Mushishi Walkthrough

Translated from http://tokisoto.blog119.fc2.com/blog-entry-490.html

This will be posted on Game FAQs to accompany the patch on release. I’m translating a lot of this blind, so it will need further review.

# Main Story

Tips: Some mushi will stop appearing as the game progresses, but they will reappear once the story has been completed.

An event involving afallen bird occurs at **Location 15**.

(The specific conditions to trigger this event is unknown, but it will occur as you continue to catch and identify mushi.)

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The next day, talk to the villagers at **Locations 10, 11 and 12**.  
  
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The next day, an event will occur at **Location 15.** Then, talk to the Village Chief at **Location 14**.  
  
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The next day, talk to the villager at **Locations 10**.  
  
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Go to sleep at your home. In the morning, an event where the player character writes a letter to Yakuno will automatically occur.  
  
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The next day, a reply will come from Yakuno.

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After two days have passed, Ginko will appear at **Location 15**. He asks for Mushi Tobacco.   
  
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Mix Red Leaves [**08**], White Leaves [**06**], Black Leaves [**19**] to make the Mushi Tobacco and give it to Ginko at **Location 15**. A light vein will appear. After walking for a while, the vein will disappear and an event will occur.  
  
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During the day, go to **Location 06**, and enter the cave [**Location 09**]. An event will occur.

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Conversation event at **Location 13**.

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Event in the field [**Location 08**].

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During the day, talk to the villagers who are gathered at **Location 12**.  
  
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During the day, go to **Location 18** and talk to Ginko. Choose “That mushi…”, “Is weak to…”, “Light…?”  
(Don’t worry if you make a mistake, as you can do it over.)  
  
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Credits Scene. After the credits, sleep, and the “Karibusa library” will appear on the Title Screen.

Once the story has been completed, more mushi will become accessible. You can also take on side quests and sub events, or start a New Game+.

Side Quests

Villager Requests

Villager requests may occur in any order, both during and after completing the main story. If the request involves curing an illness caused by mushi, two medicines will be required (one for the requester, and one for yourself).

### Village Chief’s Backpain

**Request:** Make medicine for the Chief’s back pain  
**Requester:** Village Chief at his house[**Location 14**]  
**Required medicine:** “Lumbago Medicine” - Green Root [**12**], Green Leaves [**02**]  
**Reward:** One of Taro/Daikon/Natto/Eggplant (chosen at random)

Mix the “Lumbago Medicine” and give it to the Village Chief. This is a reoccurring quest.

Marble-like Stone

**Request:** Find a stone  
**Requester:** Girl at **Location 10**  
**Reward:** Yamamomo

Search the river [**06**], waterfall [**05**], pond [**04**], hill [**01**], field [**08**] and the Village Chief's House [**14**]. Show the stone you found to the girl, and if it is the right one you will receive a reward. (The location of the stone is random.)

Food Delivery

**Request:** Deliver a bento  
**Requester:** Woman in the house to the left of the village [**Location 12**]  
**Reward:** Soybeans

Talk to the requester’s husband at the pond [**Location 04**] on the same day. If you go too late in the day, the husband will not accept the bento and you will not receive the reward.

Panda’s Favorite

**Request:** Gather bamboo shoots  
**Requester:** Woman in the house in the center in the village [**Location 12**]  
**Reward:** When you visit the house at night, you will be treated to dinner

Visit the bamboo grove [**Location 27**] on the same day, gather the bamboo shoots, and give them to the woman. If you return to the house that night, you will be treated to hot pot.

### I Yam What I Yam

**Request:** Gather yams  
**Requester:** Woman in the house to the left of the village [**Location 12**]  
**Reward:** When you visit the house at night, you will be treated to dinner

Visit the forest [**Location 26**] on the same day, gather the yams, and give them to the woman. If you return to the house that night, you will be treated to hot pot.

Prescription Drugs

**Request:** Deliver three kinds of medicine  
**Requester:** Man in the house to the right of the village [**Location 12**]  
**Required medicine:** “Lumbago Medicine” - Green Root [**12**], Green Leaves [**02**]  
　　　　　　　　“Energy Medicine” - Yellow Berries [**27**], Yellow Seeds [**03**]  
　　　　　　　　“Nourishing Medicine” - Red Roots [**20**], Red Seeds [**01**]

**Reward:** Eggplant

Mix the “Lumbago Medicine”, “Energy Medicine” and “Nourishing Medicine” and give it to the man. Return again later to get the reward.

### Feeling Sick

**Request:** Find the cause of the requester’s illness  
**Requester:** Woman in the house in the center in the village [**Location 12**] **Required medicine:** “Mushi Repellent” - White Roots [**11**], White Leaves [**06**], White Bark [**16**]  
**Reward:** Cucumbers

After hearing about the quest, go outside and an event will occur. Mix the “Mushi Repellent” and give it to the woman.

An event will occur as you approach the fireplace.

Berry Sweet

**Request:** Gather strawberries  
**Requester:** Siblings [**Location 11**]  
**Reward:** None

Visit the valley [**Location 25**], gather the strawberries, and give them to the siblings.

Strange Voice

**Request:** Investigate the source of the strange voice  
**Requester:** Village Chief at his house[**Location 14**]

**Required medicine:** “声震鎮静の塗薬” - Yellow Leaves [**14**], Red Bark [**26**], Green Seeds [**10**]  
**Reward:** Eggplant

Go outside the Village Chief’s House [**Location 14**] at night and capture Mushi 098. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “声震鎮静の塗薬”and give it to the Chief.

Catnapped

**Request:** Find a cat  
**Requester:** Girl in the village[**Location 12**]  **Required medicine:** “Mushi Extractor” - Green Leaves [**02**], Green Berries [**15**], Green Seeds [**10**]  
**Reward:** Strawberries

Talk to the cat at the waterfall [**Location 05**]. Mix the “Mushi Extractor”, and talk to the cat again. Then, make another medicine, and talk to the cat again with a fish in your inventory. Finally, talk to the girl to receive your reward.

(Even if you have a fish in your inventory, the cat will run away the first time you give it medicine.)

Something Fishy

**Request:** Catch a carp  
**Requester:** Woman in the house to the right of the village [**Location 12**]  
**Reward:** When you visit the house at night, you will be treated to dinner

Visit the river [**06**] or waterfall [**18**] on the same day, catch a carp, and give it to the woman. If you return to the house that night, you will be treated to hot pot.

### Missing Husband

**Request:** Find the requester’s husband  
**Requester:** Woman in front of your home [**Location 16**] **Required medicine:** “平衡保持の塗薬” - Red Roots [**20**], White Leaves [**06**], Black Berries [**05**]  
**Reward:** Potatoes

Find and talk to the husband in the forest [**Location 26**]. Visit the forest again in the evening and capture Mushi 085. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “平衡保持の塗薬”and give it to the woman in the house to the right of the village [**Location 12**].

### Feeling Sluggish

**Request:** Find the cause of the requester’s heavy limbs  
**Requester:** Woman in the house to the left of the village [**Location 12**] **Required medicine:** “抗移動鈍化の塗薬” - Green Root [**12**], Yellow Root [**07**], White Roots [**11**]  
**Reward:** Sweet Potato

Visit the pond [**Location 04**] during the day and capture Mushi 086. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “抗移動鈍化の塗薬”and give it to the woman.

### Blurred Vision

**Request:** Find the cause of the requester’s blurred vision  
**Requester:** Man in the house to the right of the village [**Location 12**] **Required medicine:** “視界良好の飲薬” - Red Roots [**20**], Green Leaves [**02**], Yellow Bark [**13**]  
**Reward:** Taro

Visit the forest [**Location 17**] during the day and capture Mushi 087. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “視界良好の飲薬”and give it to the man.

### Sickly Wife

**Request:** Find the cause of the requester’s wife’s collapse  
**Requester:** Man in front of your home [**Location 16**] **Required medicine:** “抗時間鈍化の飲薬” - Green Seeds [**10**], Red Seeds [**01**], Black Seeds [**23**]  
**Reward:** Carrots

Talk to the man in the house to the right of the village [**Location 12**]. Visit the riverside [**Location 06**] during the day and capture Mushi 088. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “抗時間鈍化の飲薬”and give it to the man.

### Can’t Stay Awake

**Request:** Find the cause of the requester’s sleepiness  
**Requester:** Woman in the house in the center in the village [**Location 12**] **Required medicine:** “眠気除去の焚薬” - Black Roots [**21**], Black Leaves [**19**], Black Bark [**17**]  
**Reward:** Daikon

Visit the hill [**Location 01**] between day~evening and capture Mushi 089. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “眠気除去の焚薬”and give it to the woman.

### Nocturnal Husband

**Request:** Find the cause of the requester’s husband’s strange sleeping pattern  
**Requester:** Woman in front of your home [**Location 16**] **Required medicine:** “覚醒促進の塗薬” - White Bark [**16**], White Berries [**25**], White Seed [**04**]  
**Reward:** Eggplant

At night, talk to the requester’s husband in the field [**Location 08**]. Then visit the bamboo grove [**Location 27**] at night and capture Mushi 090. Make a report to Yakuno, and wait for his letter to arrive.

Finally, make the “覚醒促進の塗薬”and give it to the requester’s husband.

### Always Hungry

**Request:** Find the cause of the requester’s hunger  
**Requester:** Man in the house to the right of the village [**Location 12**] **Required medicine:** “抗空腹異常の飲薬” - Yellow Root [**07**], Yellow Bark [**13**], Yellow Seeds [**03**]  
**Reward:** Cucumbers

Visit the swamp [**Location 18**] during the day and capture Mushi 091. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “抗空腹異常の飲薬”and give it to the man.

### Off Your Food

**Request:** Find the cause of the requester’s daughter’s loss of appetite  
**Requester:** Woman in the house in the center in the village [**Location 12**] **Required medicine:** “食欲促進の焚薬” - Red Leaves [**08**], Red Bark [**26**], Red Berries [**18**]  
**Reward:** Edamame

Visit the waterfall [**Location 05**] during the day and capture Mushi 092. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “食欲促進の焚薬”and give it to the woman.

### Earworms

**Request:** Find the cause of the requester’s son’s loss of hearing  
**Requester:** Woman in the house to the right of the village [**Location 12**] **Required medicine:** “雑音鎮静の飲薬” - Green Bark [**22**], White Bark [**25**], Black Bark [**05**]  
**Reward:** Soybeans

Visit **Location 20** during the day and capture Mushi 093. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “雑音鎮静の飲薬”and give it to the woman.

### To Fall on Deaf Ears

**Request:** Find the cause of the requester’s wife’s deafness  
**Requester:** Man in front of your home [**Location 16**] **Required medicine:** “無音除去の塗薬” - Green Berries [**15**], Red Berries [**18**], Yellow Berries [**27**]  
**Reward:** Carrots

Talk to the man in the house to the left of the village [**Location 12**]. Visit the valley [**Location 25**] during the day and capture Mushi 094. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “無音除去の塗薬”and give it to the man.

### Speechless

**Request:** Find the cause of the requester’s son’s lost voice  
**Requester:** Woman in front of your home [**Location 16**] **Required medicine:** “発声喚起の飲薬” - Black Bark [**17**], Red Berries [**18**], White Seed [**04**]  
**Reward:** Potatoes

Talk to the mother and son at the house in the center in the village [**Location 12**]. Then visit the field [**Location 08**] in the evening and capture Mushi 095. Make a report to Yakuno, and wait for his letter to arrive.

Finally, make the “発声喚起の飲薬”and give it to the woman.

### Two Left Feet

**Request:** Find the cause of the requester’s clumsiness  
**Requester:** Girl in the house to the left of the village [**Location 12**] **Required medicine:** “転倒防止の焚薬” - Yellow Root [**07**], Black Roots [**21**], Yellow Leaves [**14**]  
**Reward:** Chestnuts

Visit the bridge [**Location 07**] during the day and capture Mushi 096. Make a report to Yakuno, and wait for his letter to arrive.

Then, make the “転倒防止の焚薬”and give it to the girl.

## Post-Story Quests

These quests are only available after completing the main story.

Ginko Request 1

**Request:** Make Mushi Tobacco  
**Requester:** Ginko via Letter **Required medicine:** “Mushi Tobacco” - Red Leaves [**08**], White Leaves [**06**], Black Leaves [**19**]  
**Reward:** Fine Fishing Rod

Prepare the Mushi Tobacco. Four days after the letter arrived, Ginko will appear in front of your house [**Location 16**]. He will give you a “Fine Fishing Rod”, which allow you catch fish automatically.

Ginko Request 2

**Request:** Catch five of Mushi 082  
**Requester:** Ginko in front of your house [**Location 16**] **Reward:** Fine Mushi Pin

Visit the valley [**Location 25**] during Evening~Night and capture five of Mushi 082. Then, talk to Ginko inside your home [**16**].

You must capture all five mushi within a week. At the end of the 8th day, he will give you a “Fine Mushi Pin”, which makes it easier to capture mushi.

\* If you open the Mushi Record before handing the mushi to Ginko, the mushi you have caught will disappear.

Even if you complete the request early, Ginko will stay until the 8th day. If your health drops to 0 and you collapse during this time, Ginko will tend to the player character.

### Yakuno Visits

**Condition:** Collect all 100 mushi and complete the Mushi Record.

Yakuno will come to visit you in front of your home [**Location 16**] at the end of the day. (You can skip the waiting by choosing to Sleep Outside, after which the scene will automatically play.)

He will give you a pair of “Fine Sandals”, which allow you to walk faster.

# Sub Events

Sub events are available after completing the main story.

Mushi Climbing the Waterfall

**Condition:** Complete the report for Mushi 083 and have received a letter back from Yakuno.

After catching Mushi 083, go to the waterfall [**Location 05**] in the evening, and you will find the mushi climbing the waterfall.

## One-night Bridge

**Condition:** Complete the report for Mushi 020 and have received a letter back from Yakuno.

On certain days, there will be four of Mushi 020 at the valley [**Location 23**]. If you return there at night, you will find the One-night Bridge [**Location 24**]. You can cross it to reach **Location 25**.

To get back, go to **Location 26**, then return to **25**. The bridge will have vanished, allowing you to return as normal.

Mountain Lord

**Condition:** Talk to the Village Chief at his house [**Location 14**],whowill tell you about the deer he saw in the mountain.

Sleep outside in the swamp [**Location 18**], and the Mountain Lord will appear.

## Echo Mushi

**Condition:** Complete the report for Mushi 099 and have received a letter back from Yakuno.

When Mushi 099 is present on the hill [**Location 02**], speak into the DS’s microphone, and you will hear an echo back.

## Harumagai

**Condition:** Complete the report for Mushi 022 and have received a letter back from Yakuno.

An event will occur when you get close to Mushi 022 on the mountain [**Location 21**]. Move to the left side of the screen to advance the event.

## Glowing Footprints

**Condition:** Complete the report for Mushi 100 and have received a letter back from Yakuno.

If you capture Mushi 100 again, your footprints will glow at night. To reverse the effect, take some Mushi Repellent.

## Kouda

**Condition:** Talk to the man in the house on the right of the village [**Location 12**] about the “Strange Rainbow”. If you return to sleep in your home afterwards, a rainbow may appear on the upper screen the next day.

If you see an inverted rainbow, head to the hill [**Location 01**] during the day, and you will see the base of the Kouda. (It disappears in the evening.)

## Light Vein

**Condition:** Sleep outside when your health is at 100.

The light vein may appear (occurs at random).

# Mushi List

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Number** | **Dwelling Place** | **Haunting Time** | **Map Number** | **Notes** |
| 001 | Village | Day | 12 | After clearing the story – House to the right |
| 002 | Village | Evening | 14 | Village Chief's house |
| 003 | Other | Night~Day | 16 | Your House |
| 004 | Forest | Day | 16 | After clearing the story |
| 005 | Forest | Night~Day | 16 |  |
| 006 | Forest | Day~Evening | 15 |  |
| 007 | Forest | Night | 17 |  |
| 008 | Other | All Day | 16 | After clearing the story - Your house |
| 009 | Village | Day | 12 | House to the left |
| 010 | Village | Day | 12 | House to the left - overlaps with 009 |
| 011 | Village | Day | 12 | House to the left - overlaps with 009 |
| 012 | Forest | Night | 26 |  |
| 013 | Swamp | Day | 18 |  |
| 014 | Swamp | Day | 18 |  |
| 015 | Fields | Evening | 08 |  |
| 016 | Pond | Evening | 04 |  |
| 017 | Fields | Evening | 08 | After clearing the story |
| 018 | Pond | Evening | 04 |  |
| 019 | Fields | Evening | 08 |  |
| 020 | Valley | All Day | 23 | There is a related sub event |
| 021 | Mountain | Day | 21 |  |
| 022 | Mountain | Day | 21 | After clearing the story – There is a related sub event |
| 023 | Village | Day | 12 | House to the right |
| 024 | Village | Day | 12 |  |
| 025 | Village | Day | 14 |  |
| 026 | Village | Day | 12 | After clearing the story - House to the left |
| 027 | Village | Day | 14 | After clearing the story |
| 028 | Village | All Day | 14 | After clearing the story - Village Chief's house |
| 029 | Swamp | Night | 18 | After clearing the story |
| 030 | Forest | Night | 13 | After clearing the story |
| 031 | Other | Evening~Night | 19 |  |
| 032 | Forest | Day | 15 | After clearing the story |
| 033 | Other | Day~Evening | 03 |  |
| 034 | Other | Night | 11 |  |
| 035 | Other | Evening~Night | 10 |  |
| 036 | Village | Night | 14 | After clearing the story |
| 037 | Other | Night | 10 | After clearing the story |
| 038 | Other | Evening~Night | 11 | After clearing the story |
| 039 | Mountain | All Day | 22 |  |
| 040 | Mountain | Night | 22 | After clearing the story |
| 041 | Mountain | Evening~Night | 21 |  |
| 042 | Hill | Day | 01 |  |
| 043 | Other | Day | 20 | After clearing the story |
| 044 | Other | Day~Evening | 10 | After clearing the story |
| 045 | Waterfall | Night | 05 | After clearing the story |
| 046 | Other | Day~Evening | 11 | After clearing the story |
| 047 | Hill | Night | 01 | After clearing the story |
| 048 | Hill | Night | 01 |  |
| 049 | Hill | Night | 02 |  |
| 050 | Hill | Night | 02 |  |
| 051 | Forest | Evening~Night | 17 | After clearing the story |
| 052 | Bamboo Grove | Day | 27 | After clearing the story |
| 053 | Bamboo Grove | Night | 27 |  |
| 054 | Forest | Night | 26 | After clearing the story |
| 055 | Forest | Day | 26 |  |
| 056 | Valley | Day | 25 |  |
| 057 | Valley | Night | 25 |  |
| 058 | Other | Night | 03 | After clearing the story |
| 059 | Forest | Night | 15 |  |
| 060 | Valley | Night | 23 | After clearing the story |
| 061 | Other | Night | 20 |  |
| 062 | Other | Evening~Night | 20 | After clearing the story |
| 063 | Other | Evening~Night | 09 | After clearing the story |
| 064 | Forest | Day | 26 | After clearing the story |
| 065 | Other | Day~Evening | 09 | After clearing the story |
| 066 | Forest | Day | 13 | After clearing the story |
| 067 | Forest | Day~Evening | 13 |  |
| 068 | Other | Day | 19 | After clearing the story |
| 069 | Forest | Night~Day | 17 |  |
| 070 | Riverside | Day | 06 |  |
| 071 | Other | Day~Evening | 07 |  |
| 072 | Other | Night | 07 |  |
| 073 | Riverside | Night | 06 |  |
| 074 | Other | Night | 07 | After clearing the story |
| 075 | Mountain | Day | 22 | After clearing the story |
| 076 | Waterfall | Evening | 05 |  |
| 077 | Forest | Night | 15 | After clearing the story |
| 078 | Forest | Evening~Night | 16 | After clearing the story |
| 079 | Hill | Evening | 02 | After clearing the story |
| 080 | Riverside | Evening~Night | 06 | After clearing the story |
| 081 | Other | All Day | 09 | After Ginko appears |
| 082 | Valley | Evening~Night | 25 | After clearing the story |
| 083 | Waterfall | Day~Evening | 05 | There is a related sub event |
| 084 | Pond | Night~Day | 04 | After clearing the story |
| 085 | Forest | Evening | 26 | Side Quest |
| 086 | Pond | Day | 04 | Side Quest |
| 087 | Forest | Day | 17 | Side Quest |
| 088 | Riverside | Day | 06 | Side Quest |
| 089 | Hill | Day~Evening | 01 | Side Quest |
| 090 | Bamboo Grove | Night | 27 | Side Quest |
| 091 | Swamp | Day | 18 | Side Quest |
| 092 | Waterfall | Day | 05 | Side Quest |
| 093 | Other | Day | 20 | Side Quest |
| 094 | Valley | Day | 25 | Side Quest |
| 095 | Fields | Evening | 08 | Side Quest |
| 096 | Other | Day | 07 | Side Quest |
| 097 | Mountain | Night | 21 | After clearing the story |
| 098 | Village | Night | 14 | Side Quest |
| 099 | Hill | Evening~Night | 02 | After clearing the story – There is a related sub event |
| 100 | Valley | Night~Day | 23 | After clearing the story - There is a related sub event |

# Medicine List

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| --- | --- |
| **Name** | **Required Materials [Location]** |
| Lumbago Medicine | Green Root [**12**], Green Leaves [**02**] |
| Mushi Repellent | White Roots [**11**], White Leaves [**06**], White Bark [**16**] |
| Mushi Suppressant | Black Bark [**17**], Black Berries [**05**], Black Seeds [**23**] |
| Mushi Tobacco | Red Leaves [**08**], White Leaves [**06**], Black Leaves [**19**] |
| 抗空腹異常の飲薬 | Yellow Root [**07**], Yellow Bark [**13**], Yellow Seeds [**03**] |
| Energy Medicine | Yellow Berries [**27**], Yellow Seeds [**03**] |
| 滋養強壮の薬 | Red Roots [**20**], Red Seeds [**01**] |
| 視界良好の飲薬 | Red Roots [**20**], Green Leaves [**02**], Yellow Bark [**13**] |
| 声震鎮静の塗薬 | Yellow Leaves [**14**], Red Bark [**26**], Green Seeds [**10**] |
| Mushi Extractor | Green Leaves [**02**], Green Berries [**15**], Green Seeds [**10**] |
| 眠気除去の焚薬 | Black Roots [**21**], Black Leaves [**19**], Black Bark [**17**] |
| 覚醒促進の塗薬 | White Bark [**16**], White Berries [**25**], White Seed [**04**] |
| 発生喚起の飲薬 | Black Bark [**17**], Red Berries [**18**], White Seed [**04**] |
| 抗移動鈍化の塗薬 | Green Root [**12**], Yellow Root [**07**], White Roots [**11**] |
| 平衡保持の塗薬 | Red Roots [**20**], White Leaves [**06**], Green Bark [**22**], Black Berries [**05**] |
| 抗時間鈍化の飲薬 | Green Seeds [**10**], Red Seeds [**01**], Black Seeds [**23**] |
| 無音除去の塗薬 | Green Berries [**15**], Red Berries [**18**], Yellow Berries [**27**] |
| 転倒防止の焚薬 | Yellow Root [**07**], Black Roots [**21**], Yellow Leaves [**14**] |
| 食欲促進の焚薬 | Red Leaves [**08**], Red Bark [**26**], Red Berries [**18**] |
| 雑音鎮静の飲薬 | Green Bark [**22**], White Berries [**25**], Black Berries [**05**] |

# New Game+ & Closing

## New Game+

If you choose to start a “New Game” while having save data present, you can start a New Game+, carrying over certain tools.

Tools that can be carried over are: Mushi Jar, Fishing Rod, Fine Fishing Rod, Fine Mushi Pin, Fine Sandals.

Everything else will be reset. The Karibusa Library option will also disappear.

\*If you previously have met Tanyuu at the Karibusa Library, she will replace the voice which guides you through the character creation screen.

## Closing

Congratulations, you've reached the end of this guide!

### Credits:

English translation patch by the Anime Game Translations Team.

TBD

**Questions, comments or typos?**

Join us at discord using the invite link https://discord.gg/UUF7Zbm to send us your questions, check out our other projects or even lend a hand in our mission to bring more anime games out of Japan!

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We hope you enjoyed!