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.

# Main Story

In order to trigger the start of the story, you must catch and correctly report a number of mushi to Yakuno.

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

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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 villagers at **Location 10**.  
  
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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**. An event will occur in which a light vein appears. After exploring for a while, the vein will disappear and another event will occur.

(It can be hard to get around while the light vein is on screen, but the maps haven’t changed. Try to ignore the path of the light vein and follow your memory of the map exits instead.)  
  
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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 new side quests and sub events.

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. Note that if you’re in an abnormal state, new quests won’t spawn.

Sleeping outside at a location will replenish the items, allowing you to save time when gathering ingredients. (Sleeping outside is disabled during certain events/parts of the story.)

### 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 in the house to the left of the village [**Location 12**]  
**Reward:** Yamamomo

Search the river [**06**], waterfall [**05**], pond [**04**], hill [**01**], field [**08**] and the village chief's house [**14**]. Show the stone(s) you found to the girl, and if you have right one you will receive a reward. (The location of the correct 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. Then, return to the requester to receive your reward. If you go too late in the day, the husband will not take the bento and you will not receive a 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**], 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.

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**]  
　　　　　　　　“Nutrient Powder” - Red Roots [**20**], Red Seeds [**01**]

**Reward:** Eggplant

Mix the “Lumbago Medicine”, “Energy Medicine” and “Nutrient Powder” and give it to the man. Then, speak to him again. If you leave and re-enter the house, the man should have vanished. Return again after a few days to get the reward.

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**], gather the yams, and give them to the woman. If you return to the house that night, you will be treated to hot pot.

### Rooftop Remedy

**Request:** Find the cause of the requester’s family’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 talk 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.

Something Fishy

**Request:** Catch a carp (not a crucian 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 [**05**], catch a carp, and give it to the woman. If you return to the house that night, you will be treated to fish stew.

### Catnapped

**Request:** Find a cat  
**Requester:** Girl in the village[**Location 12**]  **Required medicine:** “Mushi Extractor” x2 - 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, leave, make another medicine, and return to the cat again with a fish in your inventory. Finally, talk to the girl to receive your reward.

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

### Missing Husband

**Request:** Find the requester’s husband  
**Requester:** Woman in front of your home [**Location 16**] **Required medicine:** “Locomotion Salve” x2 - Red Roots [**20**], White Leaves [**06**], Green Bark [**22**], 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 “Locomotion Salve” and give it to the woman in the house to the right of the village [**Location 12**].

Heavy-footed Hassle **Request:** Find the cause of the requester’s heavy legs  
**Requester:** Woman in the house to the left of the village [**Location 12**] **Required medicine:** “Slowness Salve” x2 - 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 “Slowness Salve” 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:** “Sight Restorer” x2 - 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 “Sight Restorer” 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:** “Circadian Reset” x2 - 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 “Circadian Reset” 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:** “Drowsy Deterrent” x2 - 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 “Drowsy Deterrent” 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:** “Wakening Salve” x2 - 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 “Wakening Salve” 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:** “Hunger Blocker” x2 - 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 “Hunger Blocker” 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:** “Appetite Increaser” x2 - 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 “Appetite Increaser” and give it to the woman.

### Earworms

**Request:** Find the cause of the requester’s son’s hearing problems  
**Requester:** Woman in the house to the right of the village [**Location 12**] **Required medicine:** “Noise Silencer” x2 - 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 “Noise Silencer” 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:** “Hearing Restorer” x2 - 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 “Hearing Restorer” 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:** “Speech Stimulant” x2 - 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 “Speech Stimulant” and give it to the woman.

### Two Left Feet

**Request:** Find the cause of the requester’s frequent falls  
**Requester:** Girl in the house to the left of the village [**Location 12**] **Required medicine:** “Balance Medicine” x2 - 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 “Balance Medicine” and give it to the girl.

Strange Voice

**Request:** Investigate the cause of the chief’s strange voice  
**Requester:** Village chief at his house[**Location 14**]  
**Required medicine:** “Raspy Voice Salve” x2 - 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 “Raspy Voice Salve” and give it to the chief.

Sub Events

Most of these are only available after completing the main story, though some can be done before.

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.

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**]. Continue towards the left side of the screen to advance the event, then exit back the way you came.

Gravity-Defying Mushi

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

Catch Mushi 083 again during the day then return to the waterfall [**Location 05**] in the evening, and you will find them rising up the waterfall.

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.

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.

Mountain God

**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 Master will appear.

Kouda

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

If you see an inverted rainbow (blue at the top), head to the hill [**Location 01**] during the day, and you will see the base of the Kouda. (It disappears in the evening.) If you wish, you can return to the man again to tell him what you saw.

Light Vein

**Condition:** Sleep outside when your health is at 100, your status is good and your Mushishi Rank is Expert (the max rank).

The light vein may appear.

## 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. A few days after the letter arrives, Ginko will appear in front of your house [**Location 16**]. He will give you a “Fine Fishing Rod”, which allows 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. Afterwards, Ginko will give you a “Fine Mushi Pin”, which makes it easier to capture mushi. (Even if you complete the request early, he will stay until the week is up.)

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

### 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**], and tell you about the village assembly that night. (You can either play until the assembly triggers, or choose to sleep after which the scene will automatically play.)

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

### Karibusa Library

The Karibusa Library has eight scrolls which can be unlocked. Each scroll needs to be clicked through to the last page in order to mark it as read. Completing the scrolls, as well as making progress with the mushi record, will unlock new scenes and scrolls for you to read.

# 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 | Inside the village chief's house |
| 003 | Other | Night~Day | 16 | In front of your house |
| 004 | Forest | Day | 16 | After clearing the story – In front of your house |
| 005 | Forest | Night~Day | 16 |  |
| 006 | Forest | Day~Evening | 15 |  |
| 007 | Forest | Night | 17 |  |
| 008 | Other | All Day | 16 | After clearing the story - Inside your house |
| 009 | Village | Day | 12 | House to the left |
| 010 | Village | Day | 12 | House to the left - Jumbled together with 009 |
| 011 | Village | Day | 12 | House to the left - Jumbled together 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 center |
| 027 | Village | Day | 14 | After clearing the story – In front of the village chief's house |
| 028 | Village | All Day | 14 | After clearing the story – Inside the 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 Inhibitor | Black Bark [**17**], Black Berries [**05**], Black Seeds [**23**] |
| Mushi Tobacco | Red Leaves [**08**], White Leaves [**06**], Black Leaves [**19**] |
| Hunger Blocker | Yellow Root [**07**], Yellow Bark [**13**], Yellow Seeds [**03**] |
| Energy Medicine | Yellow Berries [**27**], Yellow Seeds [**03**] |
| Nutrient Powder | Red Roots [**20**], Red Seeds [**01**] |
| Sight Restorer | Red Roots [**20**], Green Leaves [**02**], Yellow Bark [**13**] |
| Raspy Voice Salve | Yellow Leaves [**14**], Red Bark [**26**], Green Seeds [**10**] |
| Mushi Extractor | Green Leaves [**02**], Green Berries [**15**], Green Seeds [**10**] |
| Drowsy Deterrent | Black Roots [**21**], Black Leaves [**19**], Black Bark [**17**] |
| Wakening Salve | White Bark [**16**], White Berries [**25**], White Seed [**04**] |
| Speech Stimulant | Black Bark [**17**], Red Berries [**18**], White Seed [**04**] |
| Slowness Salve | Green Root [**12**], Yellow Root [**07**], White Roots [**11**] |
| Locomotion Salve | Red Roots [**20**], White Leaves [**06**], Green Bark [**22**], Black Berries [**05**] |
| Circadian Reset | Green Seeds [**10**], Red Seeds [**01**], Black Seeds [**23**] |
| Hearing Restorer | Green Berries [**15**], Red Berries [**18**], Yellow Berries [**27**] |
| Balance Medicine | Yellow Root [**07**], Black Roots [**21**], Yellow Leaves [**14**] |
| Appetite Increaser | Red Leaves [**08**], Red Bark [**26**], Red Berries [**18**] |
| Noise Silencer | 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+ which allows you to carry over the Fine Fishing Rod, Fine Mushi Pin and Fine Sandals if you have already obtained them.

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!