

Temptation / Yuuwaku (誘惑)

Quick Walkthrough Guide

FM Towns / FM Towns Marty

Introduction

Temptation is an adult visual novel/adventure game about a private detective trying to solve an inconsequential case, and maybe coming to his senses and finding happiness in the end.

Notes

- Saving takes place in the office, but the option only opens up after a certain point in the game.
- There is freedom to do some encounters in a different order than listed, but doing so may result in some no longer being accessible.
- There is a day and night cycle. Some locations are only open at certain times. Some encounters require you to go to a location at a certain time as well. Use the “REST” command at the office to switch between the two.
- There are a few choices to make. You can choose to encounter a character at one location or another. This will result in different scenes playing out. There’s also a point where you can encounter one character or another. As such, seeing the entire game would require multiple playthroughs, or being smart about your saves/save states.
- Sometimes an encounter won’t trigger if you’re exploring other parts of the game. The key is to go straight from the office to the location of your next planned encounter.
- This walkthrough will not go in depth about everything in the game, but rather give you a quick route to see all the main scenes throughout. Likewise, it won’t go into detail about exactly which commands advance everything. It’s very linear, and you can’t fail an encounter like in some games. Feel free to explore as you play.

Walkthrough

Start

The game starts in the office. Play through the different options, and eventually you’ll meet Manami. After a bit, it’s time to leave the office.

Asuka 1

Asuka is located inside the police station. Chat her up, and eventually you find yourself back at the office with a familiar face.

Asuka 2

1. There are two different encounters with Asuka. The first option is to go to the gym.
2. The second option is to go back to the police station.

Eri 1

Head to the arcade to meet Eri for the first time. Eventually you'll grab a bite to eat.

Eri 2

Find your way to the gym during the day to see Eri again.

Miko 1

Travel to the park, and then the bench to meet Miko. You'll grab some food, and maybe a snack after.

Jun 1

Either of the Asuka 2 encounters open up the Jun encounter. You meet her at the hotel.

Kana 1

1. The second choice to make. If you visit the city, you'll run into Kana. More food, and another snack awaits.
2. The second way to meet Kana is to go to the pub at night. Eventually you're faced with another decision...
 1. You can be a nice guy and leave.
 2. You can stay, but sleep it off by selecting "MAYBE NOT."
 3. Be a dick and stay, and then select "OF COURSE."

First part of the game wrap up

Go back to the gym during the day. If the scene doesn't automatically trigger, go back to the office, and then back to the gym.

Asuka 3

Head to the park at night, and find the "PATH" option. Eventually you'll get a little boost.

Eri 3

During the day, head to the gym. Eventually another meal.

Eri 4

Back to the arcade we go. Victory secures the long awaited Eri snack.

Asuka 4

1. Head to the hotel for another choice. First up, we choose "YES" for a snack.
2. Second option is to choose "NO"

Eri 5

This is a big one. It opens up two new areas, and introduces up to two new characters. Head to the city at night to kick things off.

Eri 6

Shocker here, but head to the arcade.

Miko 2

Check out the newly opened up option of the college during the day. Run into Miko again, and eventually another familiar face. A shocking development back at the office.

Mao 1

Time to check out the other new area. Hit the Bunny Bar at night.

Miki 1

The Bunny Bar was great, let's go back the next night.

Another Choice

This choice forces you to choose either Mao or Miki...

1. Mao 2 can be seen by hitting the Bunny Bar at night.
2. Miki 2 can be seen by going to the Bunny Bar during the day.

Jun 2

Check out the hotel at night.

End Game

Jun automatically takes you to the last area, and you're presented with the last choice of the game.

1. "SEARCH" starts you on your journey of exploring the house
 2. "WAIT" lets you see some pointless text for the other commands before going to the same point as the "SEARCH" option. You won't miss any content with either option.
- Play through the rest, and eventually you're done. Job well done.