MsgClose();

ScrFadeOut(0);

ChEyeOpenLevel(3,-1);

ChMouthOpenLevel(3,-1);

ChCheek(3,0);

BGOpen("ex020",0);

ChLayout(1);

ScrFadeIn(0);

switch (ChPrmGet(3,6)){

case 0:

case 1:

case 2:

ChSet(3,3);

ChEyeOpenLevel(3,0);

VoicePlay("S120300002\_03\_000");

MsgDisp("本多","A shrine visit with you was a

great way to start the New Year!");

MsgDisp("主人公","Hehe, same for me.

It was fun visiting with

｛本多＊＊｝.");

ChEye(3,0);

ChMouth(3,3);

ChMotion(3,1,1);

VoicePlay("S120300002\_03\_010");

MsgDisp("本多","Right. That means we both are

off to a great start this year.

Happy New Years!");

MsgDisp("主人公","Yeah, let's have fun this year.");

ChEye(3,3);

ChMouth(3,3);

ChMotion(3,4,1);

VoicePlay("S120300002\_03\_020");

MsgDisp("本多","Leave that to me.

Cya later then!");

SEPlay("EV\_SE\_FOOT\_WALK\_AWAY\_ALONE");

MsgClose();

ChClose(3);

Wait(30);

MsgDisp("主人公","（I hope this year is another

good year……）");

BGMStop();

MsgClose();

ScrFadeOut(0,0);

break ;

case 3:

ChEye(3,0);

ChMouth(3,3);

ChMotion(3,1,1);

VoicePlay("S120300002\_03\_030");

MsgDisp("本多","It's been a great start to the

New Year, thanks to you.");

ChEye(3,0);

ChMouth(3,0);

ChMotion(3,0,1);

VoicePlay("S120300002\_03\_040");

MsgDisp("本多","I thought it would take a while

because of the crowd, but because of you

time passed so quickly.");

MsgDisp("主人公","Right?

Thanks to ｛本多＊＊｝,

I also had a fun time.");

ChEye(3,3);

ChMouth(3,3);

ChMotion(3,3,1);

VoicePlay("S120300002\_03\_050");

MsgDisp("本多","Then let's clock in some overtime!

I'll take you home.

Next year we'll come back here, right?");

MsgDisp("主人公","Yeah!");

SEPlay("EV\_SE\_FOOT\_WALK\_AWAY\_TWO\_LONG");

BGMStop();

MsgClose();

ScrFadeOut(0,0);

SEWait();

break ;

case 4:

case 5:

ChEye(3,0);

ChMouth(3,4);

ChMotion(3,0,1);

VoicePlay("S120300002\_03\_060");

MsgDisp("本多","We were able to safely say our

prayers.

I guess now it's the end of this year's

shrine visit.");

MsgDisp("主人公","｛本多＊＊｝, you were praying very

earnestly, weren't you?");

ChEye(3,4);

ChMouth(3,0);

ChMotion(3,4,1);

VoicePlay("S120300002\_03\_070");

MsgDisp("本多","You were watching?");

MsgDisp("主人公","That's because we were holding

hands for a while……");

ChEye(3,4);

ChMouth(3,3);

ChMotion(3,1,1);

VoicePlay("S120300002\_03\_080");

MsgDisp("本多","Haha, this story is getting too

long. Let me take you home.");

MsgDisp("主人公","Hehe, okay.");

SEPlay("EV\_SE\_FOOT\_WALK\_AWAY\_TWO\_LONG");

BGMStop();

MsgClose();

ScrFadeOut(0,0);

SEWait();

break ;

default :

DbgAssert(1);

break ;

}

BGMStop();

ChEyeOpenLevel(3,-1);

ChCheek(3,0);