

***some notes: The game has two ch, the first being common which any points here are persistent once you finish first playthrough but this can be changed if you replay and didn't escape

Ex.

Say you have 3klein pts after first playthru, after going into memo ch you'll have a base pt of 3klein pts which would be reset if you didn't choose to proceed to memo ch.

Common:

"I don't want to get up":

"Fine...I'll get up.":

Choose option; does not have any effect

"It wouldn't hurt if I just run away...right?":

Only choose after first playthrough then choose left->right->forward

**Afterwards you'll have to go the memo ch on this doc

"I should probably wait for her to return...":

**if choosed to wait

"Actually, I'm freezing from last night.":

klein+1

"I feel fine...\\":

"I should distract myself by looking outside...":

"Maybe I should talk to Klein":

Klein+1

"I don't mind going.":

"No its not like that- I want to look around for a bit more!!":

Klein+1 +unlocks cg later

"I think we should go back....":

"Actually, I'd prefer to go back...":

"Do you think it would really work...?"

"I'll believe that...":

klein+1

"I'm ready to leave.":

"Sorry, I need go somewhere first...":

Klein+1

"It doesn't hurt that much...":

"It hurts a lot...you're taking responsibility for it.":

Veris+1

"Pluck one from his head.":

veris+1

"I'll just take your word":

"Wait in silence for him to notice.":

"Secretly touch his head.":

Veris+1

"Get closer to him":

Veris+1

"Focus on staying awake":

Memo ch:

"Hear him out.":

"Reject immediately":

Veris+1

**the perfumes: pick all options but don't buy until ask vender appears and click that to get option:

"Experimental product":

"Buy the perfume.":

Veris+2

"Sure, I'll give it a go.":

"No, I'm fine.":

**Either options works, just be aware your budget might be important later on

"My name is...":

amy+1

"Sorry, I'm in a hurry...":

"I'll go with you...":

amy+1

"Sorry I don't have time...":

"Let's not assume he's a beggar...":

"I should spare some change...":

Klein+1

**option shows only if you accumulates 2 amy pts

"stay at temple":

"Go back to meeting spot":

Ending

"I actually just happen to sleep in...":

Veris+1

"I forgive you...":

"take his hand":

klein+1

"stand up on my own":

"Your eyes...they're really pretty...":

klein+1

"Sorry you had to go through all that...":

"No, I'm alright...I can keep going...":

klein+1

"Ok, I'll take a break...":

"I'll go with Veris actually...":

veris+1

"I'll stay...":

Klein+1

"I understand but I can't trust you anymore...":

"I'm not afraid of you...":

Klein+1

**if accumulated 9+ klein pts and chose "Yes...", you get ur first kiss cg :D

***available choices depend on pts:

"I want to stay with you...":

**Klein route requires at least 7+ for normal ending and 10+ for the other that includes another kiss cg. <3

"I want to meet with Veris..."

**veris route always appears if you have 7+ veris points or less than required for klein

Veris route:

"Hyemis.":

Veris+1

"Name.":

[name input]:

Input veris or Veris:

Veris+1

[flower input]:

Input myrtos or Myrtos:

Veris+1

**if you have accumulated less than 11pts you get the normal end otherwise if you have 11+ pts you get ending with the kiss cg.

[illegible]

Also in case anyone keeps not getting kiss cg and suspects I didn't incorporated it:
Here- take a piece of it ></



Of course I personally opened the game and took the screenshot myself, and of course I'm not spoiling anymore since you'll have to get the other 2 kiss cgs >v0/

The only few problems with the 1.0 version I fixed in the 1.1 version so I think that most of the bg are properly named now. But thank you for those who report the errors and everyone for playing, I hope you have gotten through all the endings successfully and thank you again for playing the game!! :>

What are you scrolling for there's nothing more to see

You must be really bored

Lol, wut do you expect by going thru several blank pages- anyways I hope you feel a bit emotional after playing...afterall, good stories...makes you feel emotions physically...and I definitely tried to do that and if I did...I mean either ways it doesn't stop me from writing sadder stories in the future, I'll just make them more sad just so to make sure the people playing my game feel these emotions, I wouldn't mind sniping all my characters especially the love interests to get to that objective either- but anyways since you scrolled quite a bit to get here I'll tell you a bit on my upcoming project that probably wouldn't get worked on till like april bc that's when I get a bit of break from school and I get to put my motivation towards it but the project will be i guess 2d vn with more interactive 2d things on it, I'm still writing the characters and deciding on their story but also the main plot and maybe post a bit about it on like twitter, maybe I'll open a patron page?, or devlog after I finish the demo since it'll prbly be a priced game since I need some mula -^-.