

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.
2. Pick “Kenji”. Renji likes that because it’s similar to his name.
3. Walk around the school.
4. ...with Renji.
5. Call him “Oh-oppa”.
6. Then call him “Renji”.
7. 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.
2. 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 🍍

“Happy” Ending

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 🍑

You need to unlock the following endings and have spent time with the following characters to have Momotarou's choices available to you:

- 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.