ROUTES GUIDE

Z ROUTE

>"You interested?" +1Z***

>"What don't you like about it?"+1Z***

>"You've got it wrong!"+1Z***

>"Yes, we're friends!"+1Z***

>*Play with his hair +1Z***

>Kiss him+1Z***

>Let's make it a date +1Z***

>Did you dress up!?+1Z***

>Let's hold hands +1Z***

>Tell the Truth +1Z***

>I'm here for you +1Z***

A ROUTE

>"Are you okay?"+1A***

>Pry+1A***

>Do you like me?+1A***

>"Lots!" +1A***

>"Forget about him."+1A***

>"Absolutely."+1A***

>Let's go on a date +1A***

>You're beautiful +1A***

>Let's go for a walk +1A***

>Tell the truth +1A***

>I want to know the real you +1A***

<u>S ROUTE [Requires both prior routes to have been completed on the playthru, ie, S Points Active)</u>

-Go to the roof
1>I'm dating someone +1s
2>Would you be okay with that? +1s
3>What about you? +1s
4>You need to tell akira that+1s
5>Lets go on a date+1s
6>I wont choose!+1s
7>I think he likes you+1s
8>You need to tell Zephyr+1s
9>Lets go on a date+1s
-Go outside
-Go outside 1>Where's zephyr?+1s
1>Where's zephyr?+1s
1>Where's zephyr?+1s 2>I don't believe you+1s
1>Where's zephyr?+1s 2>I don't believe you+1s 3>Do you like him?+1s
1>Where's zephyr?+1s 2>I don't believe you+1s 3>Do you like him?+1s 4>You need to tell Zephyr+1s
1>Where's zephyr?+1s 2>I don't believe you+1s 3>Do you like him?+1s 4>You need to tell Zephyr+1s 5>Lets go on a date+1s
<pre>1>Where's zephyr?+1s 2>I don't believe you+1s 3>Do you like him?+1s 4>You need to tell Zephyr+1s 5>Lets go on a date+1s 6>I wont choose+1s</pre>

>Skip ^for true ending

ENDINGS GUIDE

Z Route [DATE]

-Neutral >"I like you" >"Let me love you"

-Love >"I like you" >*Kiss him ---- UNLOCKS when max love points for Zephyr

-True >"You should tell Akira that"

A Route [DATE]

-Neutral >"I like you" >"I love you" >"Because I wanted you to be happy"

-Love >"I like you" >"I love you" >*Kiss her ---- UNLOCKS when max love points for Akira

-True >"You should tell Zephyr that"

S-Ending TRUE END

Play through one route, press "Continue?" when it prompts you to save, play through the other route, save and "Continue?", and play through one last time, getting max S points (read above)

>Skip - for true ending(instead of *intervene)

(the game comes with all of this in its own separate files as well for easy access)