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Specific tips

This guide will show my recommended notes to speedrun the Ending #5: Star-Crossed, while for other endings this guide could be useful, it won't be optimal, since for that ending 2 main things are required:

- Succeed on at least 5 Dates with Rozenmarine to Obtain **The Good Company (Rozenmarine)**
- Complete the Windmill Key Quest to obtain **The Tender Flesh**
- After delivering the Three Testaments, **on the second choice of answers, you must answer "I can't go through with this..."**. The option you choose for the first answer doesn't affect the outcome.

For this ending, on Freya/Lebkuchen dates, you'll always want to answer the option that doesn't complete the date, since those are slightly faster.

General tips

Mashing through the text seems to be able to be combined with the skip function the game has to pass text a lot faster, this is especially true when using Turbo functions. Steam has a default turbo option that can be used on any controller, so it's highly advised that all players use it to both help them at running the game and avoid injuries that button mashing could trigger. I recommend using either L/ZL or R/ZR buttons, since the L-R equivalent both do the same function (L/R show the log, while ZL/ZR are used to run).

Items to recover sanity don't seem to be needed at all except for the speedruns that opt to go for Ending #4, where there are areas that will lower your sanity meter.

Dates with skipping function will take around 30 seconds to complete, while jobs will take around 1 minute 50 seconds to complete, that means that, not accounting for movement between zones, a Date will always be preferable to do than a job, unless there's a real need of money farming. Some choices that I list may not seem optimal because of travelling distances, those will be chosen because of what I call the "Jealousy System", in which if you don't do any dates with a specific girl during 2 consecutive days, that girl will be unavailable for any future date.

For the suspicion dialogue options, I will give only the answer to the option that lowers the suspicion gauge, or doesn't modify if no option lowers it. In case that you want to raise your suspicion for some reason, just pick the other option instead.

When calculating the items to purchase, I'll be always assuming that you get an S-Rank on the minigames I mark as mandatory to play, that means you will win 60 T each time one minigame is marked as must-play. In case you win another Rank, buy the amount of items that your actual money actually lets you purchase.




For the "Item Get" animation, it's way faster to press the B button than pressing A, even with turbo options.

Golden Maiden rewards are assigned into each Golden Maiden, so interacting with the ones that give no reward is basically pointless in a speedrun, but there are some rewards that may be worth the time.


Saturday

Night (Food: 5) (Health: 5) (Suspicion: 0)


Your inventory starts with the following items:

-  Bread x1 (+1 FOOD)
-  Lantern x1 (KEY ITEM)
-  Elise's Brooch x1 (KEY ITEM)

Start, skip the cutscenes and return to Elise's house. Grab:

-  Grapes x1 (+1 FOOD, +1 HEALTH)

Enter house, go to the upper floor, mash through the QTE, interact with the left side to obtain:

-  Tinderbox x1 (Contains 10 Matches)







Use the lantern (Matches: 9), go to the lower floor, interact with the cauldron, then collect the following item:

-  Broom x1.

Go outside and go to the hut.

Return home.

Go to bed.

INVENTORY					
Normal Items		Food Items		Key Items	
			Quantity: 1		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 1		Food from Items: 2		Money: 10 T	

Sunday


Dawn (Food: 4) (Health: 5) (Suspicion: 0)

Go to lower floor, go to the outdoors hut, return home.








Speak with Rozenmarine to schedule **Rozenmarine Date #1**.

Go to Village Square, in the way there, the shop tutorial will be triggered, don't buy anything

Interact with the left part of the Bakery building to obtain:


-  Pretzel x1 (+1 FOOD +1 HEALTH)

Speak with the people outside to trigger a cutscene.

INVENTORY					
Normal Items		Food Items		Key Items	
			Quantity: 1		Quantity: 1
			Quantity: 1		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
Health from Items: 2		Food from Items: 3		Money: 10 T	

Morning (Food: 3) (Health: 5) (Suspicion: 0)









Speak with Lebkuchen inside the Cathedral to schedule **Lebkuchen Date #1**. You also will be rewarded with:

-  Pretzel x1 (+1 FOOD +1 HEALTH).

Leave the cathedral, speak with Freya in the Village's Square to schedule **Freya Date #1**. You also will be rewarded with









-  Ointment x1 (+2 HEALTH).

Play Chicken Frenzy on Village's Square to win 60 T (T Amount: 60).

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 4		Money: 70 T	

Afternoon (Food: 2) (Health: 5) (Suspicion: 0)

Go to Church to do [Lebkuchen Date #1](#).

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 4		Money: 70 T	

Dusk (Food: 1) (Health: 5) (Suspicion: 0)









Go to Lebkuchen Bakery and purchase the following items:

-  Bread x7 (+1 FOOD). (T Amount: 0).

Eat the following food:

-  Bread x4 (Food: 5)

Go to Elise's Backyard for **Rozenmarine's Date #1**.









INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 4		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 7		Money: 0 T	

Evening (Food: 4) (Health: 5) (Suspicion: 0)

Speak with Rozenmarine inside Elise's house.


Outside Elise's house, find Muffy, do not give her food (Suspicion: 2)

Go to sleep

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 4		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 7		Money: 0 T	

Witching hour (Food: 3) (Health: 5) (Suspicion: 2)

Speak with Golden Maiden #4 to obtain:

-  Grapes x1 (+1 FOOD +1 HEALTH)

Interact with the mirror to obtain, you'll also lose ½ health:

-  Silver Key x1

Use the obtained Key on the chest on the right to obtain:

-  Gold Key x1

Use Key on the Door and go through the next corridor.

In the last room, go first to the left, interact with Chest #1 to obtain:

-  Phantasm Key x1

Go left and up and open the Chest, a note will appear.

Go to the center and you'll find a golden library, interact with it to obtain:

-  Phantasm Key x1

Return to the center of the room, then go upper right to open a Chest;

-  Phantasm Key x1

Go down-left and interact with another Chest to obtain:

-  Phantasm Key x1








Open the menu in front of the door and eat the following food:

-  Grapes x2 (Food: 5) (Health: 5)

Then use the following items on the door:

-  Phantasm Key x4

On the dark room, just go right until a cutscene triggers.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 4		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 6		Money: 0 T	








Monday

Dawn (Food: 4) (Health: 5) (Suspicion: 2)

Go downstairs, grab:

-  Bread x1








Go to the backyard, skip the cutscene and answer as you prefer (has no effect)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 5		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 7		Money: 0 T	

Morning (Food: 3) (Health: 5) (Suspicion: 2)

Speak with Freya at Village Inn to schedule **Freya's Date #2**

Play Chop Chop Chop (Left) or It's Raining Apples (Right), both are at Village's Inn to win 60 T (T Amount: 60).








INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 5		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 7		Money: 60 T	

Afternoon (Food: 2) (Health: 5) (Suspicion: 2)

On the dialogue about Rozenmarine in the Village's Plaza, answer "Granny Holle told me about her" and "I found her all alone in the crossroads" to lower your suspicion (Suspicion: 1)

Speak with Rozenmarine at Village's Entrance

Play Kiss The Rat at Village Inn to win 60 T (T Amount: 120). Alternatively, you can also play Chicken Frenzy at Stables, which only loses some minor time in comparison.








INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 5		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 7		Money: 120 T	

Dusk (Food: 1) (Health: 5) (Suspicion: 1)

Eat the following food:








-  Bread x4

Go to Church and do **Freya's Date #2**, select "You'll never change, huh?"
Suspicion Level will increase for not feeding Muffy (Suspicion: 2)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 3		Money: 120 T	

Evening (Food: 4) (Health: 5) (Suspicion: 2)

Return to Elise’s house, speak with Rozenmarine outside, then speak again inside and go to sleep.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 3		Money: 120 T	

Witching Hour (Food: 3) (Health: 5) (Suspicion: 2)

Go to Woodlands

Walk through the corridor

In the first room, get near the moths on the center of the room, then run to the torch

In the second room, interact with the item on the entrance to obtain Matches x5, then go through the mini-maze

In the upper part, light a match, get near the moths at the center part and go left until you get to the torch, unlight the match so the moths stay at that torch

Light a match, get near the moths at the center part and go right until you get to the torch, unlight the match so the moths stay at that torch









In the third room, light a match and get near the moths at the left part, start running and attract the other two groups of moth, then go to the upper part of the area and unlit the match when you're near the upper group of moths. After this part, you should have 2 Hearts remaining.

Get to the next room, interact with the basket and you'll obtain:

-  **Straw Basket x1**

Prepare for the chasing sequence, the easier way to beat it is going left on all the rooms, since there's no enemy near the left walls.

When you leave the Woodlands, continue your path until you trigger a cutscene with Flocke and Rozenmarine.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 3		Money: 120 T	

Tuesday







Dawn (Food: 2) (Health: 2) (Suspicion: 2)

Eat the following items:

-  Bread x1
-  Pretzel x2







Go outside Elise's house

Go to the stables, speak with the Crows and answer "Even if they were hagridden" to lower your suspicion (Suspicion: 0)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1				Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 0		Money: 120 T	







Morning (Food: 4) (Health: 4) (Suspicion: 1)

Go to Crossroads and do **Rozenmarine Date #3**, answer "Huh". Suspicion Level will increase for not feeding Muffy (Suspicion: 2)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1				Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 0		Money: 120 T	







Afternoon (Food: 3) (Health: 4) (Suspicion: 2)

Go to Village Plaza and do **Lebkuchen Date #3**, answer “Suit yourself then”.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1				Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 0		Money: 120 T	

Dusk (Food: 2) (Health: 5) (Suspicion: 2)



Play Kiss the Rat at Village Entrance to win 60 T (Total: 60 T). Alternatively, you can also play It's Raining Apples at Village Square, which only loses some minor time in comparison.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1				Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 2		Food from Items: 0		Money: 180 T	

Evening (Food: 1) (Health: 4) (Suspicion: 2)

At Village Entrance, Bertha will appear and speak to you, answer “And there isn’t, Mrs. Bertha” and “Because she cares, Mrs. Bertha” to not make your suspicion go up.

Enter Lebkuchen’s Bakery and buy the following items:

-  Lebkuchen x4
-  Pretzel x5* (In case you have less than 180T, buy all the ones that your actual money allows you)









Eat the following food:

-  Lebkuchen x1
-  Pretzel x1

Go to Crossroads to trigger a cutscene, then go back to Village Square

When you activate the cutscene at Village Square, select “Maybe I’m just tired” and “As I said father” to not make your suspicion go up.

Return to Elise’s home and speak with Rozenmarine inside. After the cutscenes, go to Woodlands

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 4		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 13		Money: 0 T	

Witch Hour (Food: 4) (Health: 5) (Suspicion: 2)

Walk through the corridor and get on the horse plat, then continue until you find Rozenmarine.

Grab the following item:

-  Murim's Ring x1

Go through the forest to recover the following item:

-  Murim's Ring x1

Eat the following:

-  Bread x1

Use the obtained ring on the giant golden claw on the right part of the area to continue to the next section.

On the second section, go up until a cutscene triggers

Go through the maze until you find the exit, the trick is going up and go in zig-zag to avoid the enemies that spawn on sight.

On the third room, go to the right, then top to grab the following item:

-  Crow Slate x1

After that, go to the lower side, then left to collect a shining item:

-  Crow Slate x1

Go to the upper side from where you collected the second Slate, and you'll find a place to introduce an item, use the slate.

Continue through the corridor to obtain the following item:

-  Crow Slate x1

After obtaining the slate, go back and recover the one you've used, and you'll receive it back.

Now, with 3 Slates on your hand, go to the beginning of the room and go to the other section, where you'll have to use all the Slates to proceed.











After solving that maze, enter to the next room, and interact with Rozenmarine, you'll obtain:

-  Wheat Testament x1

Speak with Rozenmarine again and be prepared to evade Mari Lwyd. When the cutscene ends, go to the right to start a chase sequence.

You can obtain Accorn x1 (HEALTH +1) in the middle of the chase sequence.

After both chase sequence end, a cutscene will trigger.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 4		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 7		Food from Items: 13		Money: 0 T	

Wednesday











Dawn (Food: 3) (Health: 5) (Suspicion: 2)

Go to the granary to speak with Rozenmarine.

Go to the Windmill to speak with the crowd.

Talk to Gustav/Ludwig/Bernhard at Windmill and answer "You could draw them away" to not increase your suspicion. This will start the quest to obtain the Windmill Key.











Enter the church and speak with the crowd.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 4		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 7		Food from Items: 13		Money: 0 T	

Morning (Food: 2) (Health: 5) (Suspicion: 2)

Speak with Eugen/Wilhelm to continue the quest to obtain the Windmill Key, answer "You're rather trusted, Mr. Eugen".

Play Chicken Frenzy at Village Inn to win 60 T.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 4		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 7		Food from Items: 13		Money: 60 T	











Afternoon (Food: 1) (Health: 5) (Suspicion: 2)

Eat the following food (Food: 5):

-  Lebkuchen x1
-  Pretzel x1











Speak with Guido/Fynn at Windmill and answer “Would you say they won’t?” to continue with the Windmill Key Quest, it also lowers suspicion (Suspicion: 1)

Go to Village’s Entrance to do [Lebkuchen’s Date #4](#), select “You’re too stubborn, Lebkuchen”. After the afternoon ends, Muffy will raise your suspicion one level (Suspicion: 2)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 10		Money: 60 T	

Dusk (Food: 4) (Health: 5) (Suspicion: 2)

Go to Village’s Inn for **Freya’s Date #4**. Select “If you’re not serious about this...”











INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 10		Money: 60 T	

Evening (Food: 3) (Health: 5) (Suspicion: 2)

At Village Entrance, Ludwig/Elma will appear and speak to you, answer "She's a kind soul, Ms. Elma" and "Why, she's a worrier, Mrs Elma" to not make your suspicion go up.

Go to Crossroads to trigger a cutscene

Go to Woodlands

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 10		Money: 60 T	

Witch Hour (Food: 2) (Health: 5) (Suspicion: 2)

Go through the corridor and step on the horse tile, then follow the new path that opens in a cutscene.

Follow the maze path and break the vases you find you'll find the following items:

-  Acorn x2
-  Acorn x2

Solve the Tile Maze Puzzle, solution of the correct path shown on the photo below.



On the spike maze, reach to the end with Elise, Apfel must be visible to be able to access the next room. Count on losing around 3-4 hearts (Health: 1).

Eat the following food:

-  Accorn x4

The next section is an autoscroller, so you have a bit of time to think about what to do and it's not needed to rush, since you have to wait for Apfel's movements. He'll always walk on the Jar tile the first time, then on the Horse tile, and finally at the Cat tile. When the autoscroller section ends, speak with Apfel to end the Witch Hour. After that, you'll appear at the Crossroads, still at night.

Go to Village's Inn for a Cutscene









Speak with Eugen to receive the following item, only if you did all the previous steps of the Windmill Key Quest:

-  Windmill Key x1

Go to the Windmill and use the Windmill Key, inside, you'll play a modification of Chop Chop Chop!. In Round 1 you have to chop the Wheat Testament, in Round 2, you have to chop Wood, pay attention to the colors, since everything you have to kick has a pink-red color, while the Wheat is always Black and the Wood is always Brown. After succeeding at the minigame, you'll obtain:

-  Tender Flesh

If the Windmill Key Quest wasn't done, you'll have to go back to Elise's house after watching the Village Inn Cutscene

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1

Health from Items: 6	Food from Items: 9	Money: 60 T
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Thursday

Dawn (Food: 1) (Health: 1) (Suspicion: 2)

Eat the following food (Food: 4):











-  Lebkuchen x1

Go to Village's Square and speak with the crowd, after that, go to the inside of the church and speak with the crowd again.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 6		Money: 60 T	

Morning (Food: 3) (Health: 5) (Suspicion: 2)

Speak with Lebkuchen inside Lebkuchen's Bakery for **Lebkuchen's Date #5**, answer "You're trying my patience"

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 6		Money: 60 T	










Afternoon (Food: 2) (Health: 5) (Suspicion: 2)

Eat the following food (Food: 5):

-  Lebkuchen x1










Speak with the crowd at Village Plaza

Go to Windmill to do **Rozenmarine's Date #5**. Answer "Don't you find it strange". Muffy will raise your Suspicion after the event ends. (Suspicion: 3)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 3		Money: 60 T	

Dusk (Food: 4) (Health: 5) (Suspicion: 3)

Play It’s Raining Apples on Village Square to win 60T.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 3		Money: 120 T	











Evening (Food: 3) (Health: 5) (Suspicion: 3)

Go to Village Entrance and Odilie/Ariane will appear, answer “Yes, it is”, “She wants to help, is all” and “That’s only natural, Mrs. Ariane” to not raise suspicion.

Enter at Lebkuchen’s Bakery at Village’s to buy:

-  Lebkuchen x4

Go inside Elise’s house and speak with Rozenmarine, then go to Woodlands

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 4		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 15		Money: 0 T	

Witch Hour(Food: 2) (Health: 5) (Suspicion: 3)

Walk until you reach the save point, then break the vase to obtain
Matches x5

Go south east and when you see a statue interact with it to obtain:

-  Porcelain Knife x1

Break the Vase to the right of the statue to obtain:

-  Porcelain Knife x1

Use the Porcelain Knife on the brambles on the right, break the vase to reveal a Mask.

Go back to where the statue was, go to the upper side and use the other Porcelain Knife

You'll see a cutscene and the door of the previous room will be opened

Enter on the door that has just opened

Find Aziel and interact with the Door, a cutscene will trigger and you'll appear in a new room.

On the next room, stay next to the left walls and go down, stay on the first tiled floor, then time it correctly to go to the second tiled floor, and from there, time everything again to break the vase on the upper side, and you'll find:

-  Serpent Key x1

After that. Go right and slightly down to access the following area.

Where you appear on the next room is randomly generated, follow the moon trail to be sure you get to the middle of the room.

After the cutscene, go north-west to activate the first of the three statues (North-West)

From there go right and slightly down to activate the second of the statues (North-East)

From the second statue, go down to activate the first of the switches, the one with 6 Jars with Eyes (East)

After that, go South-West to activate the third of the statues (South)

From there, go North-West to activate the second of the switches, the one in a Woman Statue (South-West).

After that, go up and slightly left and activate the last of the switches, another Woman Statue (West).












Go to the left to find the flame, then escort it to the center of the room, you'll be rewarded with:

-  Serpent Key x1

When you get at the center, run to the upper part of the map until you get to the next room.

You'll be back at where you couldn't open the door before, use the 2 Serpent Keys on the Door and watch the cutscene. You'll obtain:

-  Needle Testament

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 4		Quantity: 1
			Quantity: 3		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 6		Food from Items: 15		Money: 0 T	












Friday

Dawn (Food: 1) (Health: 5) (Suspicion: 3)

Eat the following food (Food: 5):












-  Lebkuchen x1
-  Pretzel x1

Go to Village Inn and speak with the crowd

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 11		Money: 0 T	

Morning (Food: 4) (Health: 5) (Suspicion: 3)












Go to Village Entrance and do **Lebkuchen's Date #6**. Select "Anyhow, Leb...". At the end of the period, Muffy will raise your suspicion (Suspicion: 4)

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 11		Money: 0 T	

Afternoon (Food: 3) (Health: 5) (Suspicion: 4)

Go to Church and interact with the green circle, during the cutscene, select the options “Of course I didn’t”, She’s anything but, Mr. Bernhard”, “She’s just a lassie” and “He’s just a boy” to not raise suspicion.

Go to Creek and do **Rozenmarine’s Date #6**. Select “We’re nothing alike, Rosmarine”












INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 3		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 11		Money: 0 T	

Dusk (Food: 2) (Health: 5) (Suspicion: 4)

Eat the following food (Food: 5):

-  Lebkuchen x1












Play Kiss the Rat at Village’s Entrance to win 60 T.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 8		Money: 60 T	

Evening (Food: 4) (Health: 5) (Suspicion: 4)

A cutscene will be triggered at Village plaza, answer to Brunhilde/Wilma "I thought you'd be interested", "I've noticed, Mrs. Brunhilde" and "She's shy, Mrs. Brunhilde" to not raise suspicion.

Go to Elise's house, then return to the Creek

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 4		Food from Items: 8		Money: 60 T	

Witch Hour (Food: 3) (Health: 5) (Suspicion: 4)

Walk until you access the distorted version of the Village Square, and try to enter the church.

Enter to the right room

Press the switches in that order: Middle – West – East to unlock the next room, all of them are on the north part

Enter the door to the right, and continue through the room

When you see 2 red lights, make sure to turn off the lantern, from there, go right until you see the first Statue Head.

After that, go slightly up, then left.

In case you need to know the next moves you have to do, it's a good moment to turn on the lantern for a brief moment, then do a U movement to the left until you see the second Statue Head.

Break a nearby vase to obtain Berries x2 (+1 HEALTH)

Go slightly up, then right until you find the third Statue Head. Go up and interact to obtain:

-  Aziel's Lyre x1

Turn back to Statue Head, and go right, then up.

You'll be back at the distorted Village Square, use the Lyre at the Church and prepare to fight the boss, answer the following when he throws questions, use the berries to heal Health if needed:

- That bracelet, and that pinecone...!
- It scares me!
- Believe in her purpose!












When the boss is defeated, you'll obtain:

-  Empty Vessel x1

After ending the dungeon segment, enter in the real-world Church and use the Sweetest Nectar on the basin, then use the needle testament. You'll play a variation of It's Raining Apples, your reward will be:

-  The Sweetest Nectar x1

Go back to Elise's house

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 2		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 8		Money: 60 T	

Saturday

Dawn (Food: 3) (Health: 5) (Suspicion: 4)












Go to church and speak with Father Hans. Saturday skips the Morning period, but consumes no food for it

Afternoon (Food: 2) (Health: 5) (Suspicion: 4)

Eat the following (Food: 5):

-  Lebkuchen x1

Go to Village Inn, speak with Rozenmarine to participate on
Rozenmarine's Date #7.

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 5		Money: 60 T	













Dusk (Food: 4) (Health: 5) (Suspicion: 4)

You're automatically taken to the Date, answer:

Rozenmarine: It is rather silly, but...













And you'll obtain:

-  The Perfect Company x1

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 5		Money: 60 T	

Evening (Food: 3) (Health: 5) (Suspicion: 4)

You'll appear at crossroads, go from there to Woodlands after the cutscene. Put the Three Testaments on each slot

INVENTORY					
Normal Items		Food Items		Key Items	
	Quantity: 1		Quantity: 1		Quantity: 1
			Quantity: 2		Quantity: 1
			Quantity: 1		Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
					Quantity: 1
Health from Items: 5		Food from Items: 5		Money: 60 T	

Witch Time (Food: 2) (Health: 5) (Suspicion: 4)

Interact with the Three Pedestals, once you're given options to answer, select any of the options on the first one, then "I can't go through with this...".