's none of my business. This Rinko card is definitely my business, though.



Hear me out. Sayo is still my favorite character, I promise. Sayo's Summerselia card and Blossoming in Largo card (and the Prismatic Duo 4*s, of course) are forever my favorite cards in the game. But Rinko... I don't know. I feel like I'm betraying myself, but after the increased volume of Rinko intake as a result of the recent Rinko analysis and just... well, other personal decisions, I guess, I feel a very strange pull toward Rinko.

This is also not my favorite Rinko card. That's scary. But I've mentioned how 2* art goes above and beyond a few times, and this is one of *many* examples of Rinko 2*s doing the most to try to have Rinko dethrone Sayo as #1.

Well, slowly, I start to understand myself a little better, and it makes sense given this is my favorite pair. Wow, no way, I like *both* members of a pair? That's shocking!!!

Now, let's take a break for a second. Since we're moving onto...

[One of my favorite card stories in the entire game.](#)

Look. Sayo *just* went through Umbrella, so she's slowly becoming a better person already. Not to mention, we just went through all of CCC, so that's an added bonus on top of that. But even then, Sayo still maintains her image as one of the cool-headed girls of Garupa. Yes, we do see that even she is hesitant when "Taking on Something New" (good card btw), but she is still relatively calm when she does anything.

So that's why it's extra beautiful when Sayo is [stuttering like a Wattpad character](#) for half of the episode. And of all people, why Rinko? Well, you could make some arguments, such as:

"Well, they're in the same class."

"Well, they're in the same band."

"Well, they know each other rather well."

These are all excellent points and I agree with all three of them. This doesn't even take away from my point, and nothing I say is taking away from yours. Together, we've just unlocked the "Wholesome" aspect of SayoRinko, and I'm all for that. Is it adorable? Yes, absolutely. And that's all I need.

Of course, Sayo later moves onto making this baking thing a normal thing, which develops Sayo's relationship with Lisa as well as makes the rest of the band's opinion of her go from "Well, Sayo is normally pretty calm and professional, but she does have those soft moments," to, "Well, Sayo is pretty calm and professional, but she *really* has that soft side to her." Which, as just a Sayo fan, is awesome.

So, why is this section named "The CCC Dilemma?" This isn't a SayoRinko event, first of all. Back in the early days of *Zap's Bandori Adventures™*, SayoTsugu was my go-to pairing because... well, the fanart was nice, and I hadn't spent enough time with the cast to come up with a clear opinion. (Then it went to SayoLisa, and now it's fully manifested into SayoRinko.) Also, naming something "The X Dilemma" sounds cool (I used this excuse before. Am I Ako?), so I have no intention of naming it something more accurate.

Sayo Hikawa's Descent Into Madness

Welcome to [NFO Journey](#). The one where Rinko puts the entire band on her back due to invisibility spell ex machina? That's the one. The one right before Neo-Aspect? You know it. While this event in and of itself has no SayoRinko, it is the predecessor of "Sayo Hikawa's Descent Into Madness: How Sayo became Garupa's biggest whale." This is a win not just for SayoRinko fans but also for Sayo fans, because it unlocks a new achievement for Sayo called "Yet another hobby that you don't really expect Sayo to pick up but it only adds to how adorable she can be." If we're talking her *full* descent into madness, of course, all we have to do is wait. For now, we're scratching the surface.

At first, we're shown how inept the other three can be when it comes to technology. Rinko may not know what a smoothie is, but not only is Yukina's WPM -20 (how did you get the keyboard language to english? You need a keybind for that, I'm pretty sure), Sayo doesn't understand pre-programmed dialogue, and Lisa... I mean, Lisa's doing fine, it's just the other two. And besides, Yukina and Sayo were prepared to refuse playing NFO the whole way through. Of course, since Lisa steps in for Ako, she's able to convince the other two that this is probably the best way to get Ako back into the spirit (which ends up happening by the epilogue chapter), so they should just go along with it.

Surely, with all of this in mind, Sayo's not going to even think of touching NFO a second time. I mean, she sees why it helped Ako, and she *sort* of understands how NPCs work. But there's still a lot she has yet to learn, and she's not very good at NFO because of that. It might be in her nature to keep trying, but she's got to focus on her guitar and studies, doesn't she?

I mean... that's what I thought.

Oh, also, Sayo plays as Rinko's character in a GARUPA PICO episode. I think that's cool.

Fruition

The Blossoming in Largo Argument

Oh, hey. It's my favorite mixed event of all time, an event that only comes second to Summerselia (you may wonder why none of the SayoHina events are in my top two. This is because... I mean... anyway, moving on).

In the Rinko analysis, I wrote a lot about this event, so you best believe I'm keeping that trend going.

Now look, it's a very simple event about Rinko trying out a few new clubs and ultimately sticking with none of them, instead deciding to face the final boss and tackle a piano competition. One hosted in a hall filled with tons of people. Rinko things, you know?

But throughout this event, the beauty of SayoRinko blossoms even further. Sayo's is known to be rather coolheaded, and not very assertive. But that last part, not being very assertive? It's got an asterisk above its name. For some odd reason, when the people closest to her are involved, this statement starts to waver. Especially when those people are in trouble. Then, that phrase might as well have disappeared.

This is shown very well in TSE, where Sayo *claims* she's going to be helping Hina on the sideline before stepping in when she foresees Hina and Kokoro messing something up. It's not in Sayo's nature to literally be Lisa, but after all those event stories she's been going through, she's got that Lisa side of her as well.

Now, onto the best parts. Rinko being confused why Sayo is being pushy, and me loving every second of it.

First, Sayo overhears the conversation between Ako and Rinko in the opening chapter. She could've said a word to Rinko about it at school, given her some encouragement, or even more, she could've let Rinko handle it herself. But Sayo knows a few things. She knows that this is new territory for Rinko, and she knows that her intervention could potential make something good happen. She takes that step to help out a friend, and it pays off beautifully.

Of course, Rinko is receiving help from other friends too. Eve is our prime example; she's met Rinko twice that day, and her determination is what sparks the fire in Rinko.

Kanon and Misaki do their part as well, but in the end, it's up to Rinko to tell herself that she can, and so she does.

"(Hikawa-san seems more... forceful today... than usual... Or am I just... imagining things...?)"

Facts.

What's more, seeing Rinko try her hardest... it fills Sayo with determination. That stupid evil flower (in this case, that would be Misaki's skill in tennis... weird analogy.) has nothing against the level 1 Sayo. She goes full pacifist with the power of friendship as she rockets all of the balls back to Misaki's side with little prior experience in the sport. I mean, yeah, okay.

Rinko learns something new about herself in this event. As much as she may *believe* she's been too afraid of change and always backing down, there's nothing that ever really shows Rinko backing down from anything (unless it's a public train, I guess). Even with her fear of crowds, Rinko knows that there's a possibility that there's room for change, and recognizing an issue within yourself is even harder than making attempts to fix it. Rinko proves that she may be one of Garupa's mentally strongest characters.

"(Watching Hikawa-san draw her bow... She looks so... heroic... so cool...)"



TRUE.

Now, let's not discredit Rinko here. Rinko looks very stunning with the outfit on as well. While I could continue rambling for 3-4 paragraphs about SayoRinko in this story, I've said a lot already, so it's time we move on.

Now, I'm not saying that to mean we're moving on from this event story. The 4koma for this event doesn't do much, but I still want to show it because it's cute, and Kasumi fans also get their moment.

[4koma #78](#). I recommend giving it a quick look, you get three memorable expressions from Rinko.

[Also, this after-live conversation](#). I mean... yeah, I don't mind being spoonfed this kind of thing. Keep it coming, you're doing great.

Oh, but it gets better. I learned that Blossoming in Largo had an official manga with it. It doesn't get any more deliberate than this.

I can't read Japanese, though. Sad.



Was this Rinko's image of Sayo when she first approached her? That's funny.



Nice.



Let's go Eve, let's go!



EVE W



Where art thou looking, Rinko?

The Costume Set that Shocked the World

If you've seen the trained set for this event, you may recognize it as one of the most stunning. Now, we do get robbed because instead of Misaki, it's Michelle in the outfit (it's dorky lmao), but even so, this one is captivating. Even before Blossoming in Largo was my favorite event, this was my favorite costume set. And it's no real question why.



We'll start small. Kanon? Stunning.



Due to certain reasons I refuse to show Misaki's trained art. But here, she also looks nice. She doesn't even need the outfit for that.



A little Rinko poggers, of course.



First off, Rinko in Eve's untrained art. Very nice, indeed. But Eve's trained art, however...



Here. The entire card. No cropping. Everything about this is 10/10. No wonder she's a model. Are you kidding me? I tell you Sayo and Rinko are my two favorite characters (you can wedge Hina in there but this is not the analysis for that), and you dish me one of the best Eves to walk the earth? (There are even better Eves out there, and I even use one of her 4*s as one of my Bandori home screen wallpapers. The one with the apple, it's adorable. Good thing I pulled it.) On top of that, it's only three stars? If you want to talk spoiled, look no further. Eve's card just spoiled every Bandori fan out there.

Okay, let's calm down now, this isn't an analysis on Eve, it's—



I'm going to retire after this one. You seeing this one, Proseka fans? It's the four-year old Shizuku x Mafuyu event!

Hey, look, everyone. It's the *third* Sayo-with-a-ponytail I've sent in a row, not to mention this is my second-favorite untrained Sayo in the game (first goes to Summerselia let's go babyyyy). And better yet, this is the untrained art. So let's take a quick look at the trained art and—



Zap.exe has stopped working.

What was once my favorite trained art in the game is now still top 2 or top 3 (if I name my favorite trained art, I'm betraying myself. I have to keep it ambiguous). It does everything the Eve card does, but because Sayo is my favorite character, it does it even better here.



I might just end the analysis here due to how difficult it is for me to get through this section. This section would be 1000 words longer if it wasn't just me praising five cards of the same costume set.



This one is still beautiful all the same. I'm more of a fan of the untrained art, but that hairdo is...

Um... yes.

Since Eve plays a big role in this event, Rinko's card episode is about her and Eve, but also a little about Tsugumi, completing the keyboardist trio.

Sayo's card episode is rather interesting. First, SayoLisa fans get their daily dose of happiness, and it also foreshadows NR1 as well. This isn't the place to talk about that, though. Sayo and Lisa talk about how Sayo can help Rinko without getting in the way, and they do come to a good solution; as long as Sayo watches over her, she's doing the best she can. In the event, all Sayo does is ~~force~~ gently push Rinko toward a new club when she starts drifting from the current one. From there, she just watches, and Rinko does the rest on her own (except the tennis and archery clubs, of course. In these two, Sayo just straight up has her back).

Toward the end, you get a little treat that isn't very SayoRinko but very Sayo.

"By the way, what made you want to help Rinko out so much anyways?"

"I-I just figured it would improve Shirokane-san's performances, that's all."

"Ahaha... Still not honest though, huh? I guess some things never change."

"I'm not trying to hide anything. That's just how... I really feel."

I can pretend this is SayoRinko, but what this tells us is that Sayo has changed. She's not doing this because it would "improve Roselia's music," or whatever she claims (though this is one of the byproducts). She's doing it to help a friend. Slowly, Sayo has shifted her

focus from making good music to making good music *and* lasting friendships, and she's doing very well at that.

When the Neo has an Aspect

In Chapter 2 of [Neo-Aspect](#), Rinko invites Sayo to play NFO. Even though Sayo declines due to SMS... say what? So, in another universe, Sayo would've joined them for NFO? When did this happen?

My, my, this is an interesting turn of events. Let's do some backtracking to NFO Journey. In Sayo's card episode, she notices that a lot of NPCs have available quests, and she thinks of doing all of them. She tries to claim some BS like "But they're in trouble" and "I can't just ignore someone in trouble," but Yukina says it perfectly. She asks if Sayo is getting addicted to NFO. You may side on Sayo on this one and think, "Well, it's a Sayo thing to do, so it makes sense." It doesn't make sense. As a certified video game addict myself, one thing is certain: if you're not into the game, you're not going to go around accepting five thousand side quests no matter what kind of personality you have.

Have you seen or read Gabriel Dropout? In the very first episode, Gab finds an MMORPG and decides to help the players because it's in her nature as an angel to help others. However, she gets so into helping others that she degenerates into a shut-in gamer. Yeah, angel or not, this doesn't happen if the game isn't captivating.

Furthermore, Sayo is itching to get the cave quest done so that they can go back and start accepting side quests. And you're *still* insisting that Sayo's not getting into this game? Alright. If you say so. It gets even better when we look at the Blooming in ZERO story, but that's after NR2, so it's still a long ways off.

"...? Guys, hurry up. Let's go to the mine already.

Once we're done there, we can hear what all of these people have to say. Let's get a move on."

Rinko and Ako also notice that Sayo's acting a little strange. Isn't she getting a little... too into this?

Getting back to Neo-Aspect, though, there isn't really any SayoRinko here. This is more AkoRinko (and a little SayoLisa, I guess) carrying the band through its darkest time as they try to get Yukina back on track.

The same can be said for [Summerselia](#), and while it's my favorite event, it doesn't do much SayoRinko wise.

Oh, and by the way, Backstage Methods passes us by at this time. I like Rinko's card for this one, so here it is.



[Steadfast Pride, Piercing Sunset](#) doesn't do much good for us, either. Ever since Neo-Aspect, Yukina's been on fire with her development, so that's what's happening now.

Y'all they shoved Sayo and Rinko into the same chapter let's goooooooooo

One May Wonder if Blossoming in Largo Had Any Lasting Impact

Wonder no more. Welcome to [Prelude Replay](#). The key here is that the concept of perfect form, perfect shot that Sayo taught her all the way back in Blossoming in Largo still resonates with her now, and I assume it'll resonate within her forever.

Yukina helps with this by offering Rinko her own experience as advice, and it's very similar. It plays a lot into the idea of "ignore problems and just do what you need to do," and it works. Rinko ignores the bazillion people watching her perform and plays flawlessly, embracing the piano which is in front of her and playing as if nobody was watching.



I'm going to fast forward a little, so keep in mind that we've just skipped past about 3-4 events that either of them were in.

Sayo Hikawa's Full Descent into Madness

And here we go. [Blooming in ZERO](#). The event itself is about Roselia clearing challenges that allude to what role they play in the band, but I'm interested in Sayo revealing herself to be an NFO addict. Welcome to Sayo's card story.

"I've done my guitar practice and homework already, and I finished my book last night. All that's left is... NFO?"

That's a sentence I never thought I'd hear Sayo say. She *almost* defeats her demons and decides to do something else, but then the Demon Princess Ako strikes and convinces her to play NFO to grind for materials. A few days pass, and Ako invites Sayo again to keep grinding, but Sayo is... done. Done before Ako is even halfway done. Folks, I present to you, NFO's biggest addict since Rin-rin. "A bit carried away" is an understatement, Sayo.

Also, Sayo and Rinko are Rem and Ram. Yeah, I know. Guess it was meant to be?



Yeah. Yep. Yes.

In Rinko's card episode, she explains the theme park lore to Sayo. Not only that, she couldn't have done so without researching the lore for the entire night prior. It's... it's just lore, and yet, Rinko was invested in it.

"That passion of yours motivates you to dig deep for answers... I'd like it if that rubbed off on me."

Me too, Sayo. Me too.

"Don't be so modest. You've got an unmistakable passion for learning. That's a fact."

Dang, that's rather assertive of Sayo. Good, good.

This train ride continues into 4koma territory for the first time in a while. [4-koma #196](#), the one for this event, shows us that Sayo was interested when Ako said the items would be good. She's skeptical of their stats since the situation makes them hard to get, but then Lisa lets her get a quick look at just how good the items are...

And all of a sudden, Sayo's in front of the pack, as determined as ever to get some sweet buffs.

Just because we discussed the 4koma doesn't mean this train ride is over. Welcome to [NFO2](#), because somehow, Roselia is back in the game.

And strangely, Lisa is getting pretty hooked, too. Well, we learned that she was interested since the opening chapter, and we do know she enjoys sappy stories. Maybe there's some connection there?

"Lisa... Aren't you getting a little too into this...?"

Oh, Yukina said it. Lisa Imai's Descent Into Madness subsection coming soon.

Well, in any case, since this is a video game, and the quest is for five people, it should be expected that there are five people who know how to play video games. There are three. So the other two need to round up the number to five.

They spend time raising Lisa and Yukina's levels while teaching them how to play the game simultaneously.

*"Doing nothing but grinding is starting to get tiring... Besides, I should be...
(Hikawa-san is acting strangely... Is there something on her mind...?)"*

Oh, she's up to something, is she, now?

Indeed. Sayo got so tired of holding up her shield that she decided to switch to DPS. Tank? No, no. Knight. Now that's what I'm talking about. Her card has her in a dress, but I digress; it's 2*, after all.

And, woah, shocker, shocker. The dragon was the true hero, and the king was the impostor!!!!

Sayo's a lot more knowledgeable in this event when it comes to NFO; she dishes out as much advice as Rinko and Ako in this event, furthermore. As expected of the #1 addict.



Uh... well, this is bound to prove some points, right?

Blossoming

CraftEgg is Just Bullying Me Now

[Prismatic Duo](#). The event that wraps up Sayo and Hina's story wonderfully. The event where those that have watched Sayo grow for the last five or so years finally get a wonderful conclusion. But... it's also the event where Rinko had no business saying all the right words, and yet she decided to say all the right words anyway.

"How does my music sound to you?"

Slow down there, Sayo. Next you're going to tell her the moon looks beautiful tonight?

"Erm... Like a prism... of sound..."

When we first... met... It also seemed... so fragile... Like it could break... unexpectedly.

Yes... but now... All that remains... is beauty in its purest form..."

Sayo didn't even need to say the moon was beautiful, because Rinko just said it twenty times over. Though, she still wonders if her playing will sound softer and less noticeable when played together with Hina's.

"No... I think it will become even more... beautiful..."

I, at least... would love to hear it..."

You each have a different style of music... but they're both enchanting... in their own ways..."

Well, well, I never expected Rinko to be so assertive. I see through the lines. I know what you're playing at. Keep it up.

Me When Rinko Isn't that Kind of Person

For some strange reason, Rinko and Tomoe see each other as really swell people. Rinko sees Tomoe as that one person who can swoop in and save the day just like that, and Tomoe sees Rinko as that one person who can swoop in and save the day just like that. In the end, they both have their suspicions confirmed; yeah, both of them are really cool people. It helps that Ako is close with both of them, so that Ako can draw her own parallels.'

No SayoRinko, but now we know that Rinko is cool. Like we didn't already know that.

The Recent Event that... Yeah.

Spoilers for Briar Road ~ Nocturne for Today ~. It's yet to be released on EN at this time.

So, what annoys me is that this takes place before the Hanasakigawa school excursion, which contains one of the best Sayo 4*s in the game and will not let me sleep if I don't pull it. This absolutely sucks because I *also* have to pull the SayoRinko card or else I can't sleep, and I don't think my star wallet can handle that, anniversary bonuses or not.

Unofficial TL is on Bestdori by Aurora_Sub. Just look up Briar Road in "Stories."

Chapter four. Roselia's been on edge due to one of their biggest performances ever... not having the right atmosphere, and they need some time to cool down. Sayo invites Rinko to go get drinks for the band, and so now they're alone.

They discuss their concerns, especially about their disappointment given how excited the audience was for them. Given the atmosphere, though, they're able to be honest each other, and both of them know that they—no, all of Roselia is thinking the same thing, but it's difficult to say it clearly. It's been difficult to stomach their regret that, in a perfect world, they could've done better, but there's nothing they can do to change it.

Chapter five. Rinko comes across a piano and has an urge to sit down and play, but it's getting late. However, Sayo wants her to play. And when Rinko sits down and plays, and when the entire band comes to listen, they all realize that even though they can't do anything about what happened earlier that day, there's no point in trying to run from it. Too many times, now, has Roselia felt the pain of refusing to face their problems. They've all felt it at some point, and they know what they need to do.

Epilogue chapter. Sayo and Rinko are together once more. Sayo reminds Rinko of Blossoming in Largo, and how Rinko faced herself the entire afternoon, participating in activities she would've never participated in in the past, and refusing to give up, even when she started to collapse. Even Sayo says it herself...

"Taking into account how you were, what you did... I thought... you were lovely."

I... I can't even make a joke. This is genuine. She even calls back to Neo-Aspect, where Rinko steps in for Ako after Yukina gets mad at her. Rinko is always there when Roselia starts to go astray, and they've never been off-track thanks to her.

But... Rinko isn't the only one that's done a lot for the band here, is she?

Rinko thanks Sayo for teaching her perfect form, perfect shot, the concept that, honest to goodness, changed her as a person. And speaking of Sayo herself, she's changed a lot as well. She was once somebody with her own aspirations, only working toward herself, but now she's become someone to wholly rely on, somebody that is always there when things feel hopeless. Almost like... the light of moon.

"...It's certainly a little embarrassing to be compared to the moon like this.

You... You're like the moon too... Its light is faint, but it is always reliable.

...Perhaps we have both made it this far because we've influenced each other."

Congratulations, Briar Road. You are now my favorite event.



And of course... here it is. The card that I used for the banner, now making its appearance right at the end.

Conclusion

Love the pair, hate the pair, that's not my issue. What is my issue is that SayoRinko is *clearly* underdeveloped because I'm barely scratching 7,500 words instead of 75,000.

Jokes aside, this pairing has been a real treat and a big reason of why I still love Bandori after two years. I mean, yeah, just Sayo is almost enough, as well as the SayoHina quadrilogy, but I am a big fan of wholesome content, and SayoRinko is as wholesome as it gets. You have Sayo, who helped Rinko learn one of the most important skills she'd ever need in life, and you have Rinko, who helped Sayo enjoy her life a little more, and even showed her a new hobby to enjoy... even if Sayo is addicted.

And Briar Road is just... something else. It has me in a mood I don't think I've felt since I first knew Bandori.

Artists that You May Want to Check Out

Some of them may contain some steamy art here and there. You have been warned. You may always disable R-18 art in Pixiv, but it's not as easy on Twitter.

ZeVi

Primarily SayoRinko art. Dons a chibi-style, but at times goes for full-body. Very comfy art, but gets a little steamy at times.

[Twitter](#)

[Pixiv](#)

[Personal Favorite \(Twitter\)](#)

Personal Favorite (Pixiv) - Album

やえ

No primary pairing, but really nice art. Has a few SayoRinkos on Pixiv that I absolutely adore, but there isn't one art from this artist I don't love. Also hasn't posted on Twitter in two years and Pixiv in four, but who cares.

Twitter

Pixiv

Personal Favorite (Twitter)

Personal Favorite (Pixiv) - Album

KAWA

Primarily SayoRinko. Sometimes has steamy art, but mostly safe. I think. Has one album on Pixiv.

Twitter

Pixiv

Personal Favorite (Twitter)

奏

No primary pairing, and also one of the best Bandori artists I know. Even without SayoRinko, definitely an artist to follow.

[Twitter](#)

[Pixiv](#)

[Personal Favorite \(Twitter\)](#)

[Personal Favorite \(Pixiv\) - Album](#)

I'd recommend more if I wasn't following 600 people on Twitter and 2,000 people on Pixiv. Feel free to look for more on your own terms, but these four are good as well.

The Conclusion to Conclude All Conclusions

Year 3 of Garupa is coming up, as well as the new year. May the new year(s?) be the best anyone has ever seen, and thank you for stopping by and reading the most pointless analysis I've ever written.

Enjoy the new year! And may your ten-pulls be blessed for 2023.

ZappingThunder