

Item/Weapon Guide

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Basic guide

[1st playthrough tips]

Your character levels will be low, and it'll feel like there aren't quite enough recovery items.

It is better to **avoid unnecessary battles and escape from enemies**.

However, if you end up encountering enemies related to your characters' phobias, they will build up fear quickly. Kippei and Rikana have the least number of phobias.

In particular, Kippei is great for a first playthrough, as his "backpack" perk makes things easier since you'll be able to hold more items.

Rikana's "dictionary" is not necessarily the most useful perk, however it's great for those interested in the game's lore, as you'll be able to read all memos you run across without needing to carry the pages items.

Try not to walk in the shadows. The enemy encounter rate increases significantly.

The order of your party members matters, and can be changed in the menu.

The 1st character's level will affect the enemy encounter rate. The higher their level, the lower the rate.

The 3rd character does not get targeted as often in battle. Use this to your advantage if one of your party members has a high fear gauge, and they will be more likely to survive.

The game will prompt you to **throw away keys you no longer need**. There's no reason to keep them, so just throw them away.

If the game does not prompt you to throw away a key, there is still use for it.

Weapons are equipped in the order they're positioned in the character's item list. The top weapon is the main weapon. Additional weapons the character holds will act as secondary weapons, at half of its attack power.

Character strength = maximum weight of weapon(s) you can carry.

When the weight of the weapon(s) exceeds their strength, the attack power decreases proportionally.

Strength - weight held = speed in battle.

The lower the weight carried (in proportion to strength), the faster their battle actions will be.

Try to heal your fear gauge by leveling up. Healing items can be used in an emergency. Beds should ideally be used as a last resort, or to initiate events.

Importance of certain exploration items:

Try to carry around at all times: rope, hammer, small key

Take it out of the item box when you need it: plank, ladder, bandage, match

Homura can be used to defend another character, which aids a certain battle tactic.

Reorder your party so that Homura and a berserk party member are at the front. Defend the berserk partner with Homura while using the berserk partner to attack, utilizing their increased chance for critical hits.

In the latter part of the game, it can also be safe to keep your other party members in berserk status and continually run away.

[Fear Gauge / Heart]

Once a character's fear gauge exceeds a certain level, they will enter "berserk" status (critical hit rate increases).

Upon surpassing the fear limit, they will faint. After the battle ends, they will automatically recover to 0 fear, and one heart will be depleted.

Hearts cannot be recovered.

When a character reaches one heart, they will become “hopeless”.

When a character becomes hopeless, they will no longer fear their phobias.

When a character loses all hearts, they die.

Homura: 5 hearts

Kippeï / Seijiro: 4 hearts

Mia / Yachika / Rikana: 3 hearts

[Character perks]

Homura	Plastic Bottle	Can be used 3 times. Greatly recovers fear.
Mia	First-aid box	Heals paralysis, poison, and injury.
Yachika	Hairpin	Opens simple locks. Some locks can only be opened with a hairpin.
Kippeï	Backpack	Can carry 6 items.
Rikana	Dictionary	Can be used to read all memos. Also, can be used in battle to reveal the enemy's attribute.
Seijiro	Lighter	Lights up dark areas.

[Phobias]

*A character encountering one of their phobias will increase their fear gauge.

Upon winning a battle, the fear gauge recovers. If you run away, it does not recover.

	Mia	Yachika	Rikana	Kippeï	Seijiro	Homura
Human		💀	💀			
Spirit	💀			💀		
Insect	💀	💀			💀	
Animal					💀	
Abomination	💀	💀			💀	
Fear Incarnate, Tentacles	💀	💀	💀	💀	💀	💀

[Status effects]

Poison	Walking and each turn spent in battle will increase fear gauge.
Paralysis	Can't act during battle. Recovers after a battle ends.
Injury	Attack power is halved.
Curse	Turns into poison after walking or spending several turns in battle.

Berserk	Critical hit chance increases.
Faint	Can't act during battle. After battle ends, the number of hearts decreases by one and the fear gauge recovers.
Despair	Attack power decreases significantly. Use a recovery item to cure.
Hopeless	Fear gauge no longer increases when facing their phobia.

Berserk will generally “cure” any prior status effects such as poison.

“Hopeless” status cannot be healed, due to the fact that hearts cannot be recovered.

[Affection]

Conversation options (Can go up, down, or not change, depending on dialogue choices.)

Rest together in bed (Affection +10)

Use recovery items on them (Bottle +5 / Drink +3 / Cookie +2 / Gum +1)

Cooperative attacks may occur when fighting with characters with high affection.

Some events only occur at 30+ affection.

If you take the last break at 80+ affection, you will enter into a "special relationship" with them.

Affects ending and epilogue.

[Conversation]

Choosing an option that suits their personality will increase affection.

Mia: Be reassuring.

Yachika: Be straightforward. Hopeful-sounding options tend to not work.

Kippe: Be manly.

Rikana: Follow her lead.

Seijiro: Be honest.

*See [conversation guide](#) below for specifics.

[Items (in battle)]

*Can be used from the item menu. In the case of a weapon, select it in the item menu to “equip” it, then attack normally.

Rope	Restrains humans
Spray Can	Large damage to insects
Match	Large damage to animals
Rosary	Large damage to spirits
Sulfuric acid	Large damage to abominations
Electric drill	Has a chance of causing instant death to humans
Crossbow	Has a chance of causing Instant death to all enemies
Old hammer	Can be used to attack (all enemy types)

Items

[Items]

Gum	Slight recovery of fear gauge
Cookie	Medium recovery of fear gauge
Drink	Large recovery of fear gauge
Cigarette	Recovers fear gauge. Only usable by Seijiro.※
Plank	Can be set in specific areas to bridge 1 square of space.
Broken ladder	Can be set in specific areas to bridge 2 squares of space.
Rope	Can be tied to stakes to descend to a lower floor.
Pages 1-3	Allows you to read hint memos.
Match	Lights an area. (Infinite use)
Bandage	Cures injury. (Infinite use)
Antiseptic	Cures poison. (Infinite use)
Spray Can	Large damage to insects. (Infinite use)
Sulfuric acid	Large damage to abominations. (Infinite use)

※On an amusing note, this item was actually added subsequently in an update after the game's initial release, as it was so difficult to manage Seijiro's fear gauge.

[Recommended Items - 1st playthrough]

- Sharp chef's knife (44/3): Due to its high attack power and low weight, it's really useful to equip on weaker characters, or to lower your weight so you can increase your speed in battle.
- Demon katana (86/10): One of the strongest weapons you can acquire on your first playthrough. See [weapons section](#) below for how to acquire.
- Rosary: Nullifies curse, and does great damage to spirits. It's useful to equip on Homura and let him defend the others.
- Rope: Great against human enemies, which appear more often in the latter part of the game.
- Love tester: Especially useful for subsequent playthroughs, when trying to get particular events or endings. Use to check character affection points.

[Recommended Items - 2nd+ playthroughs]

[True route]

- Electric drill (50/10): Useful in combat, as well as exploration. Can cause instant death to humans, and can be used to open screwed doors.
- Talisman: Only obtainable by using Yachika's hairpin on a locked box in the last map of the true route. Heals fear gauge when used in battle (infinite use).

[After true route]

- Crowbar (65/15): Used to open nailed boxes and doors. See below for how to obtain.
- Crossbow Gun (79/11): One of the most powerful weapons in the game, as it can cause instant death to almost all enemies. However, it is also extremely slow. See below for how to obtain.
- Obis bottle and Doll are also useful for decreasing characters' life and affection, for certain event/ending conditions.

[Special items]

[Dad's pipe]

Can be found in the main hall 1st floor west corridor, using a plank on the west side to enter the toilet, and descending to the lower floor.

If you talk to Professor Yamanobe while it is in your inventory, he will take it and give you the love tester in return.

[Memento clothes]

Received after you get the True End.

If you have it on you while you're in a hiding spot, Fear Incarnate and Tentacles will not find you.

[Gold Key]

Found in the last dungeon of the true end.

If you get the gold key in the last dungeon on the True End route, you will start out with the gold key at the beginning of your next playthrough. Used to obtain the crowbar.

[Electric drill]

Can be obtained in the last dungeon on true end.

Can be used to open screwed doors. Also usable as a weapon.

[Crowbar]

At the very beginning of the game with Homura, enter the room on the left and use the gold key to open the box.

Can be used to open boxes that are nailed shut. Also usable as a weapon.

[Obis bottle]

In the dungeon break room (crowbar required).

Can be used to reduce hearts by one. If you use it when there is only one heart, the fear gauge will rise to the limit.

[Videotape]

*After starting the machine in the clock tower, you can play them on the main hall 2nd floor west corridor, east side, in the video deck.

Video Tape A: Main Hall 1F, Room with Yamanobe

Video Tape B: West Wing Route, West Wing Underground Corridor Break Room

Video Tape C: East Wing Route, to the south of the video deck room (the room you get the warding ring). *Put in a fake book into the bookcase to reveal a hidden room. The tape is inside the locked cabinet.

Video Tape D: East Wing Route, Main Hall 2nd floor east, passage on the west side of the stairs

Video tape E: East Wing route, main hall 3rd floor break room

*Fake book is in the main hall 2nd floor west corridor northwest room. One of the many scattered books.

[Talisman]

Can be obtained in the last dungeon on true end. There is a locked box that only Yachika can open with her hairpin.

Can be used in battle to recover fear gauge (infinite use).

[Doll]

In the east wing route, when Seijiro is acting alone in the optional event, when you arrive at the end of a pathway near a set of stairs, walk behind the stairs and break open the cracked north wall. Within the hidden room, examine the bloody letters on the wall. The Doll will be in your item box.

Using it will make the user berserk. Useful for adjusting affection in late-game.

Weapons

Weapon	Atk Pwr	Weight	Location(s)
Broken Board	8	3	Chapel 2F, South Passage Shelf
Broken Scissors	4	1	West route: West wing 1F corridor, west room cabinet East route: East wing 2F toilets Main route: Main hall 1F behind a red door, in the cupboard
Dagger	6	2	Underground Small Room
Scissors	6	2	Chapel 2F North
Wooden Board	16	4	Chapel 1F Northwest Magic Circle Room
Rusty Knife	13	4	Chapel 1F
Broken Spear	18	8	Chapel Hidden Room
Small Axe	25	7	East route: Forest hut
Steel Pipe	30	11	Equipped by Seijiro upon rejoining
Chef's knife	22	4	Main Hall 1F west corridor cafeteria
Wooden sword	39	6	East wing Forest hut, hidden room at the bottom right of the stone statue room
Machete	42	13	East route: Northwest pier in the lake, use a hammer to destroy the red ground on the right, and destroy the north wall of the hut Main Hall 1F West corridor toilet
Warrior Spear	55	15	Main Hall 1F East, Broken Armor Statue
Silver Spear	65	15	Clock tower 1F northeast box
Silver Knife	30	6	Main Hall 2F Southwest Corridor
Bloody blade	54	16	In the corpse room in the path from the courtyard to the main hall, below right of the save point
Heavy spear	33	15	Main Hall 1F East, break room
Crowbar	65	15	Open the locked box with the gold key in the beginning of the game (Homura part) after clearing the game with the gold key.
Icepick	15	2	Main Hall 2F Balcony
Rusty Katana	19	11	Main Hall 1F East corridor underground hidden room near the magic circle.
Crossbow Gun	79	11	Main hall forest area (crowbar required). *Can cause instant death to all enemy types.
Electric Drill	50	10	True end last dungeon. *Can cause instant death to human enemies.
Cleaver	99	14	See below for how to obtain. *Can cause instant death to all enemy types except spirits.
Bloody Bat	66	5	See below for how to obtain.

Sword	99	15	See below for how to obtain.
Rusty Scissors	30	1	See below for how to obtain.
Bloody Knife	45	5	See below for how to obtain.
Iron Axe	99	20	See below for how to obtain.

[Whetstone]

***Use by using a weapon in front of the whetstone in the west corridor cafeteria on the main hall 1st floor**

Sharpened knife	26	3	Sharpen a rusty knife
Sharpened spear	36	7	Sharpen a broken spear
Sharp chef's knife	44	3	Sharpen a chef's knife
Honed blade	60	13	Sharpen a bloody blade
Demon Katana	86	10	Use a vial of blood on the kitchen whetstone, then sharpen a rusty katana.
Broken Katana	16	5	Sharpen a rusty katana without using the vial of blood first.

[Demon Katana] (86/10)

Use the vial of blood on the whetstone, and then sharpen a rusty katana to get the demon katana.

[Rusty Katana]

Main Hall 1F East corridor near the break room. From the corridor, enter the hidden room opened during the prologue. Descend into the underground to where the magic circle is located. Break the wall to the right of the circle and enter to obtain the rusty katana.

Note: If you sharpen the rusty katana without the vial of blood, it will become a broken katana.

[Vial of Blood]

Main Hall 1F West corridor, use a plank to go to the toilet on the west side.

When you leave the bathroom, you encounter a Mad Man.

The place where the Mad Man came out is a staircase and you can go down.

There is a crack on the rock wall at the bottom right, and if you break it and proceed, you will get a vial of blood.

[Crossbow Gun] (79/11)

After defeating Shima, go to the main hall 1st floor, and exit from the east corridor to the outside, where you picked up a plank near an iron gate. Unlock the iron gate, and go to the place Homura commented about remembering a path there. Use the crowbar to open the door to obtain the crossbow gun.

[Cleaver] (99/14)

Obtainable only in very specific conditions.

You must have both Rikana and Yachika selected as your partners. Make them sleep together in beds until their second bed event scene, before you reach and enter the clocktower. Rikana then needs to become hopeless. Go rest in the maid room (the break room closest to the kitchen), with Homura on lookout duty. You need to have unlocked and entered the kitchen at least once for the event to occur.

After Yachika leaves the party, go to the kitchen, and you will get the cleaver.

It has the highest attack value in the game, and can cause instant death to everything but spirits.

Note that the cleaver cannot be obtained on Yuki route, as Homura's sleep is interrupted and a dream sequence is not triggered.

[Other unique weapons]

After acquiring the Necronomicon and "reuniting" with your lost party member on the normal route (not true route), if you decide to kill them instead of "talking" to them, you can acquire a unique weapon from their corpse.

Kippe:	Bloody bat (66/5)
Seijiro:	Iron axe (99/20)
Mia:	Bloody knife (45/5)
Yachika:	Sword (99/15)
Rikana:	Rusty scissors (30/1)

Route/Ending Guide

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Opening

[Professor Yamanobe Section] *Skipping does not affect the main story.

Use the key from the item menu while in front of the door, and enter inside.

In the 2nd floor west side room, examine the stone statue. Collect the [\[Blue Key\]](#).

On the 2nd floor east side, enter the blue door and get [\[Videotape A\]](#).

Check the upper center stone statue in the 2nd floor stone statue room.

↓

Go to the 1st floor east room where Shima was.

Fight a cockroach, then go to the 1st floor west dining room and use the [\[Plank\]](#) in the room to go to the back door.

(If you examine the hole in the floor before placing the plank, an event will occur.)

Open the stone box and get a [\[Hammer\]](#). Hammers can be used to destroy cracks in walls and other breakable objects.

↓

Enter the blue door on the east side of the 1st floor.

Break the wall (between windows) and get [\[Armor Shield\]](#) from the stone statue.

Back in the corridor, break another wall and obtain [\[Armor Spear\]](#).

↓

Go to the 2nd floor stone statue room and use [\[Armor Shield\]](#) and [\[Armor Spear\]](#) in front of the statue in the top center of the room.

Go to the 1st floor east room to check on Shima.

Return to the room where you got the spear and proceed into the hole.

↓

Join Shima on the way back to the lobby of the main hall.

At the deepest part of the corridor, enter the library, and check the bookshelf at the bottom left.

Go down to the basement and check the dead end.

Check the magic circle that appears in the center.

The dead end opens up, and the opening ends.

Select a Partner

[Introduction]

Select a partner character after Seijiro and Rikana arrive. **(Cannot be changed later)**

Use the plank to go to the 2nd floor.

Go down the stairs at the end of the path, and return back to the hallway.

Enter the room that opened up.

Check the box on the bookshelf, then get the unbroken [\[Chair\]](#).

Use the chair to get the box.

Open the box and get [\[Ancient Text\]](#).

Return to the 1st floor lobby.

Select your second partner character. **(Cannot be changed later)**

If Seijiro is not in your party, go to the [West Wing route](#).

If Seijiro is in your party, go to the [East Wing route](#).

West Wing Route

***If you did not bring Seijiro, the game proceeds on this route.**

[West Wing Section]

There is a break room just below upon entering the West Wing.

[Break room]

You can save by examining red books.

Resting in bed restores fear. You can only rest once for every break room you find (there are a max of 7).

Items can be stored and retrieved freely from the item box. The item box storage is connected between all break rooms, so store anything you don't need.

If your partner(s) leave the party for any reason, their items are automatically stored in the item box.

(Note for subsequent playthroughs: If the item box is full, items automatically stored in the item box via lost party members or new game+ can be permanently lost.)

↓

In the southwest of the corridor, push over the bookshelf to open a new passage.

Proceed through the passage, peeking into the windows.

Leave the passage, pushing over what is blocking the exit.

↓

In the northwest room of the corridor, get a [Small Key].

(Can be seen while peeking into this room through the hidden passage.)



↓

In the west room of the corridor, obtain [Broken Scissors].

Examine a hole in the south of the room, and an event occurs.

↓

Return to the corridor, and proceed through the north door to enter the chapel.

↓

Pick up the [Snake Key].

Examine the table on the lower right of the room from the chair side, and you will get a [Match].

There is a break room at the northeast door.

Get [Bandage] at the north door. (Event occurs if Mia and Yachika are in the party.)

↓

Return to the corridor and open the door with the snake emblem on the east side.

Read the memo on the desk and go through the hidden door.

Proceed through, and an event occurs.

Select "Back to the corridor".

Escape through the cracked wall.

↓

Go back into the hidden room and get [Broken Ladder] and [Antiseptic].

Go to the southwest of the 1st floor corridor, and use the broken ladder to access the stairs to the 2nd floor.

Sort the pictures in the corridor in the order of "teen, baby, man, boy, old man".

Pick up the [Lily Key] from behind the old man's picture.

↓
Go to the 1st floor corridor to the northwest side room and open the cabinet with the lily key to get [Binoculars].
Return to the 1st floor hidden room and look into the window in the southwest. Use binoculars at the window.
Go to the chapel and play the piano.
Enter the open door, and you will be chased by Fear Incarnate.

↓
[Fear Incarnate]
Hide in one of the areas like the piano in the chapel, or the bed in the break room on the 1st floor (hiding places are colored differently). If successful, the event will end. If you are found, run away and try another hiding spot.

↓
Return to the magic circle room and check the notes on the desk.
Get the [Plank] and [Pages 1].
There is also a fridge in the upper left of the room that can be opened with broken scissors. Open to obtain a [Drink] and wine. Drink the wine or give it to a party member, and an event will occur. (A CG event will occur if you give it to Mia or Kippe.)

↓
On the 2nd floor of the chapel, check the stone statue in the north, and check the gap in the railing on the right side. Push the stone statue down.
Get the [Spray Can].
Use a plank to proceed through the open door.
Examine the skeleton in the center of the small room, you'll fall with it into a hidden room on the 1st floor.
Move the stone statue in the room from the right, and go down the stairs that appear.
Bring a match, and enter the underground passage. (There is a [Match] in the cupboard if you aren't carrying one)

↓
There is a break room on the bottom left side. Inside is the [Video Tape B].
Go east to the small room and get an [Old Hammer].
Proceed towards the stairs on the upper right and Fear Incarnate will appear.

↓
Escape to the basement and proceed along the west passage.
Destroy the stone statues on the way with the old hammer.
Keep going until the dead end, and destroy the stone statue.
Return where you came while Fear Incarnate is stopped.
Pick up the [Bloody Key].

↓
Rubble will fall when you try to return to the small room in the east.
Break the rubble with the old hammer, and take the central stairs upstairs.

↓
An event will occur in the break room northeast of the chapel.
While you have access to the item box, bring a spare unneeded weapon and food item with you.
Go to the 2nd floor of the chapel into the south door, and proceed through the passage to where the skeleton was. Open the middle cupboard with the bloody key to get [Broken Ladder].

↓
[Tentacles]
When you try to return through the passage, Tentacles appears.
Return and run away. Examine the door multiple times and it will open.
Follow the passage to the right, use a broken ladder for the hole, and go through the door to the right.

↓
You will meet up with the other group.
Give them 1 weapon and 1 recovery item. (If you don't, their condition will worsen. Give one item, and the other party members will lose one heart. Give them nothing, and they will all become hopeless.)

↓
Go to the 1st floor corridor, and the passage to the east wing is now accessible. Enter to the east wing.

[East Wing / Forest Section]

There is a break room immediately as you enter. The bed cannot be used.

↓

Go up the stairs and proceed through the northeast door.

Tentacles will appear near the stairs in the back.

(If you have Kippeï with you at 31+ affection and Homura dies to **Tentacles**, an event will occur.)

As you run away, the floor will give out.

Enter the lower right door, and operate the machine.

↓

Return to the area around the stairs on the 2nd floor and open the east door with the bloody key.

Read the memo and defeat 4 enemies. The mirror will break and you will be able to go outside.

Get the **[Rope]** on the table.

(If you did not give the other party any resources, and the other party includes Kippeï, Seijiro, and Yachika, peek into the window by the stake and an event will occur.)

Use the rope on the stake, and go into the forest.

↓

There will be a break room to the northwest.

Get the **[Pages 2]**.

Proceed through the forest to the hut.

After you enter the hut, to the south is a break room (save only).

↓

Open the east door with the bloody key.

Enter the room and then try to leave. The cupboard will collapse, and you get an **[Old Hammer]**.

Read the memo on the table and an event will occur.

Walls of a different color can be destroyed with the hammer.

↓

Put your finger in the oil painting in the room.

Go down the hidden stairs that appear, and examine the tombstone in the center.

Go down the stairs.

↓

Before breaking the stone statue, break the lower right corner of the room with the hammer and enter the hidden room.

Go back to the stone statue and destroy it with the hammer.

Fear Incarnate will appear. Escape back through the forest, climb the rope, and run back into the east wing.

↓

When you pass through the dark area to get to the west wing, an event will occur.

Immediately return to the east wing. (If you don't, the party member who fell behind will die.)

Head to the 2nd floor. Select "There's something...". (If you choose the other option, you can't proceed into the east wing anymore.)

Approach the toilets, and select "I'm opening it!".

Battle against the skeleton.

↓

Go back to the west wing.

(If you did not give the other party any resources, and the other party includes Kippeï, Seijiro, and Rikana, rest in the west wing break room bed and an event will occur.)

Head north into the chapel, and destroy the stone statue.

From the 1st floor hidden room, go down to the basement and head east.

Proceed in, destroying the rubble on the way.

↓

Once in the courtyard, head north and destroy the stone statue.

Head over to the west wall of the area, and then go south until the nearest corner. Examine the lower left corner, and dig up [\[Sulfuric Acid\]](#).

There is also a [\[Rope\]](#) near the west wall.

Go down the stairs that appear in the northwest.

↓

Enter the dungeon.

(If you did not give the other party any resources, and the other party includes Kippe, Seiji, and Mia, an event will occur.)

Continue to the [\[Main Hall Route\]](#).

East Wing Route

***If Seiji is in your party, the game proceeds on this route.**

[East Wing Section]

There will be a break room right above as you enter the east wing.

[Break room]

You can save by examining red books.

Resting in bed restores fear. You can only rest once for every break room you find (there are a max of 7).

Items can be stored and retrieved freely from the item box. The item box storage is connected between all break rooms, so store anything you don't need.

If your partner(s) leave the party for any reason, their items are automatically stored in the item box.

(**Note for subsequent playthroughs:** If the item box is full, items automatically stored in the item box via lost party members or new game+ can be permanently lost.)

↓

(There is a dead rat near the entrance. If you use a rusty knife on it, you can get a drink, but the heroine's affection will decrease.)

Get [\[Pages 1\]](#) in the break room.

In the next room, pick up the [\[Antiseptic\]](#).

↓

Go to the 2nd floor and get the [\[Match\]](#) and [\[Broken Scissors\]](#) from the toilets.

Exit the toilet and use a plank to proceed.

From the corridor, the southeastern room has a [\[Bandage\]](#), the eastern room has a [\[Plank\]](#), and the northeastern room is a break room.

From the north stairs, descend to the 1st floor.

↓

On the 1st floor, get the [\[Small Key\]](#).

Examine the cracks in the wall south of the stairs.

↓

Go back to the 2nd floor, and the cracks on the wall on the 1st floor will break.

Go through the dark passage, using the plank to proceed. Turn your back to the door and use a match/lighter.

When you examine the wall facing the stone statue in the room, there will be a switch.

Press the switch in the order of "middle, right, left", and get the [\[Silver Key\]](#).

↓

Return to the 2nd floor corridor and open the door on the west side (in front of the break room) with the silver key.

Go down the stairs and head north.

There will be a break room to the northwest.

↓

Proceed to the north door and get a [\[Cup\]](#) in the room. (An event will occur if Mia is the heroine as you enter the room.)

Climb the stairs, topple the pillar on the lower right, and go to the 2nd floor corridor.

Exit the corridor to the south, head west to enter the toilets, and fill the cup with water from the sink. (You can also fill the cup with water from your Plastic Bottle.)

Go back to the corridor, enter the southeastern room, and examine the bloody skeleton. Give it the cup of water.

↓

From the north stairs, go down to the 1st floor and head south.

If you examine the cookie on the table while a party member is not at 0 fear gauge, a conversation event will occur. (Give it to them, and affection will increase. Don't give it to them, and you will obtain the cookie.)

Obtain the [\[Brass Key\]](#) in the room with the magic circle.

Fear Incarnate will appear when you try to leave the room.

↓

[Fear Incarnate]

Hide in one of the areas like in the toilet on the 2nd floor, or the bed in the room where you gave water to the skeleton (hiding places are colored differently). If successful, the event will end. If you are found, run away and try another hiding spot.

↓

Seijiro leaves. Return to the room where the magic circle was, and get the [\[Brass Key\]](#) again.

Wander around the magic circle room until you encounter the enemy "ghost".

Wait for 1 turn and you will be transported somewhere else. Pick up the [\[Rope\]](#).

↓

When you get back to the 2nd floor corridor, go down the stairs on the west side door to the 1st floor and proceed to the south room.

Use a rope on the stake and go underground.

Go north and get the [\[Broken Ladder\]](#).

↓

Return to the 2nd floor corridor and go down the stairs from the north passage to the 1st floor. Use the broken ladder on the east side to proceed.

After the event, go to the upper room toilet and pick up the [\[Spray Can\]](#). (If Rikana is the heroine, enter the toilet for an event.)

Use the brass key to open the south door. Bring a match.

[Forest / Lake Section]

Go east, and after the pier and iron gate, go southeast into the forest hut.

Enter and there is a break room below.

↓

When you leave the hut and try to return, Seijiro joins again.

Use the stick to get the [\[Iron Gate Key\]](#).

Open the iron gate and proceed around the lake, through the northeast gap in the woods.

↓

In the north hut, read the memo and an event will occur.

Exit the north hut and board the boat from the pier. (Bring a match)

Get off on the northwest pier, enter the west door, and get [\[Binoculars\]](#). (If Yachika is with you and has 31+ affection, 'attack' her and an event will occur.) (If Kippeï is with you, an event occurs.)

↓

Use the boat and go to the central pier, and use the binoculars from the pier while facing east. (You don't have to make notes.)

↓

Check the tomb. Go inside.

Obtain [\[Broken Ladder\]](#).

Check the box to get the [\[Sculpture\]](#).

↓

(If Kippeï is with you and has 31+ affection, an event occurs.)

After the event, leave your party member at the west pier, and go to the northeast pier.

Enter the north hut.

Return to the west pier and go back into the east wing.

↓

Escape from **Tentacles**.

Hide somewhere, like the bed on the southeast of the 2nd floor.

After escaping, Seijiro gets an [\[Old Hammer\]](#).

↓

A [\[Rosary\]](#) can be obtained from the bathhouse.

In the nearby toilet, break the rubble with the hammer, and use a broken ladder to get to the left toilet. Inside is a [\[Steel Pipe\]](#) and another [\[Broken Ladder\]](#).

↓

From the 1st floor, head south until you reach the room with the piano.

Go down the rope and head northeast while breaking the rubble.

Obtain [\[Rope\]](#) in the small room.

The upper left wall of the small room can be broken with a hammer. Destroy it and proceed.

↓

When you reach the corridor, go to the north room.

(While you have access to an item box, take out an unnecessary weapon and food item.)

Climb the stairs, cross the bridge on the south side, and reunite with the other party.

Hand over 1 weapon and 1 food item to the other party. (If you don't, their condition will worsen. Give one item, and the other party members will lose one heart. Give them nothing, and they will all become hopeless.)

(If Yachika or Rikana are in the party, an event will occur.)

↓

Return to the kitchen and enter the newly opened hole in the upper left.

There is a break room to the north in the corridor.

(If you touch the doll in the room, an optional event segment will be entered into.)

Notes for the optional event: If you fight and kill Seijiro, he will die. If you get caught by **Tentacles**, your partner will die.

↓

Go west through the passage and use a rope on the stake to go underground.

Pick up the [\[Rope\]](#).

Proceeding through the underpass, an event occurs.

Go back to retrieve the sculpture. (If you have the sculpture, you will lose it here.)

↓

Escape from **Fear Incarnate**.

Run deeper into the underpass, and you will get trapped inside.

After wandering a while, it will get flooded, and you will be able to get out by using the ladder above. Exit to the courtyard.

↓

Go out to the courtyard, go straight west. Once you hit the west wall, go south until the nearest corner, examine the lower left corner, and dig up [\[Sulfuric Acid\]](#).

If you destroy the rocks in the right of the courtyard, you can return to the east wing. If you enter the hidden path behind the kitchen and go into the break room, an event will occur.

↓

From the courtyard, head north and enter the main hall, and an event occurs.

Go down the west stairs to enter the dungeon.

Continue to the [\[Main Hall Route\]](#).

Main Hall Route (common to east and west)

[Main Hall Section]

*Both the west and east wing routes proceed the same from here.

From the dungeon break room, proceed through the cave.

(If someone has died, the doors will be able to be opened. Otherwise, go around.)

↓

There is a save point near the upper right of the corpse pile.

*There is also a [\[Bloody Blade\]](#) near the bottom right of the save point. (See image)



↓

Go out to the main hall's outside graveyard. (If you open the box, your fear gauge will increase.)

Enter the main hall.

Obtain the [\[Main Hall Key\]](#).

Proceed north. (Depending on the heroine's affection, an event will occur where they will comfort (41+?) or frighten Homura.)

↓

From the main hall 1st floor corridor, go outside from the eastern exit and obtain the [\[Plank\]](#).

(If you did not give the other party any resources, and the other party includes Mia, Yachika, and Rikana, examine the wall where the painting fell and an event will occur.)

Use the plank for the hole on the north side of the corridor.

Inside is a break room.

↓

Enter the corridor's northeast door to get the [\[Broken Ladder\]](#).

↓

As you go southwest through the corridor, the door will open. Go inside.

Use the broken ladder to proceed to the 2nd floor.

↓

Enter the door to the west of the stairs.

Exit to the hall, head south of the stairs, and enter the door.

Get the [\[Pages 3\]](#).

(If you had a plank and tried to use it to go directly down to the banging door, you will fall back down to the 1st floor.)

Enter the right door.

Get a [\[Bandage\]](#).

↓

When you go out to the balcony, the passage will collapse and you will not be able to return.

After crossing the ladder bridge, proceed through the northeastern door.

(If you had a plank and tried to use it to go back up, an event will occur.)

Enter the door to the armor statue room, and pick up the [\[Red Key\]](#).

↓

Escape from **Tentacles**.

Find a hiding spot like in the balcony pillars.

↓

Open the red door to the north from the room where you got the red key, and get the [\[Broken Ladder\]](#).

Obtain [\[Broken Scissors\]](#) from the cupboard.

↓

Proceed along the passage to the southwest of the 2nd floor corridor.

There are stairs to the 1st and 3rd floors, but there's no reason to go to the 3rd floor at this time, so go to the 1st floor.

↓

Get off on the 1st floor and there is a break room at the east.

*There are no more new beds after this.

↓

Go through the red door and enter the east door to the kitchen.

Immediately as you enter, a knife will fly at you, so move to avoid it (your other party members can get hit by it as well). If you or a party member gets hit by the knife, their hearts will decrease by 1.

Obtain [\[Accelerant\]](#).

Obtain [\[Old Hammer\]](#). (East Wing route only.)

Read the memo and an event will occur. (West Wing route only.)

There is a whetstone in the room to the upper left, which you can use to sharpen certain weapons. (See [weapons guide](#) for more info.)

Use the broken scissors on the refrigerator to open it, and then use a spray can to get rid of the insects, and you will get 2 drinks.

↓

Go to the south room with the fireplace. Put the accelerant in the fireplace, and light it with a match/lighter.

↓

Use a broken ladder to set a path to the east, and then destroy the wall next to the pillar with a hammer.

Check what was crushed by the fallen shelf, and the back cupboard will open.

Check the cupboard and get the [\[Clock Tower Key\]](#).

↓

Proceed to the eastern stairs to the clock tower. (An event will occur if you examine the doll.)

(If you do not have a full party, break the different colored wall to gain a new party member.)

↓

There is a save point as soon as you enter the clock tower.

Proceed to the top.

Obtain [\[Oil\]](#) and [\[Plank\]](#) near the item box.

↓

Use oil on the machine and start it.

Descend back to the bottom and return to the main hall.

(If you walk along the inside of the path, your heroine will fall down. Save them for +5 affection, otherwise they will die.)

↓

Escape from **Tentacles**.

Homura will collapse.

↓

After regaining consciousness, take the videotape on the desk and play it in the next room.

↓

Wake up at the nearest break room.

(If Mia is the heroine, the pendant sequence begins. Go to the clock tower to retrieve the pendant. Otherwise, if you don't look for the pendant, make Homura rest, or leave the room while Mia is hopeless, she will die.)

↓

[Optional - Demon Katana]

If you don't yet have it, get the Demon Katana while you can.

Go down to the main hall 1st floor west corridor. Use a plank and proceed into the west toilet.

Check the toilet, and try to leave. Battle the Mad Man. Go down where the enemy appeared to descend underground. Here you can pick up [\[Dad's Pipe\]](#) and a [\[Vial of Blood\]](#). (Give Dad's pipe to Yamanobe later to receive the [\[Love Tester\]](#).)

↓

Go to the main hall 1st floor east corridor near the break room. From the corridor, enter the hidden room opened during the prologue. Descend into the underground to where the magic circle is located. Break the wall to the right of the circle and enter to obtain the [\[Rusty Katana\]](#).

↓

Carry both the vial of blood and rusty katana to the kitchen. Use the vial of blood on the whetstone, and then sharpen the rusty katana to receive the [\[Demon Katana\]](#).

↓

[\[Continue main route\]](#)

Go up to the main hall 2nd floor and talk with Professor Yamanobe.

↓

In the 2nd floor west side passage, enter the right room, and pick up the [\[Warding Ring\]](#).

With the warding ring, you will now be able to walk on the green paths.

↓

In the east wing route, go to the upper left room of the hallway to get a [\[Fake Book\]](#).

Use the fake book into the bottom bookcase of the room you got the warding ring to open a hidden room, where you can get the [\[Video Tape C\]](#).

There is also a [\[Video Tape D\]](#) in the north of the 2nd floor hallway. (East wing route only)

↓

Head north in the hallway to get the [\[Sculpture\]](#) near the savepoint.

↓

Shima appears. Follow him to the 3rd floor and select "I'll go with you."

Your heroine (or Rikana, if she's with you) will leave the party.

Enter the break room to the north and get the [\[Iron Gate Key\]](#) from the cupboard in the back. (In the east wing route, there will also be a [\[Video Tape E\]](#).)

Enter the southwestern room and obtain the [\[Rosary\]](#) from the wardrobe.

Go into the southeast door and proceed up. (If you enter the room twice without getting the key, an event occurs, and they will die.)

Battle with Shima.

↓

Go back to the 2nd floor to the east, and go down the stairs to the 1st floor.

(Do not enter the 3rd floor break room again or you may end up battling [Fear Incarnate](#), which is not worth doing until the next playthrough.)

Go left to enter the room where Yamanobe is. Talk with him and pick up the [\[Video Tape A\]](#).

If you had 3 party members, your 3rd member will leave. If you intend to abandon them, take all of their items now, or else the items will be lost (and not sent to the item box).

↓

This is the time to go play the video tapes, if you have them.

↓

Go back to where Yamanobe is, and proceed to the south.

Use the statue in the center of the circle.

↓

You will be separated from your partner, and have to go search for them.

The map isn't that big, so you can find them by circling around.

*Mia is camouflaged and is harder to find.

[Character locations]

Mia: Northeast

Yachika: East

Rikana: Southeast

Kippe: Southwest

Seijiro: Northwest

↓

Receive the [\[Necronomicon\]](#).

Return to Yamanobe.

↓

Proceed to the magic circle.

If you go north, there is another magic circle, so go to its center.

Fight against your party member. Talk to them to get them back, otherwise defeat them and they will die. (You can retrieve a unique weapon from their corpse.)

↓

Escape from **Tentacles**.

Use the yellow corpses as a guide while running away.

Return to the southern magic circle, through the right door, through the main hall 1st floor, east corridor, forest, underground passage, through the courtyard.

↓

Item box.

Save point ahead.

↓

Don't look back.

After passing the danger zone, pick up the drink and cookie along the way.

↓

Fight against **Fear Incarnate**.

Use the rifle. Yamanobe will join the fight and stop **Fear Incarnate** from acting for several turns.

Do enough damage, and Yamanobe will give you another rifle bullet. Use it to defeat **Fear Incarnate**.

↓

Ending

True End

***Only accessible on the 2nd playthrough**

Proceed normally up to the point you've dealt with Shima.

↓

Go to the 3rd floor break room, and have Homura carry the sculpture.

When you try to leave the break room, **Fear Incarnate** will appear. Fight back instead of running.

Use the sculpture on **Fear Incarnate** to weaken it, and you will be able to defeat it.

↓

Leave the break room and then go back inside it. Pick up the [\[Jewel Key\]](#).

From the 2nd floor west corridor, enter the southwest room, and use the jewel key to open the box. Get the [\[Old Photo\]](#).

Break the cracked wall in the upper left of the room.

↓

Talk with Yamanobe on the 1st floor.

Proceed to the south.

Use the statue in the center of the circle.

↓

You get separated from your heroine, and have to search for them.

*Mia is camouflaged and difficult to find.

[Character locations]

Mia: Northeast

Yachika: East

Rikana: Southeast

Kippe: Southwest

Seijiro: Northwest

↓

Receive the [\[Necronomicon\]](#).

↓

Proceed to the door southwest of the room and open the jewel box with the jewel key.

Get the [\[Photo\]](#). Read the notes.

↓

Return to Yamanobe, and fight against “???”

↓

Go north from the savepoint.

↓

Enter the last dungeon, and head east.

↓

[Optional - Talisman] *Yachika required

If you have Yachika in your party, there is a locked box within the last dungeon that only a hairpin can open.

From the entrance of the map, at the first branch, go north, then west, then continue north to find the chest.

Inside is a [\[Talisman\]](#).

Return to the original branching section.

↓

From the entrance, head east at the branch.

At the next branching path, turn left for the [\[Gold Key\]](#).

(3 steps to the left and 1 step down from the position in the image.)



↓

Proceed north, and you will see a drill item. At the next branch, go north to get the [\[Electric Drill\]](#).

↓

Return to the branch and go west.

Proceed to find an item box and a save point (examine the bones).

Proceed ahead.

↓

A fight occurs.

Use “Scream!” repeatedly or attack normally to defeat them.

↓

In the next battle, continually use the Necronomicon.

↓

Fight **Yuki**.

Stall by attacking until she transforms.

↓

Fight the **Princess of the Decay**.

Use "Love!" to recover fear.

Always keep your fear gauge at 0 during the fight.

Homura will not get attacked directly.

↓

After doing some damage, she will announce her target before the turn begins.

If they get hit, they will die instantly, so protect the target.

Big tits: Mia

Don't look too smart: Yachika

Little boy: Kippe

Cold eyes: Rikana

A hassle: Seijiro

Once you've protected your partners twice, the battle will end.

↓

Ending

Yuki route unlocks.

Receive memento clothes.

Notes for a 3rd playthrough:

Once you obtain the gold key from the True End last dungeon, it will appear in the room at the beginning of the game (with Homura).

Pick up the gold key, and enter the door to the left. Use the gold key to obtain the [\[Crowbar\]](#).

Crowbar-required items:

[Obis Bottle]

When you arrive to the dungeon break room, open the box inside with the crowbar to receive the [\[Obis Bottle\]](#).

[Crossbow Gun]

After Shima, go to the Main Hall 1st floor east corridor and exit to the east. Examine the area Homura comments on earlier about remembering a path, and use the crowbar on the door to obtain the [\[Crossbow Gun\]](#).

Most other boxes opened with a crowbar contain a [\[Drink\]](#).

Yuki End

*Unlocks after getting the True End

Don't rest with any other character for the whole route - only have Homura keep watch.

When you get the jewel key, make sure to open up the cracks in the jewel box room.

[\[Yuki dialogue choices\]](#)

I'll do what I can

I do love you

Sure, if you want

Of course I do

No, I wouldn't

Of course

I'd save you

Yes, you are

↓

After talking with Yuki 7 times, go to the main hall 1st floor and go to the room where Yamanobe is.

Proceed to the south.

Use the statue in the center of the circle.



You get separated from your other party member, and have to search for them.

[Character location]

Mia: Northeast

Yachika: East

Rikana: Southeast

Kippe: Southwest

Seijiro: Northwest



Choose to kill your party member.



Yuki will join you in the room where you can take the last break.

If you exit the door on the right, you get the Yuki End.

If you enter the bottom door and read the diary in the jewelry box, you get the True Yuki End.

Map

Refer to the following site for a map. The labels are all in Japanese but may still be useful to get your bearings.

<https://www.doujinkey.com/腐界に眠る王女のアバドーン マップ>

The maps on this page are listed in the following order:

- West Wing Route
 - West Wing
 - East Wing
- East Wing Route
 - East Wing
 - Outside
- Main Hall Route (common)
 - Underground~Main Hall
 - Main Hall
 - Clock Tower
 - Last Dungeon

Event/CG Guide

From <https://akunaki.blog.fc2.com/blog-entry-224.html>

Homura

[Kippej]

In the west wing route, have Homura defeated by Tentacles while in the east wing. Kippej at 30+ affection.
CG: Homura-02

[Fake Homura]

Location: Main hall break room

Occurs: Mia must be in the party. After you arrive to the main hall, rest with someone other than Mia in bed.
Occurs if this is the 2nd+ time using a bed, and you have a higher amount of affection with the other party member than with Mia.

Character: Mia

CG: Homura-03

[Shima rape]

Location: After obtaining the warding ring, the 3rd floor of the main hall

Characters: Party must be Homura, Seijiro, Kippej.

Occurs: After the heroine is taken away by Shima, kill off your 3rd party member before reaching the area Shima has the heroine hostage. Enter the room twice and have Shima kill the heroine. Have Homura killed by Shima.

Note: Shima will only appear and capture your heroine if you have a full party at the time. Your party members must be killed during the Shima event to get this CG.

CG: Homura-04

[Confinement]

Location: Next room after getting Necronomicon.

Occurs: Open the jewel box and break the wall. Kill your party members and enter the jewelry box room alone after getting the Necronomicon. Open the jewelry box and read the notes.

CG: Homura-06 to 08

[Yuki defeat]

Location: True end last boss

Occurs: Have your two partners killed by the Princess of the Decay. (Also works if your partners die during the fight against the decayed other party member, or against Yuki.)

CG: Homura-09

Mia

[Rancid Room]

Location: Main hall 1st floor large room

Occurs: Enter the room while Mia is in the party.

CG: Mia-04

[Lake]

Location: In the basement of the lake (East wing route)

Occurs: 30+ affection.

CG: Mia-05

[Kiss with Homura]

Location: After entering the main hall and following the path

Occurs: Rest together with Mia 3 times in bed before arriving to the main hall.

CG: Mia-06

[Pendant]

Location: Return from the clock tower and exit the break room

Occurs: After seeing the “Kiss with Homura” event, continue to the clock tower and return back. Go into the break room near the kitchen. Mia needs to be hopeless at this point. Upon leaving the break room, she will immediately leave the party to find the pendant herself. Go to the clock tower.

CG: Mia-13 and 14

[Necronomicon]

Occurs: Have Mia die in the pendant event. Get another party member so you have a full party. (You can get a new member by entering the break room near the kitchen, and examining the save point.) Get the warding ring, meet Yamanobe with 3 people in the party, and use the sculpture at the magic circle.

Receive the rifle from Yamanobe, and go to the magic circle. Fight against and kill the other character.

CG: Epilogue-03

Yachika

[Lake]

Location: Get on the boat and get off on the northwest pier (East wing route)

Occurs: 30+ affection

CG: Yachika-03

Rikana

[Toilet]

Location: East wing 1F Toilet

Occurs: When Rikana goes to the bathroom, enter the toilet and select “Hurry up and open”

CG: Rikana-03

[Hidden feelings]

Location: Main hall, room where Yamanobe is captured

Occurs: Have one dead party member, and Rikana is hopeless.

30~80 affection with Rikana.

After getting the warding ring, go to Yamanobe, try to leave the room, and Rikana will separate from you.

After that, enter the same room from the 2nd floor.

CG: Other-22

Kippei

[Peep]

Location: At the lake’s northwest pier, enter the door and look into the bathhouse (East wing route)

Occurs: Automatic

CG: Kippei-04

[Lake]

Location: Lake basement event (East wing route)

Occurs: 30+ affection

CG: Kippei-05

[Envy]

Go to bed with Yachika 4 times. After arriving at the main hall, and Kippei is hopeless, rest together with Kippei.

CG: Kippei-08

Seijiro

[Fake]

Location: After returning into the east wing and reuniting with the real Seijiro.

Occurs: Automatic

CG: Seijiro-02

[Strong arm]

Location: East wing 2F passage. Event where you give food & weapons to the other party.

Occurs: Occurs when trying to return to the corridor after the event

Characters: Yachika, Rikana

CG: Seijiro-03 (Yachika), Seijiro-04 (Rikana)

[Hopeless]

Location: Break room bed

Occurs: Seijiro hopeless. When the party is only two people.

CG: Seijiro-07

[Envy]

Go to bed with Rikana 4 times. After arriving at the main hall, and Seijiro is hopeless, rest together with Seijiro.

CG: Seijiro-08

Common

[Ancient Text]

Location: First Lobby 2F

Occurs: Use the chair to get the box on the shelf.

Characters: All

CG: Mia-01, Yachika-01, Rikana-01, Kippe-01, Seijiro-01

[West Wing Hole]

Location: West Wing route only. West Wing 1F Corridor West Room

Occurs: Get the other character to investigate the bed tunnel.

Characters: Mia, Yachika, Rikana, Kippe

CG: Mia-02, Yachika-02, Rikana-02, Kippe-02

[Fear Incarnate defeat]

Location: Event when Fear Incarnate appears

Occurs: Get defeated by Fear Incarnate. The last character who fainted is the target.

Characters: Homura, Kippe, Seijiro

CG: Kippe-07, Seijiro-06, Homura-01

[Tentacles defeat]

Location: Event when Tentacles appears.

Occurs: Get defeated by Tentacles. The last character who fainted is the target.

Characters: Mia, Yachika, Rikana

CG: Mia-08, Yachika-05, Rikana-05

[Separation]

Location: Anywhere

Occurs: The heroine is hopeless and runs away. Randomly happens in the middle of battle or when moving maps. Find them and you will get an event reuniting with them.

Characters: All

CG: Mia-17, Yachika-11, Rikana-11, Kippe-11, Seijiro-11

[\[Shima rape\]](#)

Location: After obtaining the warding ring, the 3rd floor of the main hall

Occurs: After the heroine is taken away by Shima, enter the room they're held captive in twice without the iron gate key.

To note, he will prioritize Rikana if she is in your party, regardless of affection. He will also prefer the girls over the boys.

Characters: All

CG: Mia-15, Yachika-09, Rikana-09, Kippe-i-09, Seijiro-09

Others

[\[Chapel Bathhouse\]](#)

Location: West Wing Chapel, North Bathhouse

Occurs: When Mia and Yachika are in the same party, peek into the bathhouse. Must have watched the West Wing Hole event first.

Character: Mia & Yachika

CG: Other-04

[\[Refrigerator Wine\]](#)

Location: West Wing Chapel, Northwest Magic Circle Room (West Wing Route)

Occurs: Open the refrigerator with broken scissors. Make them drink the wine.

Character: Mia, Kippe-i

CG: Mia-03, Kippe-i-03

[\[Resources 1\]](#)

Homura & Yachika & Rikana party

Other party is Mia & Kippe-i & Seijiro

Do not hand over food or weapons when reuniting.

Occurs in courtyard basement.

CG: Mia-10

[\[Resources 2\]](#)

Homura & Mia & Rikana party

Other party is Yachika & Kippe-i & Seijiro

Do not hand over food or weapons when reuniting.

Before going down to the woods, examine the window in front of the stake.

CG: Yachika-07

[\[Resources 3\]](#)

Homura & Mia & Yachika party

Other party is Rikana & Kippe-i & Seijiro

Do not hand over food or weapons when reuniting.

Bed event.

CG: Rikana-07

[\[Resources 4\]](#)

Homura & Kippe-i & Seijiro party

Other party is Mia & Yachika & Rikana.

Do not hand over food or weapons when reuniting.

Location: Main hall 1F East Corridor

Enter the main hall and examine the place the painting fell.

CG: Other-07

[\[Fear Incarnate\]](#)

Face off against Fear Incarnate at the end of the regular route.

Occurs: Automatic

CG: Other-01

Bed events

[Rest together]

Location: Break room bed

Occurs: Homura and someone rests in bed together (occurs on the 4th bed rest with all except Rikana, or 6th with Rikana)

Character: All

CG: Mia-07, Yachika-04, Rikana-04, Kippeï-06, Seijiro-05

[Hopeless sex]

Location: Break room bed

Occurs: The target character has affection of 30+, and is hopeless. Rest together.

Character: Mia, Yachika, Rikana

CG: Mia-09, Yachika-06, Rikana-06

[Kippeï 3P rape]

Location: Break room bed

Occurs: Kippeï hopeless. Rest with Kippeï and take up his invitation.

Character: Mia, Rikana

CG: Mia-11, Rikana-08

[Seijiro 3P rape]

Location: Break room bed

Occurs: Seijiro hopeless. Rest with Seijiro and take up his invitation.

Character: Mia, Yachika

CG: Mia-12, Yachika-08

[Kippeï & Seijiro 3P rape]

Location: Break room bed

Party must consist of Homura, Kippeï, Seijiro.

Occurs: Seijiro and Kippeï are both hopeless. Have Homura keep watch.

CG: Homura-05

[Other characters together]

Location: Break room bed

Occurs: The two characters are both in your party. Have Homura keep watch.

It occurs up to 2 times, after which the characters enter into a "special relationship".

CG: Other-02 and 03 (Mia & Yachika)

Other-05 and 06 (Mia & Rikana)

Other-08 and 09 (Mia & Kippeï)

Other-10 and 11 (Mia & Seijiro)

Other-12 and 13 (Yachika & Rikana)

Other-14 and 15 (Yachika & Kippeï)

Other-16 and 17 (Yachika & Seijiro)

Other-18 and 19 (Kippeï & Rikana)

Other-20 and 21 (Rikana & Seijiro)

Other-23 to 25 (Kippeï & Seijiro)

[NTR]

Location: After getting the Necronomicon, the final bed you can rest in.

Occurs: Your other party members are in a "special relationship" and the heroine's affection is 80+

Characters: All

CG: Mia-16, Yachika-10, Rikana-10, Kippe-10, Seijiro-10

[\[Last rest\]](#)

Location: After getting the Necronomicon, the final bed you can rest in.

Occurs: The heroine's affection is 81+. After the event, you will enter into a "special relationship" with the character.

Characters: All

CG: Mia-18 to 21, Yachika-12 to 14, Rikana-12 to 14, Kippe-12 and 13, Seijiro-12 and 13, Other-35 (Yuki)

Special

[\[Video tape\]](#)

Location: Main hall 2nd floor west corridor, eastern video deck room

Occurs: Use video tapes A to E on the video deck

*See [item guide](#) for the locations of the tapes.

CG: Other-34 (Automatic), Other-33 (A), Other-26 (B), Other-30 (C), Other-32 (D), Other-31 (E)

[\[Note\]](#)

Hayato's Memo 6: West Wing Route, Forest Hut, on the table

Hayato's Memo 9: West Wing Route, Main Hall 1F West Corridor Kitchen

Aika's Memo 4: East Wing Route, Lake, Northeast Rest Hut

CG: Other-27 (Hayato 6), Other-28 (Hayato 9), Other-29 (Aika)

[\[Harem\]](#)

Location: Main Hall 1F Storage break room

Conditions: Have all the girls' or all the boys' ID cards (view their endings).

Gather the West Wing Key, East Wing Key, and Main Hall Key and hold them in your inventory to acquire the [\[Fallen Angel Key\]](#). You can get the other party's key by having one of your party members run away or die, and have one of the other members join you as a replacement.

Go to the room with the warding ring (but do not get the ring yet), and there is a locked cupboard at the top left of the room. Use the angel key to acquire the [\[Mystery Box\]](#).

Clear the playthrough, and save. The mystery box will be set in the main hall, and now you can enter the harem route.

On the harem playthrough, select Mia and Rikana (for girls harem) or Seijiro and Kippe (for boys harem).

Make sure your party members do not become hopeless.

Give the other party 1 weapon and 1 food when prompted.

Raise both party members' affection to 30+.

CG: Harem-01 to 05 (girls), Harem-06 to 09 (boys)

Endings

[\[True End\]](#)

Clear the true end.

CG: Ending-01 to 04, Ending-10 to 12

[\[True Yuki End\]](#)

Clear the True Yuki End.

CG: Ending-13, Epilogue-30

[\[Special Relationship 1\]](#)

Occurs: Clear the true end after entering a special relationship at the last break.

Character: All

CG: Ending-07 (Mia), Ending-08 (Yachika), Ending-09 (Rikana), Ending-05 (Kippe), Ending-06 (Seijiro)

Epilogues

[Special relationship 2]

Occurs: Clear the game after entering into a special relationship with someone at the last break.

Character: All

CG: Epilogue-01 (Mia)

Epilogue-04 (Yachika)

Epilogue-05 (Rikana)

Epilogue-06 (Kippeï, BL mode off), Epilogue-07 (Kippeï, BL mode on)

Epilogue-08 (Seijiro, BL mode off), Epilogue-09 (Seijiro, BL mode on)

Epilogue-11 (Yuki)

[Pregnancy]

Clear the true end while Homura has entered a special relationship with Mia, and retrieved Mia's pendant.

CG: Epilogue-02

[Everyday life]

Clear the true end while Homura does not have a special relationship with anyone.

CG: Epilogue-10

[Mia & Yachika]

Clear the game while Mia and Yachika are in a special relationship.

Automatically happens if the two of them are in the other party together.

CG: Epilogue-12

[Mia & Rikana]

Clear the game while Mia and Rikana are in a special relationship.

CG: Epilogue-13

[Mia & Kippeï]

Clear the game while Mia and Kippeï are in a special relationship.

Automatically happens if the two of them are in the other party together.

CG: Epilogue-14

[Mia & Seijiro]

Clear the game while Mia and Seijiro are in a special relationship.

CG: Epilogue-15

[Yachika & Rikana]

Clear the game after Yachika and Rikana have slept together twice.

CG: Epilogue-18

[Yachika & Kippeï]

Clear the game while Yachika and Kippeï are in a special relationship.

Automatically happens if the two of them are in the other party together.

CG: Epilogue-16

[Rikana & Kippeï]

Clear the game while Rikana and Kippeï are in a special relationship.

CG: Epilogue-19

[Yachika & Seijiro]

Clear the game while Yachika and Seijiro are in a special relationship.

Automatically happens if the two of them are in the other party together.
CG: Epilogue-17

[Seijiro & Rikana]

Clear the game while Seijiro and Rikana are in a special relationship.
Automatically happens if the two of them are in the other party together.
CG: Epilogue-20

[Seijiro & Kippeï]

Clear the game while Seijiro and Kippeï are in a special relationship.
CG: Epilogue-21 (BL mode off), Epilogue-22 (BL mode on)

[NTR]

Clear the game while having NTR'd another character who is already in a special relationship.
CG: Epilogue-23 (Kippeï)
Epilogue-24 (Seijiro)
Epilogue-25 (Mia)
Epilogue-26 (Yachika)
Epilogue-27 (Rikana)

[Kaneda & Shima]

Clear true end.
CG: Epilogue-28 and 29

Conversation/Affection Guide

From <http://theninja.blog61.fc2.com/blog-entry-36.html>

All characters start at 0 affection.

Partner selection: 1st partner selected +5, 2nd partner selected +2

Sleeping in bed with a character +10

Using recovery items: Plastic Bottle +5, drink +3, cookie +2, gum +1

Fainting in battle -5

Conversation events:

Occur in specific areas. (Will not occur with someone who is hopeless)

The conversation will occur with the party member with the highest affection.

If affection is the same, the priority is: Kippeï>Seijiro>Mia>Yachika>Rikana.

East wing route conversation event locations

1. East wing 1F, near small key
2. East wing 2F hallway, occurs if you're holding a cup (The conversation will not happen if you put the cup in the item box.)
3. Lake entrance, east wing 1F destroyed bathhouse, in front of the toilet upon using the brass key on the back exit (Seijiro not present)
4. East wing 1F kitchen hidden passage (the place you can proceed after Seijiro rejoins)
5. Right before the miniboss in the courtyard underground passage
6. Main hall underground passage, passage in front of the clock tower
7. Main hall 2F after getting corroded, east passageway in front of the stairs; or, main hall 1F after corrosion, east passageway near the break room

West wing route conversation events

1. West wing 1F corridor, in front of the chapel door
2. West wing 1F chapel, near Hayato's memo, after examining the sheet music
3. West wing B1 underground passageway
4. Lake entrance
5. Right before the miniboss in the courtyard underground passage
6. Main hall underground passage, passage in front of the clock tower
7. Main hall 2F after getting corroded, east passageway in front of the stairs; or, main hall 1F after corrosion, east passageway near the break room

Kippeï conversation events

(options with 0 change to affection are not listed)

1: You scared? -1

Yeah, it is +1

Want me to warm you up? -1

2: We'll get through this +1

3: Really!? +1

That's not funny. -1

Kippeï! Get behind me! (+2 if BL mode on, -1 if BL mode off)

4: It's no big deal... +1
It's nothing. -1
... -2

5: Should've brought a ball +1
You can play once we escape +1
You really think you could? -2

6: You don't seem tired... (If Kippeï is around 0 fear +1, if not -1)
I'm pretty tired, too (If Homura is around 0 fear +1, if not -1)
How the hell can I rest?! -1 (if you met up with the other group, no change)

7: I'll cook anything you like +5
If we get out of here... -1
Want me to feed you now? -2

Seiji conversation events

(options with 0 change to affection are not listed)

1: If only it was that simple -1
Me too +1
It kinda scares me... +1

2: He's a great dad at home! +1
That's pretty rude -1

3: Should there be a reason? -1
Like rats and stuff? +1

4: She... wasn't human. -1
Maybe a ghost? +1

5: Sleep for a week +2
Have some fun with everyone +1
If we can even get out of here... -1

6: And if I am? -1
I'm just like you +2

Mia conversation events

(options with 0 change to affection are not listed)

1: Stay beside me then +1
My body is your shield +2

2A: I'm sure Kippeï/Yachika is fine +1
Worrying won't do any good -1

(Alternate dialogue when Kippeï or Yachika is dead)

2B: Crying about it does no good -2
Say nothing and hug her +2

3: There's nothing I can do -1

I'll always support you +2

4: Nothing too skimpy, I hope? -1

Really? Show me sometime +2 (If Yachika is in the party, +1)

Let's all go to the beach +1 (If Kippeï or Yachika is dead, 0)

5: Huh?! I, uh... -1

You mean a lot to me... +1

You're a true friend -2

6: Don't say stuff like that! -1

Hug her +1

7: Take you on a date +5

Have fun with everyone +1 (If Kippeï or Yachika is dead, 0)

I wanna fuck you silly -2

Yachika conversation events

(options with 0 change to affection are not listed)

1: I have no idea +1

Would that change anything? -1

I'm sorry about all this

→...Brain fart! -1

→No, I don't...! +1

2: Why? Gonna bake me a cake? +1

Not really -1

3: Are you being serious? -1

It'd be nice if it was...

→Maybe not. I'll try, though +1

→Someone should protect me! -1

4: Of course I do! +1

My very life is your shield -1

(If you have 2+ open item slots)

5A: One, I guess +1 (receive 1 gum)

I'd give you both 0

Depends on the situation 0 (receive 2 gum)

(If you don't have 2+ open item slots)

5B: Protect yourself -1

Haven't I been doing that?

→If Yachika has full hearts +1

→If not -1

I haven't done a good job

→If Yachika has full hearts -1

→If not 0

6: Sure, whatever... +1 (If Mia is in the party, Mia affection -2)

Yes, step on me, Mistress -2

7: Not to you -5
Take it one step at a time +5

Rikana conversation events

(options with 0 change to affection are not listed)

1: I really look up to him +1
He's a bit of a perv -1

2: Honestly, yes, I do -1
...No, I don't.
→My dad's here. +1
→No particular reason -2
→I got to meet you +2
I'm really glad I met you. -2

3: Then why the short skirt? -1
I wish I'd brought a jacket +1

4: Are you scared? -1
I do, but... +1

5: No, I wouldn't agree +1
I couldn't follow through -1
I don't wanna think about it! -2

6: Maybe chilled red bean soup +1
You tell me yours first -1

7: No, I don't (if someone has died, -1)
...Do you? -2
Maybe it was fate we met +5