

= Cross Days =

Cross Days (?????? , Kurosu Deizu) is a Japanese erotic visual novel developed by Overflow , released on March 19 , 2010 for Windows and later ported as a DVD game and for the PlayStation Portable (PSP) . The story , a dramatic slice @-@ of @-@ life , follows the life of Yuuki Ashikaga , a high school student who becomes the ambivalent love @-@ interest of two girls during his second term , and the effects this has on himself and his relationships with other characters . Though the game requires little interaction from users , Cross Days engages the player through a nonlinear plot that they are given opportunities to change the course of during play . The game is the third installation of the School Days line of series , succeeding Summer Days .

Overflow announced work on Cross Days in December 2008 . From February 2009 to March 2010 , the game was postponed a total of six times , going on to perform marginally @-@ well upon release . In the weeks following this , after it was illegally found on peer @-@ to @-@ peer (P2P) networks , a trojan horse disguised as the game was released , publishing the personal information of unknowing users online for public access .

Following the game 's release , Cross Days made transitions into other media : a manga was serialized in the Kadokawa Shoten magazine Monthly Comp Ace from April 26 to August 10 , 2010 ; three light novels were published from September 15 to October 29 , as was a strategy guide ; a radio drama was broadcast during development ; and the game 's original soundtrack was also published by Lantis from April 24 to July 21 .

= = Gameplay = =

Cross Days is a visual novel . These are essentially played by watching and listening to episodic sequences of story and then selecting , or ignoring , clickable actions or responses when they are presented to the player . These choices are intricately linked to alternating routes of plot , moderately changing the direction of the story as each is made , ultimately leading to erotic scenes between characters and one of various endings . Unique to the game are yaoi routes , in which the protagonist crossdresses as a maid and engages in homosexual intercourse .

Like the games before it , Cross Days is presented with limited animation . The game is audibly stereophonic with lip @-@ synched voice acting , sound effects and background music .

= = Plot = =

Yuuki Ashikaga is a high school freshman in his second semester at the fictional Sakakino Academy , who from his regular visits to the library , grows enamored by Kotonoha Katsura , a classmate who also comes to read . Despite being in a relationship , she genuinely reciprocates his interest . However , things become complicated when his sister , Chie , introduces him to Roka Kitsuregawa , a friend of hers . In an attempt to make herself seem harder to get , Roka claims that she is equally interested in Makoto Itou , another schoolmate . Her lie is unsuccessful , as Yuuki , aware that Makoto is Kotonoha 's boyfriend , decides to ask her about the affair .

= = = Setting = = =

Unlike in Summer Days , the story in Cross Days is not rewritten as a spin @-@ off of the original story , but occurs during the events of it , making the game a parallel series to School Days . As such , the undisclosed location of the story remains the same with focus being around the school . All signature characters and their established relationships appear in the game , with six new cast members .

= = Characters = =

Cross Days follows Yuuki Ashikaga , a bespectacled young lad whose withdrawn school life goes

awry when his affection for two girls begins to affect his relationships with his friends and peers . Though unaware of each other , the girls in question constitute the premise of the game : Kotonoha Katsura , a character well known throughout the franchise as the pivotal love @-@ interest of Makoto Itou , and Roka Kitsuregawa , a newcomer whose efforts to make Yuuki jealous only serve to further complicate her relationship with him . Chie Ashikaga , the mildly abusive older sister of Yuuki , and Kyouichi Kasannoin , Nanami Kanroji 's boyfriend , having only previously made cameo appearances in the School Days anime , return to make more prominent roles , as does Ai Yamagata , a character last seen from Summer Days . Rounding up the set of the cast are Ion Ishibashi and Kira Youka , a couple of friends who also make first appearances in the game .

= = Development = =

News of Cross Days first surfaced in the December 2008 issue of Tech Gian , a magazine published by Enterbrain , on October 21 , showing first ever screenshots , reporting on the story and characters , and mentioning that Cross Days would contain 3D animation with a meticulously reworked plot and male protagonist . Also in October , ASCII Media Works and Gakken published articles about the game in their respective issues of Dengeki G 's Magazine , Dengeki Hime and Megami Magazine .

Promotion began shortly after . Besides periodically keeping the public informed on development and characters , Overflow consecutively released downloadable , non @-@ playable benchmarks of the game from November 1 , 2008 to May 4 , 2009 . Company staff attended Dream Party , an anime convention , in Osaka on November 16 , 2008 selling Cross Days telephone cards while stores took pre @-@ orders for the game , reportedly filling reservations in days . On December 5 , Overflow announced that a set of USB teledildonics , collectively known as SOM , would be compatible with Cross Days , manufactured by Goods Land . Trial versions of the game , released to about 95 select retailers , were disclosed by Overflow on December 26 and at Comiket 75 .

On January 8 , 2009 , Overflow announced that starting that day , Lantis would be airing a weekly , episodic internet radio drama of the game 's characters , titled Radio Cross Days . Broadcasts were made regularly on Thursdays , finishing up on March 25 , 2010 with 64 sessions aired .

Cross Days was originally scheduled to come out on February 27 , 2009 , but its release was postponed six times : to April 24 , June 26 , November 20 , December 18 , January 29 , 2010 , and to March 19 , 2010 , when it finally came out . The much @-@ anticipated game was released to several promotional campaigns , many of which were intercity screening venues that spanned operation from March 5 to 14 .

= = Release history = =

On March 29 , 2010 Overflow announced that an outdated DLL had been released with retail versions of the game . A 372 KB replacement was provided via download . The following day another patch was released to bring copies of the game up to version 1.00a.

Cross Days was ported to two other platforms . AiCherry , an interactive movie developer , re @-@ released Cross Days as a DVD game on April 28 , 2011 , as did PalaceGame , a UMD publisher , for the PlayStation Portable (PSP) on July 29 , 2011 .

= = Trojan scare = =

On April 15 , 2010 , roughly a month after Cross Days was released , BBC News reported on the spread of a virus named Kenzero masquerading on peer @-@ to @-@ peer (P2P) networks as unlicensed copies of erotic games ; one of which , according to software developer SPAMFighter , included Cross Days . Users tricked into installing the virus , termed a form of " ransomware " in the report , were asked for personal information and then had all of their web history posted to a blog , operated by shell corporation Romancing Inc . , for public access . NetAgent , a property rights company , reported that at least 5 @, @ 510 people were collectively infected . Those wishing to

have their information removed could do so after acknowledging to viewers that they had attempted to download the game illegally . SPAMfighter has noted that the intrusive nature of the trojan was " in fact explained in [the software 's] terms of service " .

= = Sales = =

Cross Days for Windows premiered as the third most sold game on Getchu.com , a major redistributor of visual novel and domestic anime products , during the month of its release , ranking twelfth for the first half of 2010 , and thirty @-@ first for the whole year . The DVD game ranked as the most sold DVDi for the first half of 2011 , and forty @-@ seventh most from November 26 to December 27 . Cross Days for the PSP additionally ranked as the fifteenth most sold UMD game during that time as well .

= = Media = =

= = = Manga = = =

Based on the story of the game , Cross Days was published into a manga , written by Yoko Kagura and illustrated by Homare Sakazuki . Overflow announced on April 4 , 2010 that it would make its serialization debut in Monthly Comp Ace on April 26 . The series was circulated until August 2010 , published by Kadokawa Shoten into a first and second volume , released November 26 , 2010 and June 25 , 2011 , respectively .

= = = Books and publications = = =

In addition to the manga , Cross Days was made into other print . The first of these was a strategy guide and artwork book by Junji Goto , character artist for Overflow , titled Cross Days Visual Fanbook (????? ? ?????? , Vijuaru Fanbukku) and published by Kinema Junpousha in August 2010 . The subsequent three releases were light novels by different authors but whose cover art was drawn by Goto and illustrated by Jet Yowatari ; each book retold the story of the game . Cross Days , a novel , was published by Harvest Books on September 15 , written by Mutsuki Mizusaki . Another novel , titled Cross Days ~ Kasanaru uso , Kasanaru omoi ~ (?????? ~ ???? , ?????? ~) , was released on October 22 , 2010 by Shueisha , authored by Hiro Akizuki . The final novel , Cross Days Kitsuregawa Roka no koi no Ruru (Cross Days ????????????) was written by Yoko Kagura , author of the manga adaption , and was published on October 29 by Kill Time Communication .

= = = Audio CDs = = =

As was the case for School Days and Summer Days , the original soundtrack of Cross Days was reproduced for distribution alongside the game , initially scheduled for February 27 , 2009 . As this was the first of the later six postponements , however , the album was republished and deferred to June 26 . Following the second delay , the soundtrack was held indefinitely until Overflow announced on April 16 , 2010 that it would be released April 21 . The album contains all of the game 's background music , all of which was composed by HIKO of KIRIKO / HIKO Sound , and theme songs performed by Yozuca * , iyuna , Ceui , Kotaro Odaka and Riryka , totaling 25 tracks .

Radio Cross Days , a radio drama broadcast from January 8 , 2009 to March 25 , 2010 , was the second and final set of audio compilations made for the game by Lantis . Released as a first and second disc on June 23 and July 21 , 2010 , respectively , each album contained thirty @-@ two segments of the broadcast , comprising the sixty @-@ four total that were aired .

= = = Merchandise = = =

Considerable effort was made to market and promote Cross Days before and after its release , including the sale of brand merchandise . The limited edition of the visual novel came with a figurine of the Kotonoha character , and Overflow and its partners also sold wall scrolls and Zippo lighters , as well as shower curtains , cushion mousepads , dakimakura cases .