# Monotone Princess Walkthrough

## Gameplay

Gameplay takes place over six days, each of which are split into different paths for Maka's, Black☆Star's and Kid's teams.

### Recommended Routes

If you choose to only play the game once, the recommended route to unlock as many cutscenes as possible is as follows:

Day 1: Maka or Black☆Star

Day 2: Kid

Day 3: Maka

Day 4: Black☆Star

Day 5: Kid

Day 6: Any

Else, if you intend to replay the game, the recommended order is Maka > Black☆Star > Kid. It should be noted that, as long as you are not currently in the middle of a mission or sub-scenario, you can change characters at any time by visiting the Team menu.

### Kid's Make-Up Exam

On Day 1 at noon when playing as Kid, there is a sub-scenario involving a true or false quiz minigame. In order to pass the test, you must score a 7/10 or above. Failure to do so will result in a re-make-up exam...

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| --- | --- | --- |
| Question 1 | The basis of soul studies is that a sound soul dwells within a sound mind and a sound body. | True O |
| Question 2 | The highest possible rank for a meister is three stars. | True O |
| Question 3 | The act of a meister and weapon amplifying their soul wavelengths is known as Soul Response. | False X |
| Question 4 | The guidelines for the ways of an assassin consist of five articles. | False X |
| Question 5 | A magic weapon needs 999 kishin egg souls and one witch soul to become a Death Scythe. | False X |
| Question 6 | The Queen of the Witch Order is named Maba. | True O |
| Question 7 | Doctor Medusa's hair is wrapped counterclockwise. | False X |
| Question 8 | On the Super Written Exam, Liz scored 29 points. | False X |
| Question 9 | Excalibur rests in a cave in the northern British Isles. | True O |
| Question 10 | Witches have more than one soul. | False X |

## Items

There are four types of items in the game; mission items used in battle, equipment which you obtain via mini cutscenes and needs to be equipped before heading out, as well as key items which you're asked to find in missions and event items which are received during the course of the story.

#### Mission Items

Items can be found in breakable wooden boxes, barrels, or treasure chests. During item locating missions, they may also contain a dud (a metal can), or trigger trap and force you into battle.

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|  | Stone Sun (Small) | Recovers 15% of your HP. |
|  | Stone Sun (Mid) | Recovers 35% of your HP. |
|  | Stone Sun (Large) | Full HP recovery. |
|  | Stone Moon (Small) | Amplifies resonance by 25%. |
|  | Stone Moon (Large) | Amplifies resonance to max. |
|  | Gold Skull | Restores HP and resonance to max. |
|  | Jewel Skull | Increases attack power by 1.5x for 30 seconds. |
|  | Crystal Skull | Halves damage received |

#### Equipment

Equipment can be accessed via the Item Menu and should be set before heading out on a mission. Note that when a character has an abnormal status, Finishing Strikes can't be used.

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|  | Antidote | Halves the duration of poison to 8 seconds. | Maka: Day 3 - Patty's Secret  Black☆Star: Day 3 - Mother Faker  Kid: Day 3 - PTA Meeting  Or found in the DWMA from Day 4 |
|  | Stimulant | Halves the duration of shock to 5 seconds. | Maka: Day 2 - What a Girl Desires  Black☆Star: Day 1 - Dummy☆Star...  Kid: Day 2 - The Conqueror  Or found in the DWMA from Day 3 |
|  | Water Bucket | Halves the duration of confusion to 5 seconds. | Maka: Day 2 - DWMA Renovation  Black☆Star: Day 2 - Auntie's Secret  Kid: Day 2 - Sister Stories  Or found in the DWMA from Day 3 |
|  | Alarm Clock | Halves the duration of sleep to 5 seconds. | Maka: Day 4 - Black☆Star's Show  Black☆Star: Day 4 - Fainting Spell  Kid: Day 4 - Soul's Scar  Or found in the DWMA from Day 5 |
|  | Sub Soul | Automatic revival on death. Can only be used once. | Maka: Day 5 - Kindness & Karma  Black☆Star: Day 5 - The Maka Chop  Kid: Day 5 - 姉妹の最終兵器  Or found in the DWMA on Day 6 |
|  | Second Life Soul | A Maka Team-only item. When equipped, Blair will join you in battle, changing the alternative combo attacks. | Maka: Day 3 - Unqualified  Or found in the DWMA from Day 4 |

## Side Quests

Extra missions can be taken from the Bulletin Board in the Hallway (Days 1-3) and the Special Guidance Room (4-6). While these are not essential, completing the missions will allow your chosen characters to level up. Each team can take up to five side quests per day.

#### Report Card

Your performance on each mission will be graded based on 3 out of a possible 8 conditions, as well as a level bonus depending on how much your current level differs from the suggested level.

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| EXP Obtained | Final Grade |
| 250+ | A |
| 176+ | B |
| 125+ | C |
| 50+ | D |
| 0 | E |

#### Levelling Up

EXP is earnt by clearing missions in teams. Once the required EXP for the current level bracket has been reached, said team will level up. E.g., for Maka Team at Level 1, 150+ points are needed, and at Lvl. 17, 250+ will be needed.

After levelling up, your max HP, speed of achieving resonance and finishing strike attack power will increase, and EXP will be reset. At the end of each day, all teams will be raised above a certain level.

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| Level | EXP Required to Level Up |
| 1 -4 | 150 |
| 5-9 | 175 |
| 10-14 | 200 |
| 15-19 | 250 |
| 20-24 | 300 |
| 25-27 | 350 |
| 28-30 | 400 |