FROOT BASKET VALENTINE WALKTHROUGH

Sutoro Goichi, the Strawberry

"Happy" Ending

- 1. Tell him you do remember his name.
- 2. Tell him his name is Ricardo. He'll think it's amusing.
- 3. Walk around the school.
- 4. ...with Sutoro.
- 5. Ask for help with the chocolates
- 6. Give the chocolates to Sutoro

"Bad" Ending

Any other choice that doesn't follow the above in the specified order will get you a "bad" end with Sutoro if you choose to give him the chocolates at the end of the day.

Beau Nana, the Banana 🍌



"Happy" Ending

- 1. Tell Sutoro you remember his name.
- 2. Pick "Sutoro". Beau will be happy you actually remembered.
- 3. Walk around the school.
- 4. ...with Beau.
- 5. Give him a high five.
- 6. Give the chocolates to Beau.

"Bad" Ending

Any other choice that doesn't follow the above in the specified order will get you a "bad" end with Beau if you choose to give him the chocolates at the end of the day.

Renji Oh, the Orange 🍊

"Happy" Ending

- 1. Tell Sutoro you remember his name.
- Pick "Kenji". Renji likes that because it's similar to his name.
- Walk around the school.
- 4. ...with Renji.
- Call him "Oh-oppa".
- Then call him "Renji".
- Give the chocolates to Renji.

"Bad" Ending

Any other choice that doesn't follow the above in the specified order will get you a "bad" end with Renji if you choose to give him the chocolates at the end of the day.

Pierre Paer, the Pear 🍐



"Happy" Ending

- 1. Shake your head.
- 2. Stay in the infirmary.
- 3. Recuperate with Paer-sensei.
- 4. Search literally everything you can search until you find the note.
- 5. Keep the note a secret.
- 6. Give the chocolates to Paer-sensei.

"Bad" Ending

Any other choice that doesn't follow the above in the specified order will get you a "bad" end with Paer-sensei if you choose to give him the chocolates at the end of the day.

Apollo Ringo, the Apple 🍎



"Happy" Ending

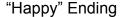
- 1. Tell Sutoro you remember his name.
- Pick "Sutoro". Ringo-sensei will be relieved you actually remember something.

- 3. Stay in the infirmary.
- 4. Recuperate with Ringo-sensei.
- 5. Lend him the book.
- 6. Give the chocolates to Ringo-sensei

"Bad" Ending

Any other choice that doesn't follow the above in the specified order will get you a "bad" end with Ringo-sensei if you choose to give him the chocolates at the end of the day.

Satomi "Spine" Kosaka, the Pineapple

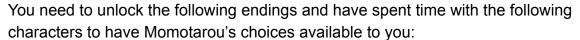


- 1. Shake your head.
- 2. Stay in bed.
- 3. Neither.
- 4. Tell her she's got a pineapple for a head.
- 5. Give the chocolates to Spine.

"Bad" Ending

Any other choice that doesn't follow the above in the specified order will get you a "bad" end with Spine if you choose to give her the chocolates at the end of the day.

Momotarou Oyama, the Peach



- Apollo's "Happy" Ending
- Spine's "Bad" Ending
- Walked around the school with Beau
- Walked around the school with Renji
- Recuperated with Paer-sensei

"Happy" Ending

- 1. Tell Sutoro you remember his name.
- 2. Tell him his name is "Momotarou".

- 3. Walk around the school.
- 4. ...to find Momotarou.
- 5. Talk to everyone except the pretty girl.
- 6. Bring up basketball...

"Bad" Ending

When the conversation about remembering him comes up, picking anything else except the basketball topic should get you the bad end.