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The purpose of this manual is to provide an all-purpose tool for installation and play of the Plastic Memories visual novel with the English patch brought to you by the Isla Execution Squad. The first part of the manual will be entirely dedicated to game and patch installation instructions, and the second part will be a detailed explanation of the game's mechanics and traversal notes.

It is *highly* recommended that everyone read and follow the installation instructions for their chosen system in complete detail, followed by reading the “Control Options” section, as missing steps can result in losing out on large portions of the game.

While the second part isn't written with the intent to spoil, it will contain thematic and referential spoilers, especially with regard to all available choices that can be made throughout the game as well as general explanations of what each part of the game includes. As such, it is recommended that all players follow the intended game experience as closely as possible before referring to the walkthrough.

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Game and Patch Installation

Prerequisites: File extraction program ([7-Zip](#) is recommended though WinRAR works as well)

1. Download the respective patch you want to use, either PC or Vita. Ignore the other folders for now.
2. Unzip the program.
 - If you are using 7-Zip, right click the .7z file you downloaded, hover over 7-Zip, and select Extract to "[Name of file] /". A new folder that shares the same name as the .7z file should appear in the same directory containing all of the patch files. Unzipping methods will vary depending on what program you use.
3. Follow the respective guide for the patch you downloaded and the program you're playing it on.



Video tutorials are linked at the end of every section.

Vita Patch Installation

Prerequisites:

Modded Vita (If your Vita hasn't been modded yet, follow [this guide](#).)

Physical or digital copy of the game

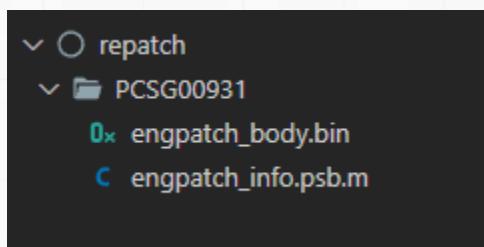
1. Connect your Vita through FTP or USB (FTP is preferred as you can access the `ur0:` partition and the `ux0:` partition at the same time).
2. Install the RePatch Plugin.
 - a. Download `repatch.skprx` from the [release](#) page.
 - b. Move `repatch.skprx` into the `ur0:tai/` folder of your Vita.
 - c. In the `config.txt` file which is located in the same folder, write “`ur0:tai/repatch.skprx`” under `*KERNEL`. Save the file and reboot.¹

```
# This file is used as an alternative if ux0:tai/config.txt is not found.
# For users plugins, you must refresh taiHEN from HENkaku Settings for
# changes to take place.
# For kernel plugins, you must reboot for changes to take place.
*KERNEL
ur0:tai/storagemgr.skprx
ur0:tai/nonpdram.skprx
ur0:tai/0syscall6.skprx
ur0:tai/repatch.skprx
ur0:tai/udcd_uvc.skprx
ux0:app/pspemucfw/sce_module/adrenaline_kernel.skprx
```

Your config.txt file should look something like this once you have installed the RePatch plugin (ignore all the other plugins in the image).

- d. Create a folder called “RePatch” in the `ux0:` directory of your Vita.
3. Copy over the `RePatch` folder from the patch you downloaded into the `ux0:` directory of your Vita.

Replace any files if necessary.



The structure of your RePatch folder should look something like this.

4. Run the game, and voilà! You've installed the patch. If everything was done correctly, your game should now be in English.

A video tutorial for this installation method is available [here](#).

¹ If your Vita doesn't boot after you've edited config.txt, hold the L trigger while booting the Vita to skip loading plugins and reconnect your Vita to your pc to check to make sure you have everything written correctly.

PC Patch Installation

Prerequisites:

PC Conversion of the Game (For legal reasons a download link is not included in this manual.)

K-Lite Codec Pack Basic to play video files, found [here](#). Download from any of the three servers and install.

The dependencies will automatically apply themselves

1. Replace the old `Plastic Memories.exe` with the new modified `Plastic Memories.exe`
2. Copy the `windata` folder into the same folder that contains the `Plastic Memories.exe` you just replaced. If you are asked to replace any files, do so.
3. Run the game.² ³
4. The three indications that you've correctly installed the patch are the window title being `Plastic Memories English Patch`, English system loading text, and the game booting to the MAGES logo.



Your game should boot to this logo with fireworks sounds, indicating the correct installation of K-Lite. The top left indicates the correct .exe

(See Note) A video tutorial for this installation method is available [here](#).⁴

² If you get an error saying, "The code execution cannot proceed because d3dx9_43.dll/XINPUT1_3.dll was not found. Reinstalling the program may fix this problem," this means you need to install the legacy DirectX SDK, which you can find [here](#), or Visual C++ 2015 Redistributables, found [here](#). Be careful while installing DirectX because even though it is the official installer from Microsoft themselves, they will ask you to install a Bing Toolbar which you probably don't want so make sure to uncheck that box during installation.

³ The game will fail to launch and show a black screen if [Cyrillic](#) characters are in the file path.

⁴ In this video the PC port is incorrectly shown and referred to as "Plamemo.7z", the name of the file currently is "PC Port.7z".

Installing on Linux/Steam Deck

Installing with Lutris (recommended)

Prerequisites:

PC Conversion of the Game (For legal reasons a download link is not included in this manual.)

Lutris (installation instructions can be found [here](#))

1. Open Lutris, press the "+" in the upper right corner and click "Search the Lutris website for installers".⁵
2. Then search for "Plastic Memories" and select it.
3. Click Install for "PC ENG Patch" and choose what directory to install the game in. If installing on Steam Deck click "Create Steam shortcut" in the bottom right corner. Then click Install to continue.⁶
4. There will be a prompt to select the PC Conversion, navigate to where "**PC Port.7z**" was downloaded and select it. This file must remain compressed, Lutris will handle decompression and installation. The English Patch will automatically be downloaded by Lutris.⁷
5. Lutris will then download the required fixes, the appropriate Wine version, and install everything. This process will take several minutes.
6. Once Lutris finishes installing, click "Launch".
7. The four indications that you've correctly installed the patch are the window title being Plastic Memories English Patch, the game booting to the MAGES logo, sound effects working properly, and English text after selecting "New Game". For non-Steam installs this is the end of the guide.
8. Follow the "[Playing Through Steam](#)" section of this manual to set the provided custom artwork and community controller layout.
9. Steam Deck users will need to return to gaming mode by clicking "Return to Gaming Mode" on the desktop.
10. Once in gaming mode navigate to the non-Steam tab in your library and launch Plastic Memories.⁸
11. Once in-game, open the quick settings menu by pressing the "..." button, scroll down to the performance tab (battery icon), click "Advanced View", enable "Use Per-Game Profile", and set the "Framerate Limit" to "OFF". This will prevent the game from having performance problems in gaming mode.

(Outdated) A video tutorial for this installation method is available [here](#).⁹⁻¹⁰⁻¹¹

⁵ The installer can also be selected from the [Lutris website](#).

⁶ Steam must be restarted for the shortcut to appear.

⁷ The version downloaded differs slightly from the patch on Google Drive, as it doesn't include this manual, a teaser, and steam assets.

⁸ In rare instances controls may not function properly and require the game to be closed and relaunched.

⁹ In this video the PC port is incorrectly shown and referred to as "**Plamemo.7z**", the name of the file currently is "**PC Port.7z**".

¹⁰ Some steps also differ slightly due to updates to the Lutris script. DirectX no longer needs to be installed, and PC.7z no longer needs to be downloaded before installation.

¹¹ The prewritten install script has been removed in favor of an approved Lutris script.

However if you prefer to use the script it can be downloaded [here](#).

Installing with Steam Play

Prerequisites:

PC Conversion of the Game (For legal reasons a download link is not included in this manual.)

ProtonTricks, found [here](#).

1. Extract the PC conversion “**PC Port.7z**” to your desired install location.
2. Follow steps 1 and 2 from [PC Patch Installation](#) to install the patch.
3. Open Steam, click “Add A Game” in the bottom left corner, and select “Add a Non-Steam Game”¹²
4. Then click “Browse” to open a file explorer. By default the file explorer will only show .desktop files. There is a drop-down menu at the bottom of the explorer window. Click it and select “All Files”.
5. Navigate to where Plastic Memories is installed, select “Plastic Memories.exe”, and hit okay.
6. This will create a shortcut on Steam called “Plastic Memories.exe” find it in your Steam Library, right-click on it and click properties.
7. Under “SHORTCUT”, rename “Plastic Memories.exe” to “Plastic Memories”.
8. Hit “PLAY”. This creates a prefix for the shortcut and launches the game. Close the game after it launches.
9. Next launch Protontricks.
10. This will open a window showing all of the Steam games on your system using Proton. Look for “Non-Steam shortcut: Plastic Memories” and select it.¹³
11. In the next prompt choose “Select the default wineprefix” and press okay.
12. Then select “Install a Windows DLL or component” and press okay.
13. When prompted to install packages select “**MF - Microsoft Media Foundation**” and “**xact - MS XACT Engine (32-bit only)**”. This may take some time to install, please be patient.
14. Once complete, open Steam and click “PLAY” again to launch Plastic Memories.
15. The four indications that you’ve correctly installed the patch are the window title being **Plastic Memories English Patch**, the game booting to the MAGES logo, sound effects working properly, and English text after selecting “New Game”.
16. Follow the “[Playing Through Steam](#)” section of this manual to set the provided custom artwork and community controller layout.
17. Steam Deck users will need to return to gaming mode by clicking “Return to Gaming Mode” on the desktop.
18. Once in gaming mode navigate to the Non-Steam tab in your library and launch Plastic Memories.
19. Once in-game, open the quick settings menu by pressing the “...” button, scroll down to the performance tab (battery icon), click “Advanced View”, enable “Use Per-Game Profile”, and set the “Framerate Limit” to “OFF”. This will prevent the game from having performance problems in gaming mode.

A video tutorial for this installation method is available [here](#).¹⁴

¹² Alternatively Steam Deck/SteamOS users can right click “Plastic Memories.exe” in Dolphin file explorer and click “add to Steam”.

¹³ If Plastic Memories was not launched in step 14 it will not show up on the list.

¹⁴ This video uses an older installation method that requires installing Proton-GE and DirectX for videos and audio.

Control Options

The control scheme is available for viewing at any time from the HELP menu. The control scheme for the PC patch will be covered in this tutorial, as it greatly differs from the vanilla layout.

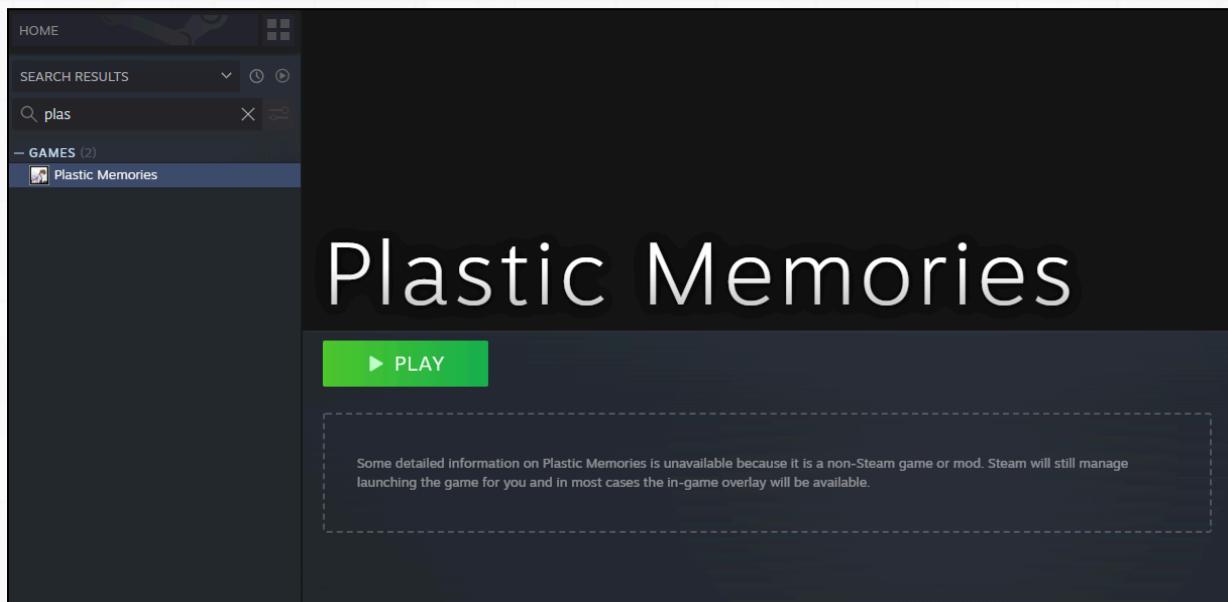


- Inputs are ordered by PlayStation, Xbox, then keyboard. The game accepts X-input from gamepads, so a PS4 controller using DS4Windows or an Xbox One controller are considered standard options. Any input from a recognized device will be accepted at any time, so you can open the system menu with the C key and navigate it with your controller directly afterward.
- This guide will default to using the PlayStation inputs for instructions (Cross, Square, Triangle, Circle), so consider your control method's equivalent as needed.
- It is possible to remap your gamepad's inputs as desired by following the section beginning on the next page to run the game through Steam and use its controller input remapping functions. Anyone with gamepad configuration issues is recommended to use this method to resolve input problems.
- The mouse and cursor can be used as the Vita's touchscreen to a certain extent. This is mostly limited to basic screen selection and the Isla's Room sections of the game, as covered in the walkthrough. Clicking the screen will advance messages in-game much like the Cross button, but take care, as pressing too quickly will activate Skip mode.
- To toggle Full Screen on PC press Alt + Enter. This can only be done on a keyboard.

Playing Through Steam

Adding Plastic Memories to Steam

1. Open Steam.
2. Go to your library, click “Add A Game” in the bottom left corner, and select “Add a Non-Steam Game”.
3. A window will pop up. Click “Browse” at the bottom of the window. This will open your file explorer.
4. Navigate to where you extracted Plastic Memories, select “Plastic Memories.exe”, and click “Open” in the bottom right corner.
5. The file explorer will close and Plastic Memories will show up in the previous window with a checkmark next to it.
6. Click “Add Selected Programs” at the bottom of the window.
7. You should now have a shortcut for Plastic Memories on Steam.

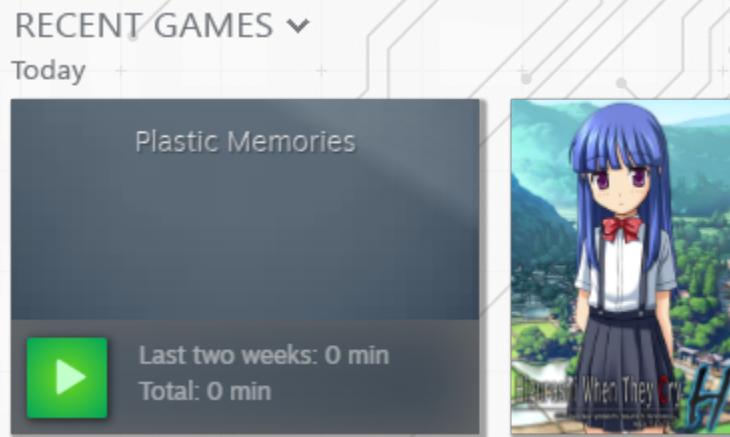


Once added, It should look like this.

Setting Custom Artwork

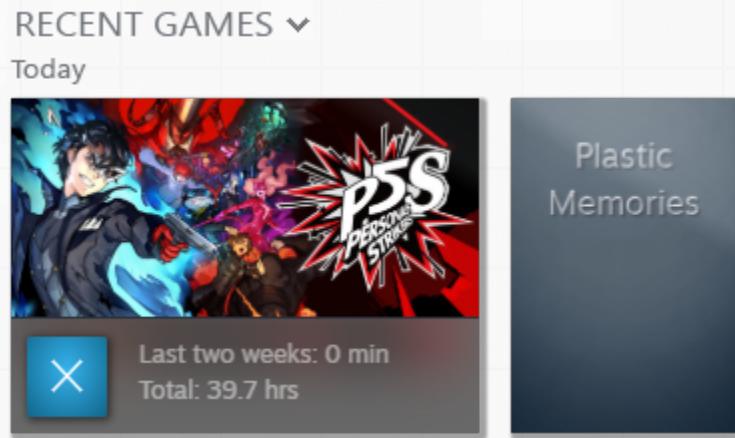
1. Find Plastic Memories in your Steam library and click on it. It should take you to its shortcut page.
2. Right-click the area above the green play button and select “Set Custom Background”.
3. Navigate to the folder where you extracted the contents of “PC.7z”, open the “Steam Assets” folder, and select “steam_library_hero.png”
4. Right-click again in the same area and select “Set Custom Logo”.
5. This should reopen the folder you were just in. There are two logo variations: “steam_logo.png” and “steam_logo_english.png”. Choose whichever one you like.
6. Now launch Plastic Memories and exit the game. This will add it to your “Recent Games” list.
7. At the top of the left pane, click “Home” .

8. Under “Recent Games”, right-click “Plastic Memories”, hover over “Manage”, and select “Set Custom Artwork”.



Plastic Memories should be the first game under “Recent Games” and bigger than other games. Meep.

9. There are three Steam Capsule variations to choose from: “steam_capsule.png”, “steam_capsule_english.png”, and “steam_capsule_nologo.png”. Choose whichever one you like.
10. Now launch another game from your Steam Library. This will make Plastic Memories the second game in your Recent Games list.



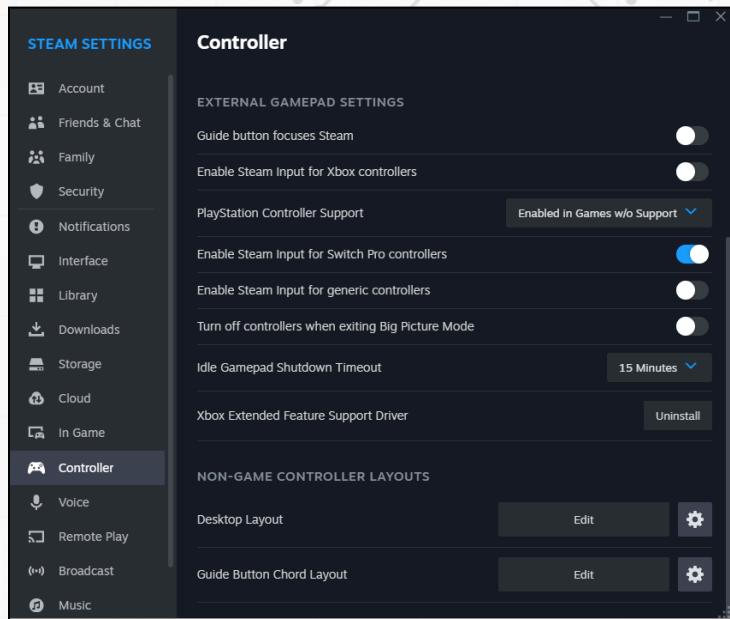
Plastic Memories should now be the second game on the “Recent Games” list.

11. Again under “Recent Games”, right-click “Plastic Memories”, hover over “Manage”, and select “Set Custom Artwork”.
12. There are three Steam Library cover art variations: “steam_library.png”, “steam_library_english.png”, and “steam_library_nologo.png”. Choose whichever one you like.
13. Optional: Once more, right-click on Plastic Memories, select “Properties”, and click on the icon of Tsukasa and Isla. This will bring up a different file explorer. At the bottom, change the “File Type” from “Program Files (*.exe)” to “All Files (*.*)”. Then navigate back to the Steam Assets folder and select “icon.png”.
14. Now Plastic Memories will match the rest of your Steam Library.

These assets have been made available on [SteamGridDB](#) for users who use programs such as [BoilR](#) or [SGDBoop](#) to automate adding game art to Steam.

Steam Controller Remapping / Community Configs (Desktop Users).

1. In the top left corner of Steam, click “Steam” and select “Settings”.
2. In Settings, click on “Controller”.
3. Depending on what controller you use, tick Enable Steam Input for PlayStation/Xbox/Switch¹⁵/Generic Controllers.¹⁶



This is what the controller settings should look like.

4. Close out of Steam Settings.
5. On Plastic Memories’ Steam shortcut page, there should now be a Controller Layout option. Click it.
6. This will open the Steam Controller Configurator, where you can map keyboard keys to controllers, swap buttons, and browse community configurations.
7. Click “Browse Configs”
8. Click “Community” and choose the configuration that matches your controller.

The provided Steam controller configurations will fix several issues with the game’s default controller configuration, such as mapping Backlog to Square/X, Fullscreen to Select, enabling mouse functionality with the Right Stick/PS4 & PS5 touchpads, and Right Trigger for Left Click. This makes interaction mode usable with a controller.

Steam Deck Controller Config

1. By default, the Steam Deck has controller remapping enabled. To access remapping/community configurations in gaming mode, find Plastic Memories in the Non-Steam section of your library.
2. Open Plastic Memories and click the controller icon on the right side of your screen.
3. Select the first option under “Current Layout” to choose a community layout.

A video tutorial covering each section is available [here](#).

¹⁵ If using a Nintendo Switch controller check “Use Nintendo Button Layout”.

¹⁶ This will change the Steam overlay for games when a controller is connected. To revert uncheck controller configuration. If controller issues are noticed outside of Steam uncheck controller configuration

Frequently Asked Questions

Can I run Plastic Memories in Vita3k?

As of 11/2023 the game now functions with minor issues in Vita3k for PC and Android with the Vulkan renderer.

However, issues reported with Vita3k and other PlayStation Vita emulators will **not** be supported.

If running on PC, please use the PC conversion of Plastic Memories.

Can my PC run Plastic Memories?

Most likely yes. The PC conversion can run on Windows 11/10/8.1/7/Vista and on Linux via Lutris.

PCs from 2013 or newer should be able to run the game without issue.

Can I run Plastic Memories on MacOS?

It should be possible with WINE or CrossOver by installing dependencies mentioned in step 13 of [Installing with Steam Play](#), but this has not been tested. Vita3k can be used to play the game on Mac.

When I launch Plastic Memories I get a System Error. How do I fix it?

There are four known errors that can pop up when launching Plastic Memories for the first time.

- **Error:** “d3dx9_43.dll was not found.” “XINPUT1_3.dll was not found”
Fix: Your system is missing DirectX 9.0c or a component of it, install the legacy DirectX SDK from [here](#).
- **Error:** “msvcp140.dll is missing”
Fix: Install Microsoft Visual C++ x86 and x64 Redistributables from [here](#).
- **Error:** “0xc000007b” or “The application was unable to start correctly.”
Fix: This is a dependency issue, likely one or more dependencies is corrupt or non-functional.
If reinstalling DirectX or Visual C++ fails to fix the issue, try putting [d3dx9_43.dll](#) in your PlaMemo folder.

Why do the cutscenes not play?

You will need to install the K-Lite codec basic pack from [here](#).

How do I mod my PlayStation Vita?

Follow the excellent written guide at [Vita.Hacks.Guide](#) to mod your Playstation Vita.

After installing the patch I get a black screen when launching Plastic Memories.

Most likely you've installed the wrong version of the patch. Verify that you downloaded and installed the correct patch, **PC.7z** is intended for the PC conversion and **Vita.7z** is intended for use on the physical or digital Playstation Vita release. Or you've only downloaded the PC patch, and are trying to launch the updated game exe without patching the base game. [Cyrillic](#) characters in the file path will also cause this issue.

Where can I buy Plastic Memories?

Unfortunately you can no longer easily buy Plastic Memories, because it has been delisted from the PSN Store. At the time of writing, you can buy a physical copy of Plastic Memories on Ebay for about \$120 USD.

Please support MAGES by purchasing their visual novels on PlayStation, Nintendo Switch, [Steam](#), or [GOG](#).

Known Issues

- At a certain point in the game a menu may appear blurry and have some text fringing.
- In rare cases, on PC, choices may appear washed out and transparent when skipping. To fix it, open and close the system menu.
- A quick save created from the added choice in the prologue will return you to the title screen when attempting to load that save.
- Screen tearing is noticeable on older systems. Open “Plastic Memories.txt” and set VSYNC to 0 to fix it.
- Steam Deck users will experience stuttering in cutscenes if SteamOS's frame limiter is enabled.

Need more help? Want to discuss the VN? [Join our Discord](#)

Walkthrough

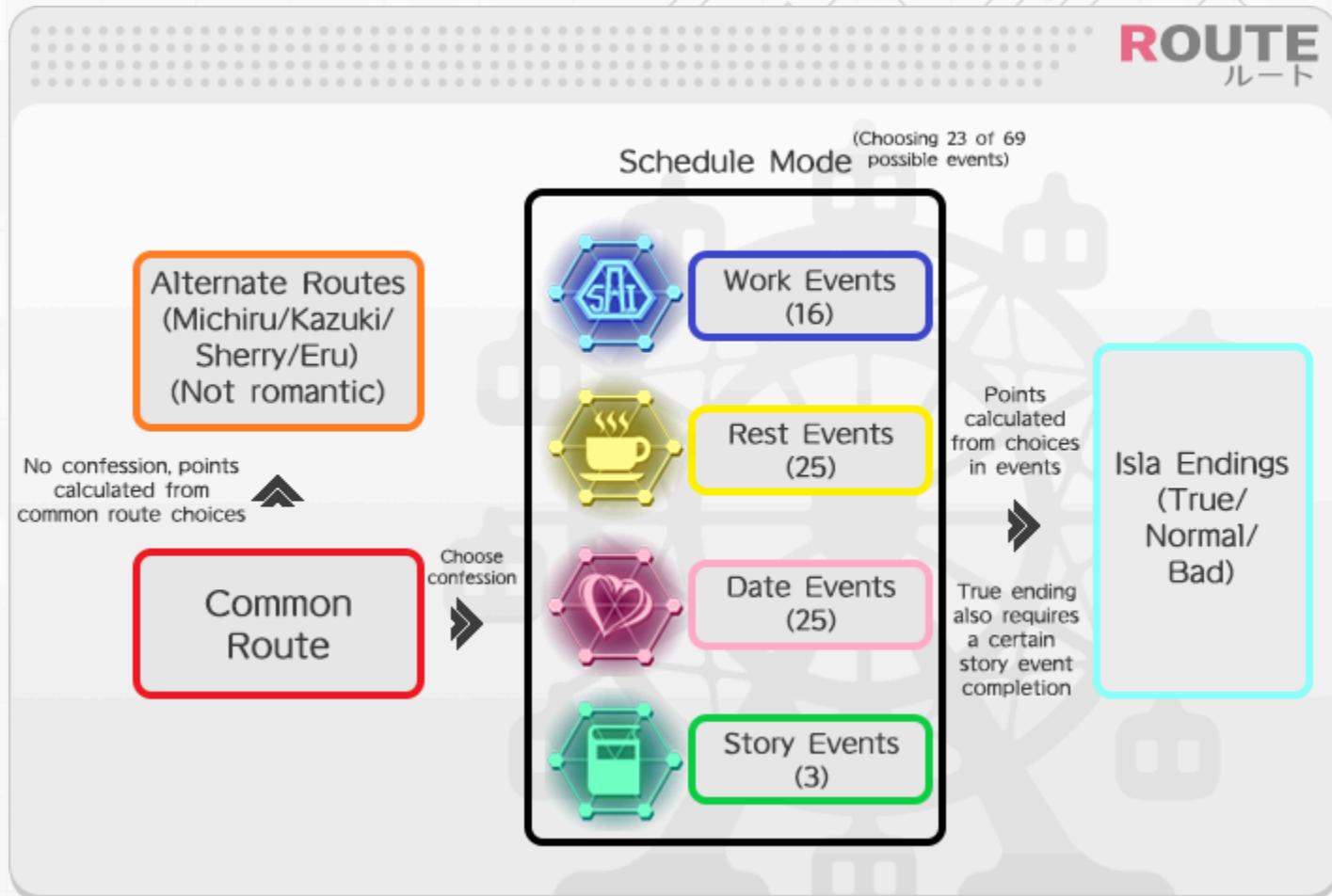
This section includes explanations of the game's design, direction, and choice system to assist with reaching 100-percent completion. This includes seeing all route endings, unlocking all EXTRA menu content, and getting all available content for Isla's Room. Although specifics of the game experience will not be discussed in exhaustive detail, referential and thematic spoilers will be described without caution or regard as needed.

It is recommended that every player enjoy the game blind and unguided for at least one full route.

No further warnings will be provided, so read at your own risk.

Game Layout

The basic game structure is as shown.



- Selecting “New Game” immediately puts you at the start of the common route.
- Several choices can be made throughout the common route, some more impactful than others.
- The final common route choice is the fireworks confession scene where the player can choose whether or not to confess their love to Isla. If the “in love” choice is selected, the player is launched into Isla’s route. The “partners” choice leads into alternate routes based on common route choices.
- Each section and their respective choice trees will be broken down in more detail below, with the Schedule Mode and Isla endings bundled in with the Isla Route section.

Common Route

- The common route is split into eight segments, each mirroring their respective anime episode in title and content. The only denotation of these segments is in the save file select.
- Choices made in the common route grant alternate route points. There are up to two points for each alternate route. The few neutral choices play a factor in what scenes follow said choice, which will be outlined later.
- The common route reaches its climax at the fireworks confession scene, as stated above, where your choice will split into either Isla's route or an alternate route determined by your points.
- Most choices in the game affect roughly 10-20 unique follow-up lines in the short-term and the automated ending selection in the long-term, with the majority of the game playing the same regardless of choices made.
- The text in a choice box will be white if it has never been selected before, and light red if it has previously been selected.



Example image where the top choice has previously been selected and the bottom has not.

Alternate Routes

- There are four alternate routes, each starring a main heroine.
- The routes cover alternate endings with Michiru, Kazuki, Eru, and Sherry, where an alternate ending is explored because Tsukasa chose not to confess to Isla.
- These routes are not romantic in nature.
- The choices in the common route that grant alternate route points always involve the heroine for that route. For example, the above picture is a choice you specifically make during an interaction with Michiru, and that choice can grant a Michiru route point.
- There are up to two points that can be earned for each route, and if there is a tie for point values after making the “partners” decision at the fireworks scene, the coding prioritizes the alternate routes in this order:

Michiru > Kazuki > Sherry > Eru

- There are no choices to be made in any alternate route.

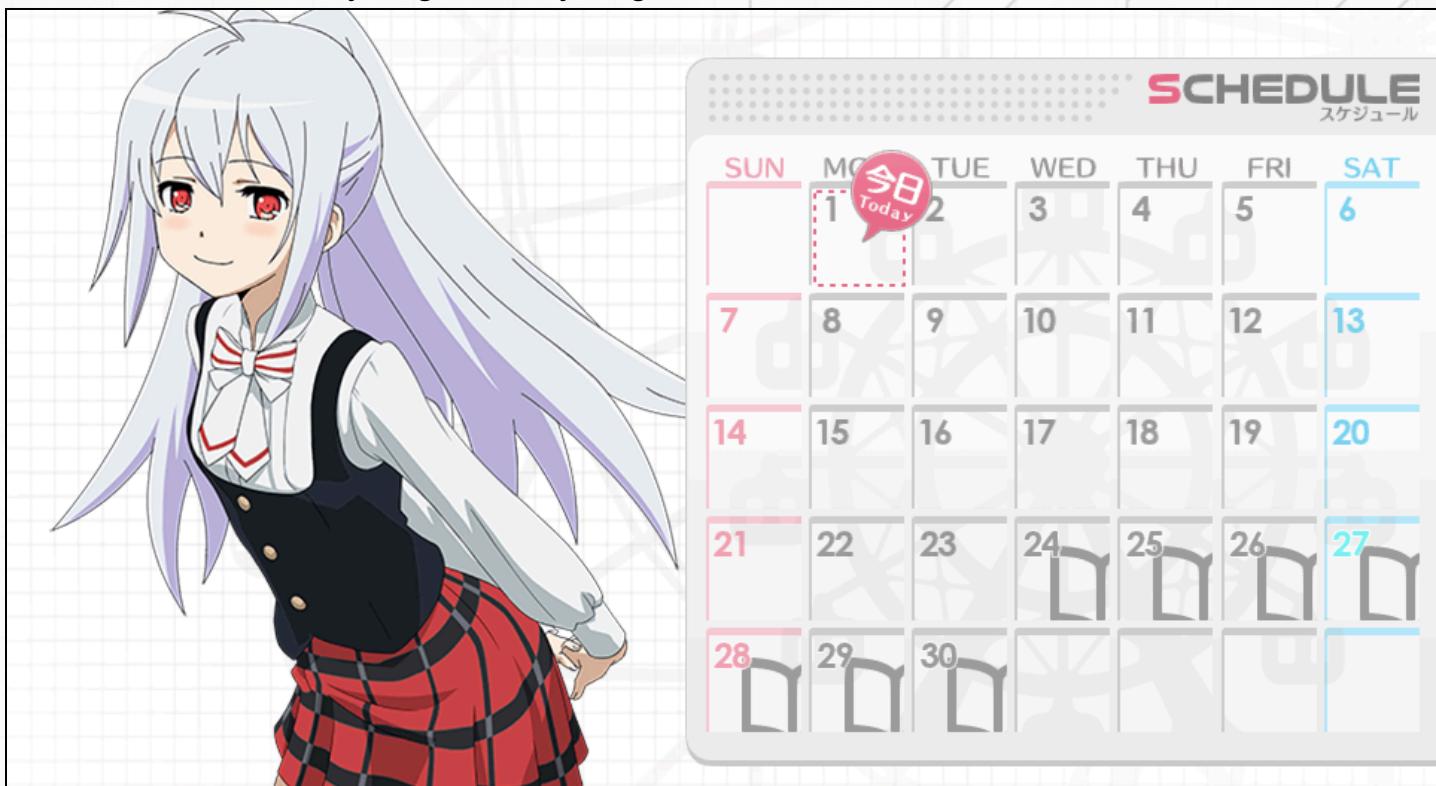
Common Route Choices

A highlighted choice indicates that it grants a point toward the color-coded alternate route for **Michiru**, **Kazuki**, **Sherry**, or **Eru**. White choices are neutral. Additional effects will be noted when relevant. The assumed effect is a short, unique dialogue set.

Choice 1	You're not incompetent.	
	You're actually pretty nice.	
Choice 2	I want to become closer with Isla.	
	I want to work towards independence.	
Choice 3	Are you two dating?	
	You must have it rough...	
Choice 4	What are you planning?	
	Is this stuff always on your mind?	
Choice 5	Manager Takao's.	Unique scene
	Constance's.	Unique scene
Choice 6	Ren.	Unique scene
	Zack.	Unique scene
Choice 7	Thank you.	
	I'm sorry.	
Choice 8	I'll chase after Marcia by myself.	
	I'll chase after Marcia with Isla.	
Choice 9	A terrorist?	
	A peeping Tom?	
Choice 10	That seems really difficult.	
	You don't look okay with it.	
Choice 11	Because we're partners.	Transitions to alternate routes
	Because I'm in love with you.	Transitions to Isla route

Isla Route

- Begins automatically after selecting the “in love” option during the fireworks scene.
- After a few story segments, you get sent to Schedule Mode.



- You are given 23 days to select from 69 different events you can do with Isla.
- These events are split between Work, Rest, Date, and Story, shown below.



- You begin with a few events available and chain unlock them as you go.
- Events provide 0-3 choices.
- The basic purpose of Schedule Mode is to collect Isla points from your choices which, when totalled, determine your ending.
- There are three Isla endings, which have the following conditions:
 - Bad Ending: 7 points or less
 - Neutral Ending: 8 points or more
 - True Ending: 21 points or more and true end point

- Other rewards from completing events include CGs, diary entries, and costumes.
- CGs are unique full-screen pictures depicting different segments in events.
- Each event has a unique follow-up diary entry written by Isla.
- CGs and diary entries can be viewed from the EXTRA menu.
- Costumes are utilized in the Interaction Mode explained below.

Interaction Mode



- Interaction Mode is accessed following each event.
- Interaction Mode can be exited by holding the Circle button.
- Interaction Mode allows the player to utilize various elements to get different reactions out of Isla.
- Using the D-pad's up or down buttons moves the camera focus in the desired direction, while the Square and Triangle buttons zoom in and out respectively.
- Pressing the Right Bumper or clicking the shirt icon takes the player to a menu that outlines currently unlocked costumes, and allows them to select from whichever one they please.
- Interaction Mode has three main elements: Emotion, Touching, and Costumes.
- Each of these elements combine to generate Isla's reactions.

Emotion

- Isla has three emotions she can express:
 - Cold: Stone-faced. Isla wears this expression when the player has gained 7 points or less.
 - Happy: A gentle smile. Isla wears this expression when the player has gained between 8 and 20 points.
 - Overjoyed: Blushing cheeks, usually with her arms held up excitedly. Isla wears this expression when the player has gained 21 or more points.
- These expressions are soft point counters, and the only indication the game gives the player for what ending they will currently get.



Touching

- By using the touchscreen or clicking the mouse, the player can touch Isla. Touches include taps and holds.



- Isla has five areas that react uniquely to being touched: head, body, legs, left arm, and right arm.
- Some reactions are universal, and will occur regardless of emotion, area, or touch type. These include:

- “Hmph.”
- “Ehehe.”
- “Uwah, you surprised me!”
- “Do you... want to hold hands?”

- “Geez, don’t tease me like that.”
- “Mhm!”
- “Wooh!”
- “Sure, I’ll pour some tea.”
- “Hm?”
- “What is it?”

- Isla’s emotion combines with the area touched to create unique reactions.
 - Cold: Four unique reactions per area, 20 total.
 - Happy: Five unique reactions per area, 25 total.
 - Overjoyed: Six unique reactions per area, 30 total.
- Unique reactions are generally split between tap and hold reactions.
- Reactions are randomized with each touch, so it may take several tap/hold cycles in each given area to generate all unique responses.

Costumes

- Accessed with the Right Bumper or clicking on the shirt icon.
- There are 15 total costumes, with 13 acting as rewards for specific event completions.
- Some are simply cosmetic, but there are several costumes that can elicit unique reactions.
- The costumes with unique lines are:
 - Yukata
 - Bikini
 - Nurse Costume
 - Bunny Costume
 - Waitress Costume
 - Cheongsam
 - Tennis Outfit

- Each of these costumes provide two unique reactions with either touch type, in any area, as long as Isla's emotion is Happy or Overjoyed.
- As with other unique reactions, they are entirely random, so it may take several touches to find them.

Post-Isla Route Completion

- Upon your first Isla route completion, regardless of ending, two quality of life changes will be granted: Isla's Room and Prologue Skip
- Isla's Room will appear as an icon in the bottom left of the main menu and allow immediate access to Interaction Mode. All unlocked costumes can be freely used, and unlocked emotions can be cycled between with the D-Pad's left and right buttons.



- Prologue Skip is a quality of life implementation added by DoubleEyepatch, unique to the English Patch version.
 - Normally, in order to continue unlocking Schedule Mode events with your present system data after completing an ending, you would have to skip all the way through the common route, which results in a lot of wasted time, as no less than three complete Schedule Mode playthroughs are required to unlock all 69 events.
 - Prologue Skip adds a choice that flags if an Isla route has been completed at the end of the opening scene. Simply start a new game, skip through the short 14 lines, and the choice will present itself.

Skip to Schedule Mode

Continue Game

Isla Route Choices

- The choice charts will be split between the four types of events: Work, Rest, Date, and Story. They will be listed in the order they are coded, though this does not always correspond to unlock order.
- Any rewards for making a choice beyond the usual short segment of unique dialogue will be noted.
- Choices that grant an Isla point will be highlighted in cyan. Several events do not grant points in any way.
- Event unlock chains are built in to influence the order that players experience different events, but endings are determined solely by meeting the point requirements shown [here](#), so unlock chains will not be covered in this guide.
- If the scene grants a CG by default, it will not be listed as a reward.
- In Date events, the player can choose one of three outfits for Isla to wear, if they are unlocked. This changes her model for the day, but also creates sets of unique CGs in several Date events where each type of outfit is worn. These events will be marked with a (3) following their title.
- The game creates a Quick Save any time a choice is reached by default, and using the Quick Load menu is the fastest way to test unique scene differences between choices.
- Sub-Category Skip:
 - [Rest Events](#)
 - [Date Events](#)
 - [Story Events](#)

 **Work Events** 

Watching Isla Practice	Give Isla the towel.	
	Give it another shot.	
Workplace Accident	I can't promise that.	
	I understand.	
Poolside Recreation	Let Isla do what she wants.	Unlocks Training Outfit
	Agree with Pops.	
A Lecture on Herbs	Leave it to me.	
	I'm not sure if I could pull it off.	
Second-Generation Tea Maker	Brew rosemary.	Unlocks Summer Work Outfit
	Consider other options.	
Maintenance From Eru	Trust Eru-san.	
	Don't trust Eru-san.	
Precision Maintenance	I'll go do work in the office.	
	I'll wait in the waiting room.	
Arranging a Surprise	Thank Michiru.	
	Ask Michiru to teach you how to cook.	
An Office Romance	Change the subject.	
	Make eye contact with Michiru.	
A Co-worker's Consideration	No choices	
I Hate Drunkards	Continue yelling her name.	
	Ask Isla to help.	
	Ask about the time they were partners.	
	Ask about the secret to dealing with Kazuki-san.	

Meeting Sara	Tell her Isla's words surprised you.	
	Tell her it was helpful.	
	Stay here.	
	Go with Isla.	
Sara's Retrieval	Tell her your real feelings.	
	Say you're fine.	
	I think they've become family.	
	I think their relationship is about the same.	
Visiting Souta	I want to visit him.	
	Maybe we shouldn't.	
	Ask if he's really okay.	
	Ask if he's having fun.	
An Errand in HQ	Yeah, a bit.	
	I'm okay.	
A Nurse's Job	Continue protesting.	
	Give in to Isla.	



Rest Events



An Important Chat With Eru	Help.	
	Don't help.	
	Leave Eru-san out entirely.	
	Be honest and start from the beginning.	
Eru's Slump	Let Isla choose.	Unlocks Waitress Costume
	Tell her to go for it.	
	You look just like the real thing.	
	You look really cute.	
Eru and Animal Costumes	Ask what kinds she has.	Unlocks Bunny Costume
	Talk about the mascot from town.	
	Let's chill out in here.	
	Let's go for a walk.	
Eru's Recklessness	Run from Eru-san.	Unlocks Nurse Costume
	Learn more about this forbidden costume.	
	Go give it back.	
	Keep it.	
A Neighborhood Stroll	Immediately strike back.	
	Wait for the right opportunity.	
A New Type of Nap	Call Isla's name.	
	Touch Isla's cheek.	
Tsukasa's Hospitality	Laugh and dodge the question.	
	Be honest with her.	
Video Games on a Rainy Day	No choices	
Bath Time Together	Wait just a second!	
	Fine with me.	

A Suspenseful Party Game	No choices	
Tsukasa's Diet Strategy	How about I just do it?	
	How about I help you out?	
Charging Station Breakdown	No choices	
When We First Met	Pretend to be dejected.	
	Make her laugh even more.	
	Encourage her.	Either choice grants a point
	Tell her off.	
Confidence in Your Blend	Compliment the new recipe.	Unlocks Button-up Shirt
	Compliment her old recipes.	
	Apologize.	
	Close the door right away.	
Speaking of Rings	Ask about the ring directly.	
	Go from what Michiru said.	
	We don't have any rings here.	
	I'll make sure not to give you any rings.	
Plans for the Future	Ask who's giving her weird ideas.	
	Ask why she brought up kids.	
	I think they'd be adorably clumsy.	
	I think they'd have your smile.	
	One who's good at sports.	
	One who's good at studying.	
Waiting in the Cafeteria	I feel kinda bad.	
	This is exciting.	
Teatime with Michiru and Zack	What if we invited them over for tea?	
	How about the amusement park?	

Brushed to a Gloss	That's what makes you unique.	
	There are weird things about me, too.	
	Tell her you just wanted to try it.	
	Promise her it'll be fine.	
A Dinner Party With Kazuki	Thank you.	
	Are you okay with not drinking?	
A Gift From Dr. Moegi	Maybe it's an upgrade package.	Unlocks Dress
	Maybe it's just a normal gift.	
	Pose like an animal.	
	Pose like a model.	
Tsukasa's Birthday	Let her feed you.	Event only available on Day 18
	Turn it around and feed her.	
Housewear and Buttons	Leave it to Isla.	
	Ask if she has experience.	
	Just keep watching.	
	Help her out.	
First Ever Manicure	They've never really interested me.	
	I'd love to see you try it out.	
	Cheer her on.	
	Help her out.	
A Candlelit Night	Find Isla and stay close to her.	
	Go look for the circuit breaker.	
	Tell a scary ghost story.	
	Tell a funny ghost story.	

 Date Events 

Rowboats and Jinxes (3)	Say you don't care about jinxes.	
	Quickly get off the boat.	
The Adult Flavor of Coffee	Of course I do.	
	I actually don't.	
A Nerve-Wracking Dinner Cruise	Inform the waiter.	
	Pick it up yourself.	
Who's Driving? (3)	Gracefully turn the wheel.	
	Jerk the wheel back and forth.	
Handling Animals (3)	Make it sound casual.	Unlocks Ribbon Blouse Set
	Tease her a bit.	
	Cheer her on.	
	Pat her head.	
A Lively Dinner Show (3)	Brush it off with a laugh.	
	Answer seriously.	
Meeting the Mascot (3)	Try them all out.	
	Find the most interesting shops.	
	Say that you like Bun-Bun.	
	Suggest getting a discount coupon.	
Shopping Arm-in-Arm	I wanna link arms!	
	I wanna link shoulders!	
Flea Market Shopping	Tell Isla to look for a booth.	Unlocks T-shirt Set
	Try and find a booth yourself.	
	See what Isla thinks.	
	Give up on it.	

Cute Swimsuit Connoisseur	The polka-dotted one-piece.	Each choice grants a unique CG, Event unlocks Bikini
	The striped bikini.	
Matching Tennis Outfits	What about badminton?	Unlocks Tennis Outfit
	What about tennis?	
How to Enjoy the Aquarium (3)	Immediately take her to the large tanks.	
	Follow the set path.	
Relaxing in the Garden (3)	Make small talk.	
	Head for a new section.	
	Try to get her attention.	
	Just leave her be.	
Finding Cute Glasses (3, 12 CGs total)	Black glasses.	3 unique CGs (outfit-dependent)
	Yellow glasses.	3 unique CGs (outfit-dependent)
A Walk With Alexander (3)	Offer to take the leash in her place.	
	Suggest that both of you hold the leash.	
	Leave things be.	
	Pull Alexander off.	
A Romantic Date	Show her a dictionary definition.	
	Give her a mental image.	
Revisiting Sakiko	Tell Isla to run.	Unlocks Yukata
	Stand protectively in front of Isla.	
Movies and Lap Pillows (3)	Suggest she try it out.	
	Mention the downsides.	
Let's Go to the Ocean	No choices	
Omurice Day	No choices	
Summer Festival Take Two	Tell her she looks great.	
	Ask if you look good.	

Tennis Showdown	No choices	
Meeting the Parents (3)	Mom already sees it that way.	
	You'd make a great parent.	
	Come up with an excuse.	
	Ask Isla what she thinks.	
Our Private Wedding	Suggest a princess carry.	
	Just keep supporting her.	
The Exciting Cheongsam	No choices	Unlocks Cheongsam



Story Events

The Day Isla was Born	No choices	
Regarding Giftia Lifespans	No choices	Grants True End point
Memories of a Friend	Yup, every bit. Not quite all of it.	

Trophy List

	忘れないで。覚えていて。 Earn every trophy.		君に触れる喜び Reach Interaction Mode for the first time.
	知らない花火 Confess your love to Isla.		恋人、初日 Complete your first Isla Route event.
	ミチルのやり方 Begin Michiru's Route.		優しい日々 Complete 10 Isla Route events.
	カヅキのやり方 Begin Kazuki's Route.		夢のような日々 Complete 30 Isla Route events.
	シェリーのやり方 Begin Sherry's Route.		かけがえのない日々 Complete 50 Isla Route events.
	エルのやり方 Begin Eru's Route.		輝くような日々 Complete all Isla Route events.
	良き隣人にして良き友人 Complete Michiru's Route.		いつかまた巡り会えますように Complete Isla's neutral route.
	不器用な元パートナー Complete Kazuki's Route.		また会えたね Complete Isla's true route.
	一番優しいギフティア Complete Sherry's Route.		逃避行の終わり Complete Isla's bad route.
	騒がしいエンジニア Complete Eru's Route.		及第点の恋人 Get Isla to the Happy emotion.
	祭りの後 Begin Isla's Route.		理想の恋人 Get Isla to the Overjoyed emotion.
	これからは、恋人として Reach Schedule Mode for the first time.		想い出を、少しづつ Collect 25% of the CGs.
	素敵なおもてなし Unlock your first costume for Isla.		いくつもの想い出を Collect 50% of the CGs.
	君について知ることのすべて Read all of Isla's diary entries.		想い出が埋まってく Collect 75% of the CGs.
	たくさんのおもてなし Unlock all of Isla's costumes.		想い出をありがとう Collect all CGs.

Developer Notes

HoodedTissue, Project Leader - When I first started this project by myself all the way back in 2020, I honestly never thought that it would be completed. I thought it'd just be another one of the countless translation projects that get dropped and left untranslated, and that I'd be the one asshole that gave people hope and let them down. Yet here I am, with an entire team and a translated game just two years later. It's been an incredible journey, and I can't thank everyone involved enough for all that they have done. If you're sad about seeing our project come to a close, fret not, as we are planning on transitioning into scanlating manga. Our first stop is the PlaMemo manga, so look out for what we have in store in the near future!

~ tissue o(≥▽≤)o

Shaggy, Video and Image Editor - When I joined this project back in February to subtitle PlaMemo's cutscenes, I never thought I would end up editing the game's textures and a few CGs. At first, I was pretty nervous about working on the images because I wasn't sure how I would fit many of the texture changes into the game or what people would think of them, but when ShwampBam shared the first CG I edited and saw the positive feedback it got, that worry dissipated. I'm excited to share the work done on the game's menus, cutscenes, and other things related to the game, such as the Steam art assets and video tutorials. I'm very grateful to HoodedTissue and ShwampBam that I got to work on this project and with this team. I'm someone who's always been into games where story is the main focus, and being able to help bring a visual novel made by a company I like and dislike to you all has been a highlight of this year for me. Anyways, I hope you all enjoy what we've put together here. Take care! :)

Marche100, Proofreader - Hey, all. I was asked if I wanted to write something here, and trying to figure out what to say has been difficult, but here goes nothing.

I joined this project fresh out of college, having just gotten a degree I didn't especially want. I had always been pressured by family to get a job that pays well, but as someone who's only ever enjoyed creative pursuits, I felt for years like I was in a sort of limbo. I didn't know what to do, and it was frankly terrifying. Then I saw one of my closest friends force her way into the localization industry and went, "I'm going to do that too." Hence, this was one of the projects I hopped in on order to gain some experience.

In the year and a half since, I've gone pro and am busier than ever. At the same time, I'd say I'm the happiest I've been since those golden years of the late 90's/early 2000's. (I'm a millennial, so it's in my blood to look back on those times fondly.) That's not to say it's all sunshine and roses, but if you're like me and you have a dream your very being is screaming at you to chase after, I say go for it. I know it can be hard, especially if you don't have the support of the people around you, but it's worth it. Even if you try and fail, it's worth it.

You know, I didn't intend to come off sounding like a motivational speaker when I started writing this, but here we are...

I guess I'll wrap this up and do some plugs. If you want to follow me and my exploits, you can find me on Twitter @Marche100. At the time of writing this, I've got a pretty banger project on the horizon that you're not going to want to miss if you're a fan of JRPGs. I'll be screaming about that once it finally comes out.

Other than that, big thanks to everyone who worked on this project. Especially ShwampBam, who really took charge and made this release come far, far sooner than it would have otherwise. And with that, I hope you enjoy the full English patch for Plastic Memories!

Alma, Proofreader - Hey y'all, it's Alma, just wanted to say thanks for the patience with the project, I took some time off here and there for mental health reasons, and I just wanted to say to all of yall this: chase your dreams and don't let anyone hold you down, as a young child I've always wanted to help make a game, even if it was correcting one word in a VN. Well, flashforward like 11 years and here I am, at the age of 21, being able to have a hand in my favorite anime's Visual Novel, trust me, the dream isn't dead just because you can't grab it yet, you got this. I'm glad I was able to be a part of this production and a part of the team (even if I never really talked to them much LOL). Anyway, keep your head up and if you ever need to reach out to someone for career advice, I'm always in the discord. Good luck y'all, and hold the ones you cherish close. ♥

Rayen, Proofreader - I was with the team during the earlier stages, though I did take some on/off time from it due to university starting up. I remember the early days where I went through the first chapter, making sure the lines were not going off the screen and everything lined up grammatically! To think that it has already been roughly two years since this project started is nothing short of amazing, in how fast time flies by! It comes to show that you should value time as much as possible, and that life is fleeting in the grand scheme of things. I hope you enjoyed our work.

Bloody, Game Consultant - I'm glad that people are finally able to see an expanded version of the wonderful Plastic Memories story that has been unavailable to the public for a long time. I hope you enjoyed a ton of new content. However, the PlaMemo story doesn't end there! Ahead of you is the manga Plastic Memories Say to good-bye, which is focused on Michiru's development and the light novel Plastic Memories -Heartfelt Thanks-, which tells us more about working in Terminal Service. See you!

ビシイ～

DoubleEyepatch, PC Port Developer - When my friend and I made the PC conversion two years ago, I had in mind that it might make translating it easier, yet when a project actually came about I was honestly surprised. I'm really happy that more people are finally going to be able to enjoy the "complete" version of Plastic Memories. Thank you, everyone that allowed this to come about! (can someone please now reimburse me for the PC copy of Konosuba I had to buy? No? ok...)

Shadeslayer.1227, Playtester - When I was first bullied into approached about becoming a playtester, I was annoyed very excited about the prospect. I have received nothing but ridicule overwhelming support from the staff and you all. Thank you all for allowing me to be a part of the project. And now some final words:
We're no strangers to love
You know the rules and so do I (do I)
(and so on and so forth, I'm shutting that shit down. -ShwampBam)

ShwampBam, Head Translator - This was an immense and insane project. Easily the largest one I've taken on up to this point, and I don't know that I have much desire to do another visual novel, so it may remain my largest project. Nonetheless, it was incredibly satisfying to take part in making this happen. I joined on a whim from a reddit post at the end of 2021, hoping I could add something, only to become essentially the lynch pin to the project's completion. Our group, server, and this project have come a long way in just one year.

I'm super grateful to the crew that came together to make this happen. To Rayen, for playtesting even though he was really busy with school. To Hecks, for always having something really strange to say that livened things up. To Marche, for being an excellent proofreader and challenging my writing skills. To Shadelslayer, for letting me bully him in general chat to blow off some steam. To Bloody, for helping me understand how the game worked and dealing with my short temper on occasion. To Tissue, for doing what I wouldn't have and trying to put together a project with almost no resources. To Shaggy, for learning how to do literally anything I asked him to and setting the bar high while he was at it. Fortunately, it seems I won't be getting rid of these guys any time soon, as we plan on continuing the group to test new waters. Let's see where that goes.

In all honesty, though, I really struggled sometimes. I put in a lot of hours, and sometimes it felt hard to justify it. I'll be straight with you: I'm actually not a super huge fan of Plastic Memories, and definitely not Hayashi in general. I think Hayashi has good ideas that he is not very good at executing, and Plastic Memories has tonal issues and fails to fully realize its world and the consequences of its premise in a lot of ways. I think the game suffers greatly from being too indulgent, and focuses on satisfying desires over telling a consistent and meaningful story. I do not like the implementation of events in the Isla Route. I think the bad ending is narratively better than the true ending. It was torturous having to read every file over and over and over again.

When all is said and done, I doubt I will touch this visual novel or the anime ever again. The songs were fun to translate though.

But as I worked, worked, and worked some more, I tried to make it not about me, but the people who were looking forward to a release. The people that encouraged me with every monthly announcement, the ones who had been in the server a year longer than me, the new members joining every month, the ones who wanted nothing more than to take part in the story I was helping form.

So all I want now is for you to enjoy this game. If you can do that, then my work was worth it, no matter how I may feel about the writing or anything else.

So please, tell me what you think about our work. My DMs are always open on Discord (ShwampBam#7941). Share it in our server's general chat, and thank the rest of the staff who worked their butts off, too. The encouragement from others and the desire to be a part of the story I was translating was what kept me going, and I want to know what your experience was. I hope my personal takes on some of the more iconic lines of the series don't annoy anyone too much.

I made a promise months back to help with the manga too, so it seems that whether I like it or not, I'm quickly becoming a Plastic Memories lore master. You will have to find someone else to translate the novel, though, that's where I'm drawing my line.

I'll stop before my "note" becomes longer than the rest of this manual. Thanks for playing our patch, and reading this, if you did. Really, thank you. I am truly grateful for the experience and challenge that translating this game brought me. I hope you enjoy the game, and that you'll stick around for whatever we get up to next.

Credits

Credit for the manual goes to:

- HoodedTissue for writing some installation sections
 - Bloody for providing gameplay guidance
- Shaggy for making the tutorial videos and a large chunk of the installation guides and their peripherals
 - Marche100 for proofreading and quality assurance
- ShwampBam for writing the gameplay walkthrough and structuring the document



Isla Execution Squad
English Patch

Project Leader



HoodedTissue

Head Translator



ShwampBam

Game Consultant



Bloody

Playtester



shadeslayer.1277

Video/Image Editor



Shaggy

Proofreaders



Marche100



Alma



Rayen

PC Port Developer



DoubleEyepatch

Special Thanks



Astro - Live Translated Plastic Memories twitch.tv/astro/



UlyssesWu - FreeMote Developer



marcussacana - KrKrZSceneManager Developer

yes. - Early Live TL Transcription

Haz - Live TL Transcription

Goldenape - Translation

clubbedsam - Early Proofreading

13steinj - Texture Replacing Info

hiroshiyuri - KrKrZSceneManager Updates

Tokyoship - PS4 Controller Illustration (PC)

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