

black visuals with only sfx of birds

Miho: ...

I'm lying in bed. Birds chirp loudly, and I can feel the warmth of the sunlight on my face.

show room, maybe over exposed and it fades away

I open one eye, and then the other, adjusting my sight.

My hand goes to my neck.

Miho: It's still here...

My necklace is as warm as ever. If someone was going to rob me, that's the only thing I have that seems valuable.

Carefully, I climb out of bed.

I feel... fine. I feel great! That was maybe the best night's sleep I've ever had.

I can only hope that where I stay next is just as comfy. I wonder if I could get away with spending another night here, whether that's with permission or not.

I crack open the door and sneak downstairs.

kitchen bg

Miho: Hello...?

All I hear is the quiet hum of the people shuffling a few rooms over.

I figured the lady from last night would be waiting somewhere to give me a talking to. Instead, it seems like I'm free to leave.

Miho: Should I try and find her? Does she even remember me?

It's possible that by now, she has no recollection of letting me into that room. That means that if she caught me now, she might think I was trespassing!

Miho: On the other hand...

Miho: It hasn't been that long... I do want to keep staying here.

After all, if I'm not kicked out, maybe I can come back.

Miho: Or maybe I should go somewhere else.

It'd be smart to have a backup plan!

Open Map + 3 options:

Map Tutorial:

Welcome to the world of Please Be Happy! On the map, you can **select** locations to visit and spend time in. Just take note though - most locations **will pass time!** How you experience the story will be **up to you**.

Events that **will pass time** will be marked with a **clock icon**. Some events will only show up at certain times and on certain routes!

For today, you can see all the events... but **in the future**, you'll have to **pick and choose** how you spend your life!

[Town - Child 1](#) (Available morning and afternoon)

[Mt Victoria - Scenery](#) (Available morning and afternoon)

[Library - Juliet](#) (Changes time)