

# Akai Ito



I notice that there are circulating patches out there from 2016. That version has a crash. The latest version is here:

<https://drive.google.com/file/d/1w2VogDkPoUQAiETGFelR9t1TXEiEBU6v/view?usp=sharing>

## PS2 Yuri Visual Novel

<0018> This time, just as I had a moment ago, Tsudzura-chan's body springs stiffly upright.

<0020> O-o-o-onee-san!? Why are you t-touching my tail!?

<0021> You know, I was just thinking it looked so fluffy, and might feel nice.

### Full Website Patch!

You will need an original Akai Ito disc or ISO image.

Get the [Base patch](#)

Get the [Most recent script update](#)

**Zohar's site has 19068 of 21674 lines (88%) translated!!**

Lines : 21674

Untranslated : 2606

**Progress: 19068/21674 (87.98%)**

*Sakuya Route: 495 lines received*  
**Progress: 19563/21674 (90.26%)**

Mojibake count  
R:\jp\_script\decompiled\data>\ScriptStats.exe GET  
Name: 20256  
Title: 11681  
Choice: 1514  
Text: 566870  
Total: 600321

Without Sakuya:  
Name: 17301  
Title: 9905  
Choice: 1323  
Text: 494567  
Total: 523096

Difference: 77225

Feedback / questions?  
IRC: #akaiito at Rizon

## Credits

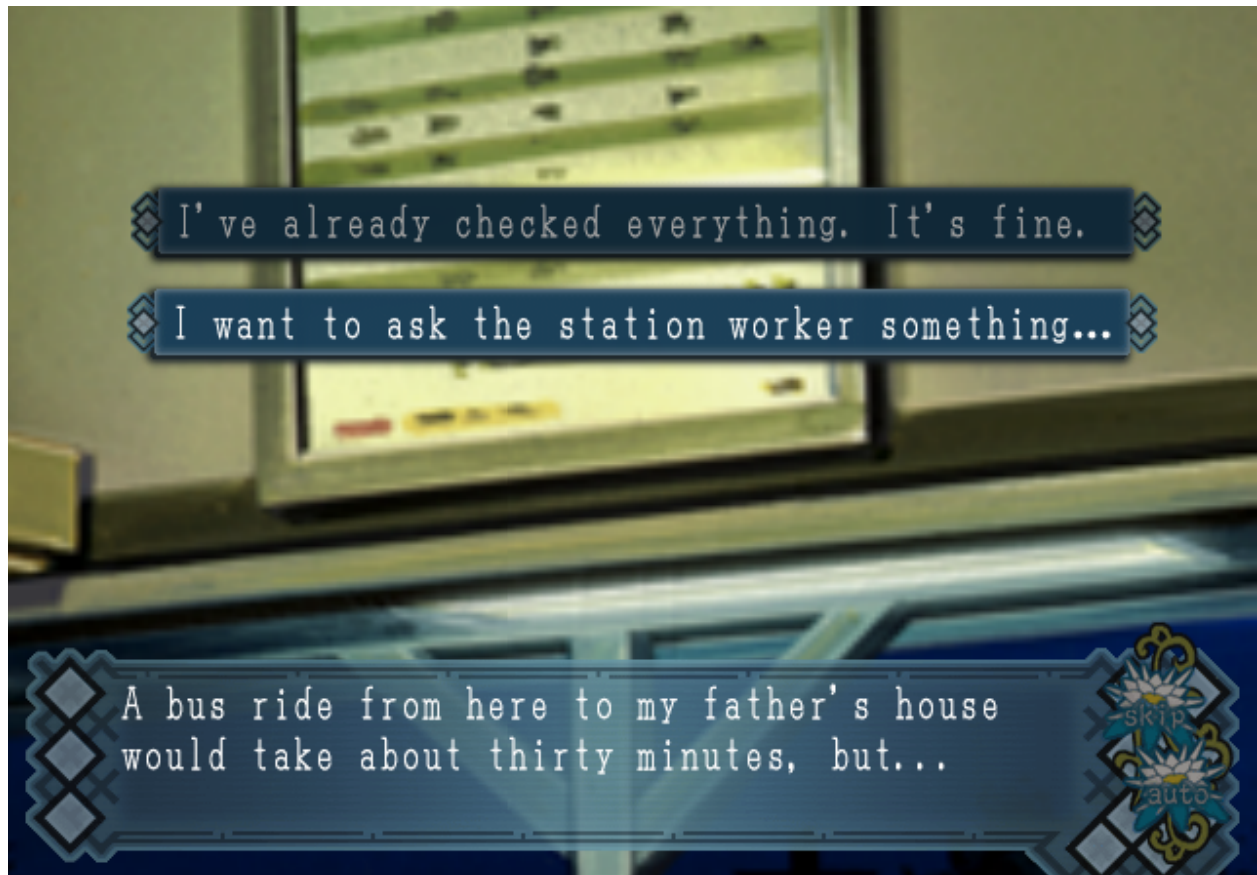
Translation: Zohar  
<http://art-tech.arts.ufl.edu/~kmcgo/Akaiito/storyfiles/>  
Hacking: Shizuka, Nanashi3  
[https://github.com/mchubby/akaiito\\_tools](https://github.com/mchubby/akaiito_tools) - for CEL and FONT formats.  
Looking for: **Editors**, ~~Translators~~

## Progress

10 February 2017: Links removed. We are talking to localization companies!  
27 January 2017: I've received Zohar's translation of the Sakuya route.  
20 January 2017: WELP, Trump's inaugurated. Fix some Tsuzura route bugs.  
15 January 2017: Fix crash in Left Side branch. Oops. Also various fixes to ending list.

## Releases

28 Jan 2011: Yumei Route Patch  
29 Feb 2016: Left Side **Base** Patch (alpha test)  
6 Mar 2016: Right Side Common Route (alpha test)  
13 Mar 2016: **Full website patch. All existing scripts in game; need translators now!**  
14 Mar 2016: *Full Website Beta Patch. Base Patch.*  
16 Mar 2016: Font modified.  
Please suggest monospaced fonts to replace the Akai Ito built in one (which is pretty bad imo)



### Most recent release:

[1] Base Patch (includes modified BGM, opening/demo movies, and script)

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[2] Full Website Patch (font, script fix)

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**Old saves will not work between versions (especially after double text boxes were implemented).**

## Status

Hacking is to a point where I'd be confident in writing a full patch with the current tools.

I'm in contact with the translator!! *Exciting yurilicious things can happen now!!*

## Hacking

Hacking progress:

| Component | Status |
|-----------|--------|
|-----------|--------|

|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|--------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Image Format                         | The .CEL format was broken by "Nik" for Aoishiro. The tools for this format work for 24-bit images, and are broken for palettized 8-bit.                                                                                                                                                                                                                                                                                                                 |
| Script                               | Script Assembler/Disassembler Tool: "script.exe"<br>Format mostly understood. Decompiler and compiler written. Variable support is rudimentary                                                                                                                                                                                                                                                                                                           |
| Dictionary, Savefile Name data files | Decompilers: "dict.exe" "title.exe"<br>Compiler: "compiler_bin.exe"<br>Formats fully reversed.                                                                                                                                                                                                                                                                                                                                                           |
| Flowchart data file                  | Flowchart String Codec: "AFCB.exe"<br>Strings extractable + insertable                                                                                                                                                                                                                                                                                                                                                                                   |
| PC Engine                            | The Galstars Akaiito Engine works, but you can make it crash if you mess with the flowchart. <b>Flowchart crash FIXED</b><br>However, it is rather buggy; when it starts up, it is mostly reliable but will sometimes crash. However, it often decides not to start up at all, and doesn't work on my dev machine. I intend to fix the Galstars engine, but it's not a focus.<br>2016: Looks like quite a bit of progress on the PC version side? idk... |
| Aoishiro Engine                      | I've tried without success, even though I've actually adapted the script formats to work. I've confirmed that the engines have game-specific information in them, so adapting the Aoishiro engine to work with Akaiito will be very difficult.                                                                                                                                                                                                           |

## FAQ

*I'm trying to complete <character's> route but keep dying. Why?*

Akai Ito has a really annoying "seals" system that prevents you from playing routes out of order. More confusingly, some "seals" (notified upon completing a route) require "unlock conditions" that do not tell you you've passed through them. See the [unlock section](#) for more details.

*How do I patch the game?*

When this is finished, you would insert your disc into your computer, run the program, and the program will patch your disc, copying it to your hard drive. You would then burn the file to another DVD and play it on your modded PS2.

*Wait, how do I run the game?*

This is a PS2 game, and the release will be such that, given a modded PS2, you should be able

to burn a copy of it and play it on the PS2. You can also get by with PCSX2, and you need something like a 2.0GHz Core 2 Duo (or equivalent) + DX9 Graphics Card, or a 2.0GHz Ivy Bridge i3 + software graphics rendering, to emulate the game without slowdown.

### *How about PC?*

Our Communist Comrades at Galstars have modified the Akaiito PC Trial version to support the full game, but it does lose some functionality because the trial version doesn't support everything the PS2 engine does. I've patched a few bugs, but I still haven't caught all of them. I've actually tried converting the Akaiito scripts to Aoishiro's format, but now know it's not easily possible as there is game-specific data in the engine itself. I also tried getting the Chinese patch's PC engine to work, but it didn't want to work on my system...

## Plans

### **Phase 1: Converting the existing translation into game script**

- A. Downloading - completed.
- B. Editing/Converting - converting the website's format to line up with the game scripts. This requires line by line checking, and implies an editing pass as well, as it would be wasteful not to do so. Also, the game engine doesn't support lines over 3x45 chars long, so sentence splitting is also required, and while this could be done automatically, it is better done by a human. Translation notes will go into the dictionary, the format of which has been reversed.

### **Phase 2: Finishing translation**

- A. Translating - translating the missing scripts from the game. This is the Sakuya route and any scripts the existing translation missed.
- B. Image editing - Exactly as it says.

### **Phase 3: Fansubbing**

- It is really simple to get movies into Akai Ito.  
Software (for movies) or DirectX 11 rendering is highly recommended on PCSX2.
- A. OP movie [\[1\]](#) (translated, need TLC).
  - B. Demo movie [\[2\]](#) (translated, need TLC).
  - C. Ending movies (not done)

## Progress

- 1 December 2010: OP and DM videos subtitled.
- 2-7 December 2010: Figuring out the script format.
- 8-9 December 2010: Format understood well enough to decompile. Decompiler is written.
- 13 December 2010: This page created.
- 19-20 December 2010: Compiler is written. Results are bit-exact.

- 2016: Finish what I started.
- 28 Feb 2016: Uzuki route synchronized.
- 28 Feb 2016: Compile: 26 translation too-long errors.
- 29 Feb 2016: Left Side alpha test patch uploaded

#### Trivial:

1. Add dialog at beginning of scenario to unlock routes.
2. Make a list of special characters in source SJIS and annotations in HTML (Lint)
  - a. SJIS: Mark all special words (see below)
  - b. HTML: Mark all italics, bolds, links, UTF-8isms
  - c. Both: Mark all non-ASCII characters used or preserved
  - d. Correctly translate ケイ as KEI (not Kei). Really annoying.
  - e. Replace multiple periods with a maximum of three. (Lint)  
Currently all [2,8] length ones are replaced with SJIS ..., and [9,+inf] ones are replaced with 9-length ASCII .'s.  
Replace multiple dashes with a maximum of two (ie. SJIS em-dash)  
Special cases necessary for full-textbox dashes.
3. Common Text has 448 unique entries for titles and names spanning 11440 uses.  
[http://www.mediafire.com/download/22lbt6il2o4ol8/Script\\_Dict.txt](http://www.mediafire.com/download/22lbt6il2o4ol8/Script_Dict.txt)  
There are 207 unique titles, 91 unique names, and 152 unique choices.  
Translated: 173 unique titles, 84 unique names, 114 unique choices  
Left: 34 unique titled, 7 unique names, 38 unique choices
  - a. Replace all common #name fields  
Implemented in compiler.
  - b. Dump titles from HTML, and replace:
    - i. Flowchart titles
    - ii. Save titles
    - iii. Ingame Backlog Titles
  - c. #choice fields
4. **Verify the translations of the choices for sure, can't get these wrong.**  
**I forgot to do this when building the choice database. Oops.**

#### Easy:

1. Auto-split lines. Implemented in compiler.  
PLEASE NOTE that if the compiler shows that there has been a wrap overflow, **an entire new text line has been added to the translation**, so you can no longer load old saves in the same script without crashing (and you can no longer reference Japanese and English scripts to each other). Decompiling the file will show new lines.
2. There's a limit of two text boxes per line of text in the game because I'm lazy, and because there are certain things that get really nasty (see: character-spoken lines) in the backlog if multiple text boxes are used for the same line.
3. Change from direct file editing to file transforms. This makes it easier to apply translation changes.

#### Annoying things to do:

1. Make a list of questionable lines in translation HTML
  - a. Lines with translation notes are questionable because they are awkward!  
An easy solution is to put all translation notes in a text file with the patch.
  - b. Lines that aren't translated are at least easy to identify
  - c. Lines that are mistranslated are difficult to identify
2. Change romanization.  
Dzu -> zu (done).

#### Difficult things to do:

1. Find a translator to do the Sakuya route and missing lines.

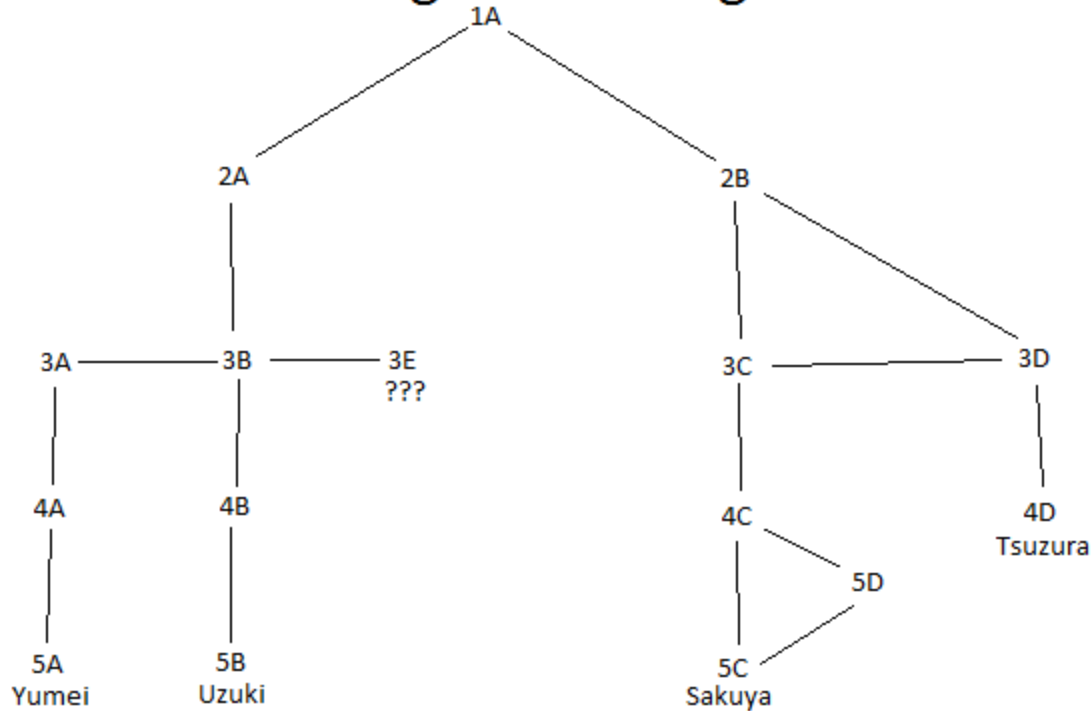
2. Put all translation notes in the dictionary! (we're going to wipe out the existing dictionary)
3. (?) Actually localize instead of translate.

Outdated:

Table of progress: bold is "complete"

| Route        | Rename/Sync                                               | Edit/Fix              | Translated  | Notes                                                          |
|--------------|-----------------------------------------------------------|-----------------------|-------------|----------------------------------------------------------------|
| Day 1        | <b>1890/1910</b>                                          | 1890/1910             | 0/20        | s1a05_02 missing.<br>1890/1910 lines<br>inserted.              |
|              |                                                           |                       |             |                                                                |
| Day 2 A      | <b>3584/3587</b>                                          | 0/3587                | 1/3         | Yumei/Uzuki/???                                                |
| Day 2 B      | <b>2419/2423</b>                                          | 0/2423                | 0/4         | Tsuzura/Sakuya                                                 |
| Day 2        | <b>6006/6010</b>                                          | 0/6010                | 0/4         | s2b01_0a,<br>s2b01_08 missing.<br>3585/6010 lines<br>inserted. |
|              |                                                           |                       |             |                                                                |
| Day 3 A      | <b>1493/1493</b>                                          | 0/1493                | n/a         | Yumei                                                          |
| Day 3 B      | available                                                 |                       |             | Uzuki                                                          |
| Day 3 C      | yes: s3c00-s3c11<br>avail: s3c12-s3c15<br>no: s3c16-s3c19 |                       | 0/748       | Sakuya                                                         |
| Day 3 D      | available                                                 |                       |             | Tsuzura                                                        |
| Day 3 E      | available                                                 |                       |             | ???                                                            |
| Day 3        | 1493/7484                                                 | 0/7484                | 0/748       | 1493/7484 lines<br>inserted.                                   |
|              |                                                           |                       |             |                                                                |
| Day 4 A      | <b>1202/1202</b>                                          | 0/1202                | n/a         | Yumei                                                          |
| Day 4 B      | available                                                 |                       |             | Uzuki                                                          |
| Day 4 C      | no                                                        |                       | 0/790       | Sakuya                                                         |
| Day 4 D      | available                                                 |                       |             | Tsuzura                                                        |
| Day 4        | 1202/3638                                                 | 0/3638                | 0/790       | 1202/3638 lines<br>inserted                                    |
|              |                                                           |                       |             |                                                                |
| Day 5 A      | <b>630/630</b>                                            | 0/630                 | n/a         | Yumei                                                          |
| Day 5 B      | available                                                 |                       |             | Uzuki                                                          |
| Day 5 C      | no                                                        |                       | 0/635       | Sakuya                                                         |
| Day 5 D      | no                                                        |                       | 0/426       | Sakuya                                                         |
| Day 5        | 630/2464                                                  | 0/2464                | 0/1061      | 630/2464 lines<br>inserted                                     |
|              |                                                           |                       |             |                                                                |
| Misc         | 0/170                                                     | 0/170                 |             |                                                                |
| <b>Total</b> | 11222/21674<br>(51.8%)                                    | 8800/21674<br>(40.6%) | 1/26+0/2599 | 8800/21674 lines<br>inserted                                   |

# Akai Ito High Level Diagram



| Yumei                          | Uzuki                      | ???                          | Sakuya                 | Tsuzura      |
|--------------------------------|----------------------------|------------------------------|------------------------|--------------|
|                                |                            | S1                           |                        |              |
|                                | S2A                        |                              | S2B                    |              |
| S3A                            | S3B                        | S3E                          | S3C                    | S3D          |
| S4A                            | S4B                        |                              | S4C                    | S4D          |
| S5A                            | S5B                        |                              | S5D                    |              |
|                                |                            |                              | S5C                    |              |
|                                | Missing 5 lines            |                              |                        |              |
| Flowchart title<br>28: shorten | Save title<br>29: truncate | Backlog title<br>Not limited | Choices<br>44: shorten | Names<br>n/a |
| User interface                 | Regular title              |                              | Missing:               |              |

|     |               |  |                                                          |  |
|-----|---------------|--|----------------------------------------------------------|--|
| n/a | 44: word wrap |  | #text 2556<br>#choice 28 (13)<br>#title 36<br>Total 2620 |  |
|-----|---------------|--|----------------------------------------------------------|--|

Yellow Highlight: not released yet.

Green Highlight: released (light green: released in 2011)

RED: translation doesn't exist

YELLOW: translation partially exists

GREEN: translation exists on website

PURPLE: downloaded and renamed to game scripts

MAGENTA: game scripts adjusted to match script lines

BLUE: game scripts patched into data files

BLACK: edited scripts

Character Limits:

Choices: 44 (45 will cause slight overflow)

Save titles: 29. 27 + ... (SJIS 0x8163)

Flowchart titles: 28 (29 with slight overflow)

## Misc notes

### Common Route

Missing Scripts:

s1a05\_02<\*\*all\*\* 0000-0019> (20 lines)

### Missing Lines:

s2b01\_0a<0000> えーと、お塩は舐めさせられたけど、それ自体すでに化かされたようなものだし。

~~s2b01\_08<0000> .....~~

s2b01\_08<0001> でも、塩を舐めさせられて水を飲んだだけだし、あのぐらいいはご馳走になった内には入らないし。

s2b01\_08<0002> よし、なかったことに。

s2a02\_00<0005> 地面は舗装されていない田舎道。ぬかるんだら歩くのも大変そうで、この暑さを差し引いても、今日は晴れて良かった。

s2a22\_0a<0046> まぶたの向こうで、月光がはじけた。

s2a22\_1h<0024> 聞こえているのかいないのか――

### Sakuya route

s3c01\_00<0059> 「そして今のあんたには、頼れるお供の孫悟空はいない」

~~s3c11\_01<0035> そして彼女は数歩分の距離を置いたところで歩みを止め、わたしを一瞥した後に、サクヤさんへと視線を据えた。~~

~~s3d09\_00<0033> そして彼女は数歩分の距離を置いたところで歩みを止め、わたしを一瞥した後に、サクヤさんへと視線を据えた。~~

s3d09\_00<0033> And with several steps yet between us, she stills her feet, and after a single

~~glance my way, fixes a stare on Sakuya san.~~

**Tsuzura route:**

s3d16\_00<0037> 葛ちゃんが警戒心あらわに身構える。

s3d16\_00<0079>「贄の血……」

**Uzuki route (some of these are trivially translatable)**

s3b11\_00<0020> 受け身もとれずに背中をぶつけて、息が詰まっ\*Nて苦しさで喘いだ。

s4b03\_05<0006> 烏の濡れ羽色の御髪は、白衣とのコントラストでますます黒々と輝いている。

s4b03\_06<0027>「それは、その……」

s4b06\_02<0129>「どちらにせよ《器》——依代を持たない霊体は、己という形を保てずに虚空へと還っていく」

s4b07\_00<0014> どうしよう。

s4b09\_00<0016>「重大な裏切り行為だとわかっていたはずなのに、鬼切りの技をお前に授けた？」

s5b02\_00<0019> その音は、呼び鈴代わりだったのかもしれない。

s5b05\_01<0011> ぐっと押し込まれた刃はとうとう心臓に達し、弾力に富んだその器官さえも切り裂いた。

Sakuya Route Missing:

s3c12-s3c19

s4c\*

s5c\*

s5d\*

**Choices don't necessarily line up - need to note where the HTML gets them wrong.**

Possible script paths

Yumei:

1 2A 3A 4A 5A

Uzuki:

1 2A 3B 4B 5B

???:

1 2A 3B 3E

Sakuya:

1 2B 3C 4C 5D 5C

1 2B 3C 4C 5C

Tsuzura:

1 2B 3C 3D 4D

1 2B 3D 4D

This means that 3C is partially translated (Tsuzura's portion is fully translated).

4C, 5D (Tsuzura's path does *\*not\** continue here), and 5C are certainly not.

Substitutions:

dzu -> zu, for one. Other unpreferred romanizations will be eliminated.

《力》

<i>power</i>:《power》

《視》

<i>see</i>:《see》  
<i>saw</i>:《saw》  
<i>sight</i>:《sight》  
<i>showed</i>:《showed》  
<i>show</i>:《show》  
《器》  
<i>vessel</i>:《vessel》  
《聴》  
<i>listen</i>:《listen》

## Unlocking Routes

Recommended Playing Order

1. Uzuki (yuri: 4)
2. Tsuzura (yuri: 2 - you pedo)
3. Yumei (yuri: 5)
4. Sakuya (yuri: 3)
5. Nozomi (yuri: 4)

### No other-route seals:

**Uzuki:** no special requirements. True end unlocks Yumei and Sakuya.

**Tsuzura:** Save at [A Dream Bleached Away](#) (Tsuzura route); need to see “The Near and Distant Shores” ending.

### Routes with seals:

**Yumei:** Need to get unlock from Tsuzura/Sakuya common route “My Scars”. Need to see Uzuki route “The Oni and the Oni Slayer” scene, near Uzuki route true ending.

**Sakuya:** Need to see Uzuki true ending.

**Nozomi:** You must pick the appropriate choices expressing empathy towards Nozomi during the Yumei route “A Multitude of Fireflies” and Tsuzura route “Aggressive Tactics”. These are choices very close to the end of each respective route. Please note that choosing to “search for the mirror” during Tsuzura’s route will lock you into Tsuzura’s normal ending.

Without Sakuya, you can still reach the true ending of all other characters.

Unlock codes:

The command variable\_op<0A> [247719000000000000n000000] is enough to unlock these.

Unlock 1: You must see the Common route “My Scars” scene.

s1day\_a :: s1a19\_00

Unlock 2: You must go to the Regional History Museum in the Tsuzura route.

s3day\_d :: s3d03\_05

Unlock 3: You must choose “But, I can’t help but feel sorry for them” during the Yumei route’s “That which is Left Unfinished” scene.

s4day\_a :: s4a11\_02

Unlock 4: You must not break the mirror. (choose “Search for the Mirror” to get this choice.)

note: choice japanese is swapped on the website.

s4day\_d :: s4d02\_03

Unlock 5: You must view Tsuzura's normal ending "The Near and Distant Shores"  
s4day\_d :: s4d08\_02

Unlock 6: You must see the Uzuki route "The Oni and the Oni Slayer" scene.  
s4day\_b :: s4b09\_00

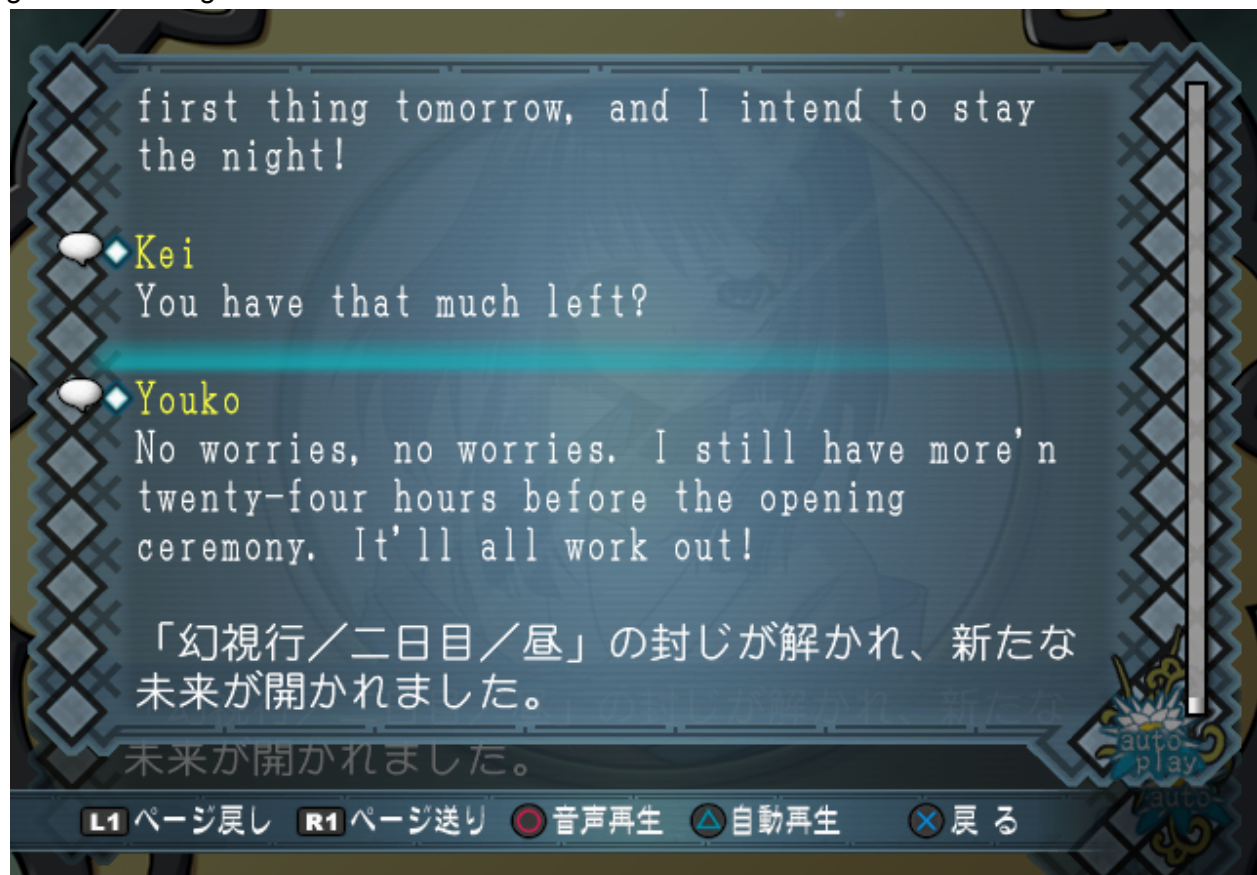
Unlock 7: You must view Uzuki's true ending "A Refreshing Breeze"  
s5day\_b :: s5b07\_00

Unlock 8: Common Route left side "Path of Illusion" scene seen.  
s2day\_a :: s2a05\_01

Seal requirements: **(Seals are achieved after finishing the game via some kind of ending. If you use the "return to the title menu" option, I believe the seal unlocking script does not run.)**

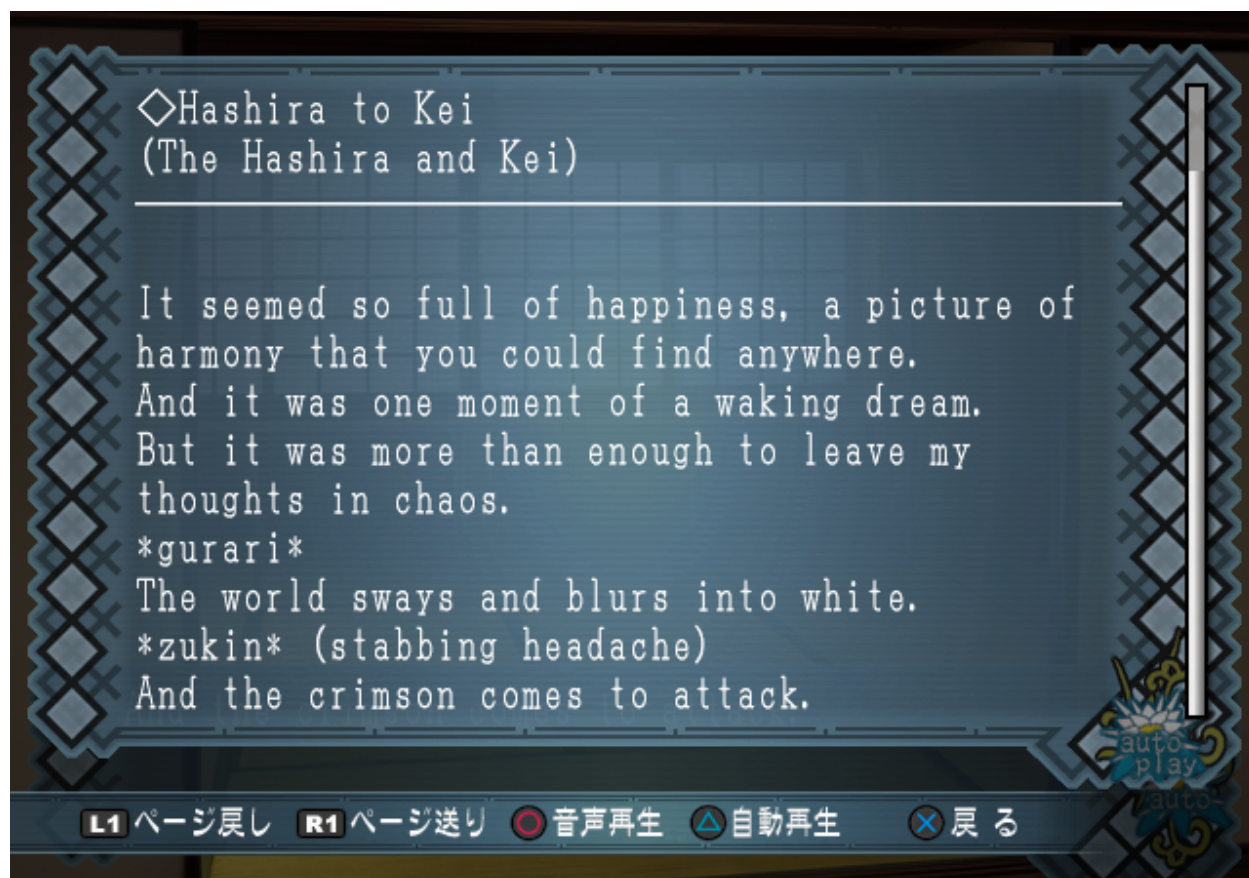
Seal 0: Unlock 1, Unlock 8 "Path of Illusion"

This makes it impossible to skip "The Hashira and Kei". ← Annoying. You have to play through the "My Scars" scene and get to an ending, plus play through the "Path of Illusion" scene and get to an ending.





「幻視行／二日目／昼」の封じが解かれ、新たな未来が開かれました。



Seal 1: Unlock 2 “Joker”

This might unlock the Sakuya route?

Seal 4: Unlock 5 “A Dream Bleached Away”

This unlocks Tsuzura’s true ending.

Seal 5: Unlock 6 “Jouhari Mirror F”

This unlocks Yumei’s true ending.

Seal 6: Unlock 7 “Red Guidance”

This gives you an additional choice during Sakuya’s “Red Guidance” chapter. I think it’s needed to get Sakuya’s true end? This section of the game is not translated yet.

Seal 7: Unlock 3, Unlock 4 “Crimson Admonition”

This unlocks the Nozomi route!

Seal 8: All other seals unlocked

Seal 2B: All true endings seen

封印されたルートを解除しよう

# 封印解除の

## 道しるべ

「アカイト」では、特定のエンディングを見ると隠しルートの封印が解除される。ここでは、それらの封印を解除するための方法をまとめて紹介していく。

### NO.01 幻視行／二日目／夜

#### 解除条件

「封印09」「封印10」の両方が解除されている

#### 解説

一度「幻視行」を通過した状態で解除条件を満たすと、再び「幻視行」に来たとき自動的に封印されていたルートを通過するようになる。



↑ 屋敷の中でめまいに襲われた柱は、時計のある柱にしがみつくと。

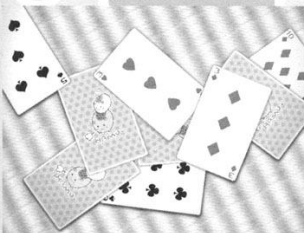
### NO.02 ジョーカー／二日目／夜

#### 解除条件

葛ルートの三日目に、郷土資料館へ行く

#### 解説

条件を満たしてクリアすると解除され、次回以降、「そして誰もいなくなった」で「腹が減っては戦はできぬ」を選ぶとサクヤルートに進む。



↑ 3人でトランプを楽しんだ後のシナリオが、サクヤルートへと分岐する。

### NO.04 赤い縛め 解除条件その2

#### 解除条件

葛ルートの三日目に鏡を割らずに封印する

#### 解説

条件を満たしてエンディングを見ると解除。これと、「赤い縛め（フソミルート）」解除条件その1を満たすとフソミルートが出現する。



↑ 葛ルートとユメイルルートで先に封印を解除しておく必要がある。

### NO.03 赤い縛め 解除条件その1

#### 解除条件

ユメイルルートの四日目に鏡の破片を埋めに行く

#### 解説

条件を満たしてエンディングを見ると解除される。これと、「赤い縛め（フソミルート）」解除条件その2を満たすとフソミルートが出現。



↑ 「赤い縛め」でフソミルートに分岐するための条件の1つとなっている。

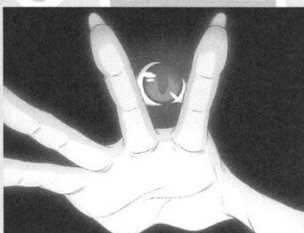
### NO.05 漂泊夢／三日目／夜

#### 解除条件

エンディング「此岸と彼岸」を見ている

#### 解説

エンディング「此岸と彼岸」を見た後、次回以降のプレイで葛ルートの「漂泊夢」に進むと、新しい選択肢が出現するようにになる。



↑ 葛に記憶を消されそうになったとき、抵抗することが可能になる。

## NO.06 浄玻璃F／夜 四日目

「り」を通過している

### 解説

右記の条件を満たしてエンディングを見た後、次回以降のプレイでユメイルートの「浄玻璃F」に進むと、新しい選択肢が追加される。



↑桂の脳裏に、父親を殺したのかもしれないという記憶が蘇る。

## NO.07 赤い導き／昼 四日目

### 解除条件

エンディング「爽やかな立ち風」を見ている

### 解説

エンディング「爽やかな立ち風」を見た後、次回以降のプレイでサクヤルートの「赤い導き」に進むと、新しい選択肢が追加される。



↑ケイと烏月が戦っているところを見かけるシーンで、選択肢が1つ増える。

## NO.08 赤い縛め／夜 三日目

### 解除条件

「封印03」「封印04」の両方が解除されている

### 解説

「赤い縛め（ノゾミルート）」解除条件その1」と「その2」が解除された状態で「赤い縛め」に来ると、自動的にノゾミルートに進む。



↑ノゾミに襲われたとき、ノゾミの記憶と桂の意識がシンクロする。

## 効率よく封印を解いていくための方法

封印の中には、クリアしたルートと違うルートのシナリオにある封印が解除されるものもあるので、1回のプレイではすべての封印を解くことはできない。ただユメイルートのベストエンディング「白花の咲く頃に」に向かうと、すべての封印が解除される。そこで、効率よくすべての封印を解除したいなら、このエンディングを見るのを目標にプレイするといい。なおユメイルートに進むためには、「幻視行」と「浄玻璃F」の封印を解いておく必要がある。先に葛ルートと烏月ルートをプレイし、これらの封印を解除しておこう。

## NO.09 幻視行 解除条件その1

通過している

### 解説

条件を満たしてエンディングを見ると解除。これと「幻視行解除条件その2」を満たして再び「幻視行」に来ると、封印ルートに入る。

## NO.10 幻視行 解除条件その2

### 解除条件

二日目に「幻視行」を通過している

### 解説

条件を満たしてエンディングを見ると解除。これと「幻視行解除条件その1」を満たして再び「幻視行」に来ると、封印ルートに入る。

# 最強キャラクターは誰だ!? 戦闘力ランキング

作中では「贅の血」を巡って、多くのキャラクターが戦いを繰り広げる。ここでは、登場人物の戦闘力を考察してみた。

in 『アカイト』

## 1位 サクヤ・羅喉

実体化した主と戦い、さらに勝利したのは羅喉の力を得たサクヤだけ。間違いなく最強だ。



登場キャラクターの  
戦闘力ランキング

|     |         |
|-----|---------|
| 1位  | サクヤ・羅喉  |
| 2位  | 主       |
| 3位  | 葛・尾花憑き  |
| 4位  | ユメイ・血吸い |
| 5位  | ケイ・主憑き  |
| 6位  | 烏月・奥義会得 |
| 7位  | サクヤ・血吸い |
| 8位  | ケイ      |
| 9位  | 烏月      |
| 9位  | サクヤ・観月  |
| 11位 | ユメイ     |
| 11位 | ノゾミ／ミカゲ |
| 13位 | サクヤ     |
| 14位 | 尾花      |
| 15位 | 葛       |
| 16位 | 桂       |

## 6位 烏月・奥義会得

奥義を会得しても戦闘力自体は変わらない。桂との信頼関係が彼女を強くする。



## 3位 葛・尾花憑き

尾花と桂の血を吸って覚醒した葛は、烏月を凌ぐ戦闘力を見せつける。



守ってもらうことしかできない?  
最弱キャラクターは主人公の桂...

桂は贅の血を持つだけで、戦いに関してはまったくの素人。葛の方がサバイバル能力があるぶんだけ、桂よりは強そうだ。



「力は弱いけど、守ってくれる者に力を与えることができる。」

## 11位 ユメイ

霊体に対しては強いが、御神木から離れると力を失っていくという弱点がある。



戦闘力ランキング in 『アカイト』

PC port details and notes:

I'm not sure I'm allowed to use the Akai Ito trail engine. It can certainly do the trick, but what about legal issues? Also I'd like to remove the dictionary feature and replace it with in-game hyperlinks. No need to break gameplay for translation/mythology notes.

Ren'py 6.99.12

Script format changes needed:

voice() - dereference name.

\_unk<0C05> - AFS pointer. Dereference. Is this a voice line with lip sync?

Working:

#text

#name+#text

#title

#voice (no filename dereference) - all voices have a lipsync file.

\_unk<1A03> masks the lipsync file though

#cg (background layer)

se

sprite

fade\_cg

Not working:

A lot of \_unk opcodes. Some of the transitions are basically simple ATL transforms though, very easy once I understand what it is, or I can just visually estimate the effect.

Lip sync: this is just going to be painful, even off screen characters have lip sync. Guess: they used a kana-to-lipsync converter.

Format is uint8[8] dummy, uint32 length, uint16[length, image in speech sequence of .cel - sort of. Something is off.]

Blinking eyes - simple

This is a transition.

0x0B00: cg (BG\_BLACK.cel 1) [000000000000010031000000]

0x0B10: \_unk<0C04> [000000000000000005000000]

0x0B20: \_unk<0804> [00000000000000000000000000000003C0000000000] <- 60fps = 1s delay

0x0B38: \_unk<0003> [00000100000000000000000000]

0x0B48: \_unk<2103> [0000010000000000] <--execute transition?

0x0280: \_unk<0B03> [0000000000000000000000000000A0000000000]

0x0298: \_unk<0B03> [0000010000000000000000000000A0000000000]

0x02D4: sprite (C05A4L2.cel) [00000o000000040031303837] - red is layer.

0x02E4: \_unk<0402> [0000000000000000 4001 00000000 E001 00000000] position.

0x02FC: \_unk<0102> [000000000000000000A0000000]

0x030C: \_unk<0A02> [0000010000000000000000000000280000000000] //fadeout delay

0x0324: \_unk<0902> [0000000000000000000000000000280000000000] //fadein delay

0x033C: \_unk<0B02> [000000000000000000]

0x0348: \_unk<2103> [000000000000000000]

0x0354: \_unk<0003> [000000000000000001000000]

Here's a sprite transition.

```
0x0660: _unk<0B03> [0000000000000000000000000000A0000000000]
0x0678: _unk<0B03> [0000010000000000000000000000A0000000000]
0x0690: _unk<0C03> [000000000000000000]
0x069C: _unk<2103> [000000000000000000]
0x06A8: _unk<2103> [000001000000000000]
0x06B4: sprite (C05C6L2.cel) [0000010000000040031313638]
0x06C4: _unk<0402> [00000100000000000400100000000E00100000000] position(320,480).
Anchor at bottom center.
0x06DC: _unk<0102> [000001000000000000A0000000] img_cmd(show_with_delay (0xA0))
0x06EC: _unk<0A02> [0000000000000000000000000000280000000000] Hide, delay  $\frac{2}{3}$  s
0x0704: _unk<0902> [0000010000000000000000000000280000000000] Show, delay  $\frac{2}{3}$  s (40f)
0x071C: _unk<0B02> [000001000000000000]
0x0728: _unk<2103> [000000000000000000] (execute.)
```

Without clearing the screen.

```
0x0A08: _unk<0102> [00000100000000000090000000] ← different image operation
0x0A18: _unk<0402> [00000000000000000400100000000E00100000000]
0x0A30: _unk<0102> [00000000000000000000A0000000]
0x0A40: sprite (C05C1L2.cel) [000000000000040031313431] //layer 1 over layer 0.
0x0A50: _unk<0002> [00000000000000000010000000] // show instantly?
0x0A60: _unk<0A02> [0000010000000000000000000000140000000000]  $\frac{1}{3}$  s - hide this layer.
0x0A78: _unk<0B02> [000001000000000000]
0x0A84: _unk<0003> [00000100000000000000000000]
0x0A94: _unk<2103> [000001000000000000]
0x0AA0: #text(0014)
```

Might be best to heuristically determine complex image transforms and do those manually actually.

Easy stuff we need to automatically translate to renpy.

Progress:

Simple:

Text.

CG display

Sprite display (including blinking eyes)

Layering

Sound and BGM

Playing movies.

Intermediate:

Transitions and ATL transforms.

Flow chart.

Save page

Variables - save data - title, what time it is in the game (day 1/2/3/phase of the moon), blood amount

Variables - progression data.

Complicated:

Lip sync. Format is not reversed and doesn't make sense (ie. it's contradictory). Timing does not seem to match frame timings, which is used everywhere else in the game.