

# MANUAL BOOK

One Year  
*Of Time*



# ABOUT

The game “One Year Of Time” offers gameplay that focuses on social interaction, decision making, and character development. Every time players perform an activity or interact with other characters, the time in the game will decrease by one hour, and players will also use stamina or energy. Players must manage this time and energy wisely to maximize their gaming experience.

# REQUIREMENT

Play using a PC or Android device on the Newgrounds.com website.

👉 you can view the Game here:  
<https://tinyurl.com/22jxyvp8>

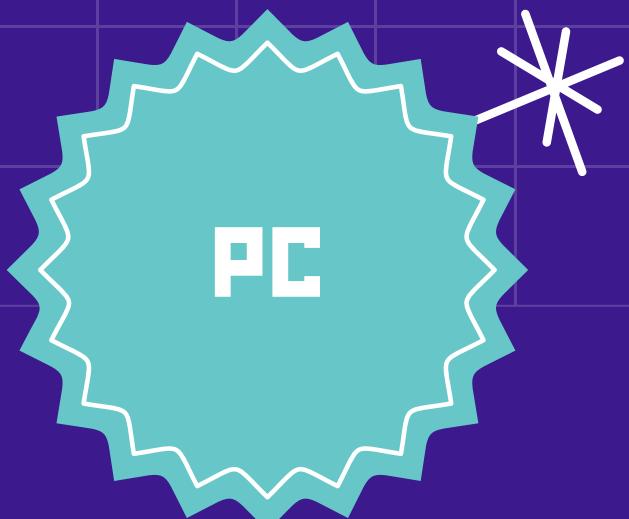


Minimum Spec:

- Android 12
- IOS 15

Minimum Spec:

- OS \*: Windows 7
- Processor: 1.8GHz Dual-Core CPU
- Memory: 4 GB RAM
- Graphics: Integrated graphics



# CONTROL

ACTION

BUTTON

- Continue.
- Dialogue.
- Save Game.
- Load Game.
- Select Answer Option.
- Config.
- Exit Game.
- History.
- Esc.

- Left click / Space bar.
- Select "Save Game"
- Select "Load Game".
- Click on the option that appears.
- Select "Config".
- "Exit" in the config menu.
- Button (`).
- Opens the phone menu.



# HOW TO PLAY

## NEW GAME

Start a brand new story from the beginning.  
Choosing this option will take you directly into the  
prologue and the start of Aion's journey.



# HOW TO PLAY

## LOAD GAME

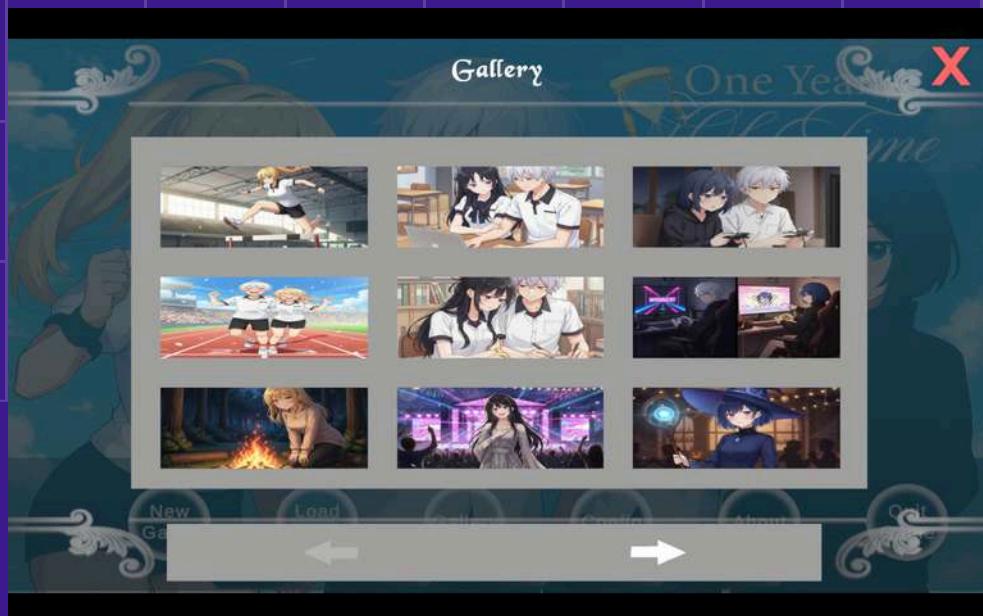
Continue your adventure from a previously saved file. This option allows you to select from your available save slots and pick up where you left off.



# HOW TO PLAY

# GALLERY

The Gallery menu allows players to view all available event illustrations included in the game. In One Year of Time, the entire gallery is unlocked from the beginning, meaning all images can be accessed freely without progressing through the story.



# HOW TO PLAY

# CONFIG

Customize your gameplay experience.

In this menu, you can adjust:

- Text display speed
- BGM Volume
- SFX Volume

Make sure to configure these settings for the best experience according to your device's performance and personal preference.



# HANDPHONE

During gameplay, players can access the Phone Panel in the upper left corner to manage various aspects of daily life.

This menu provides quick access to important information and tools that help plan activities throughout the game.

The phone contains many main sections: Stats, Calendar, and Inventory, etc.



# PREVIEW



# STATS

The Stats section provides detailed information about each character's current condition and relationship progress.

When selected, this menu opens the Stats Panel, which displays individual status screens for the following characters:

- Aion – The main protagonist. Displays general information such as stamina, intelligent, charismatic and money
- Yuki – Shows Yuki's current relationship level (Heart or RP).
- Rina – Shows Rina's current relationship level (Heart or RP).
- Natsumi – Shows Natsumi's current relationship level (Heart or RP).



# STATS PREVIEW

Aion

INT: 5

CHA: 5

STA: 100

MONEY: 111

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Yuki

RP: 106

Hearts: 

Preferred location

(07:00 – 09:00); Library and Classroom  
(12:00 – 14:00); Corridor  
(16:00 – 18:00); Café  
(19:00 – 21:00); Livingroom

Rina

RP: 106

Hearts: 

Preferred location

ent Council Room and Classroom  
ent Council Room and Gymnasium  
ent Council Room and Library  
groom

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Natsumi

RP: 106

Hearts: 

Preferred location

(07:00 – 09:00); Gymnasium and Classroom  
(12:00 – 14:00); Gymnasium  
(16:00 – 18:00); Gymnasium  
(19:00 – 21:00); Livingroom

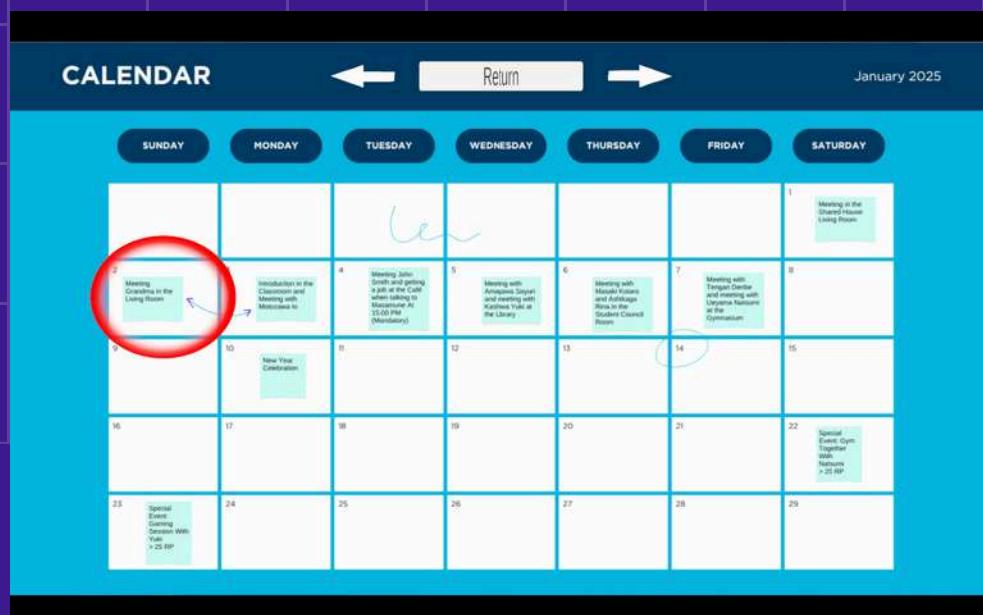
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# CALENDAR

The Calendar shows the current in-game date and time.

Each action or interaction consumes a specific amount of time — usually one hour.

Players can use the calendar to plan their daily schedule, keep track of story events, and manage their limited time efficiently throughout the year.



# INVENTORY

The Inventory section stores all items obtained or purchased during gameplay.

Most items are gifts that can be bought from the in-game Shop and used to strengthen relationships with the heroines. The Shop can only be accessed once per in-game month, so players must plan their purchases carefully.

Each heroine has her own gift preferences – giving an item she likes will increase her Relationship Points (RP) or Heart Level, while an unsuitable gift may have little or no effect.

Proper time and resource management are essential. Selecting the right gifts and giving them at the right moment can deepen relationships.

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# TIME AND DAY SYSTEM

- Daily time: Each player interaction takes 1 hour and costs 20 stamina.
- Some events only appear during certain periods.
- Time progress is displayed in the UI.

# LOCATION & ACTIVITIES

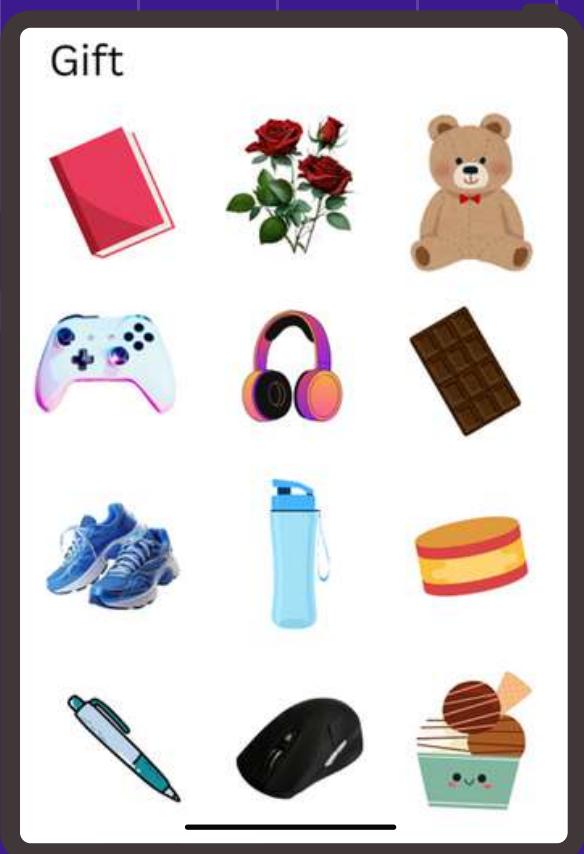
- School, Home, Cafe, Shop, etc.
- Each location is different → different events

# LOCATION



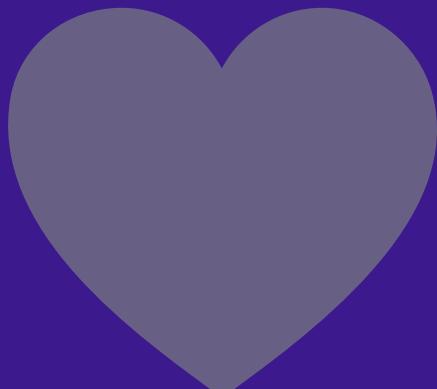
# RELATIONSHIP SYSTEM

- RP (Relationship Points): the closeness between the main character and the heroine
- Heart Level: the stage of the relationship between the main character and the heroine
- Heart Example (Ashikaga Rina)
  - 1 ❤️ : RP ≥ 25, CHA ≥ 30
  - 2 ❤️ : RP ≥ 50, CHA ≥ 40
  - 3 ❤️ : RP ≥ 75, CHA ≥ 50
  - 4 ❤️ : RP ≥ 100, CHA ≥ 60



## GIFT SYSTEM

- Give gifts → increase RP
- Each character's preferences are different



# CHARACTER STATS



- INT: Affects choices in school exams
- CHA: Affects interactions with characters
- STAMINA: For activities and, recovers during sleep
- MONEY: Used to pay for school fees, boarding fees, and to buy gifts



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