Introduction

The intent of this guide is not to provide hints for attempting a "perfect run", but to provide information that will allow the player to hunt down scenes and content from different characters across multiple playthroughs.

ADVERTISEMENT

Basic Mechanics

Besides some occasional decision making, the player's actions are generally limited to two things: Deciding what skills Collette will train during the week, and deck-building Collette's mood cards.

Deck-building will involve first choosing what card will be added to Collete's deck based on how the player decides to talk to her, this decision will also cause a bonus to skill training, different moods will give bonuses to different sets of skills. Second, the player will get to further manipulate Collette's deck, initially by removing unwanted cards from her deck, later on by also merging different mood cards.

Whenever Collette must make a decision on her own, she will draw 5 random cards from her deck of moods, if the cards drawn meet the requirement of the check, she will act one way, if they don't, she will act another.

Corruption

Corruption is a stat used to unlock most of the sexual events in the game. Corruption can be increased by adding Pink cards to Collette's deck, by choosing to read erotica instead of training a skill, or by progressing through some sexy events.

Heirlooms

Heirlooms are objects that can be unlocked during a playthrough and then selected in future playthroughs to give the player bonuses and special effects. Only one can be active at a time.

- Ancient Tome: Unlocked after your first playthrough. Increases skill gains when training by 1.
- Warding Talisman: Unlocked after a playthrough where you had Cecily as your tutor. Streamlines decisions so that the game naturally leads towards Cecily becoming your tutor
- Toy Ax: Unlocked after a playthrough where you had Evette as your tutor. Streamlines decisions so that the game naturally leads towards Evette becoming your tutor
- Racy Portrait: Unlocked after a playthrough where you had Ulric as your tutor. Streamlines decisions so that the game naturally leads towards Ulric becoming your tutor
- Heart-Shaped Pendant: Unlocked after a playthrough where you had Enrique as your tutor. Streamlines decisions so that the game naturally leads towards Enrique becoming your tutor
- Ballet Slippers: Unlocked after a playthrough where you played through Amelia's route. Adds a Yellow-Black dual card to your starting deck and increases Amelia's affection by 1.
- War Bugle: Unlocked after a playthrough where you played through Normand's route. Adds a Red-Blue dual card to your starting deck and increases Normand's affection by 1.
- Silver Locket: Unlocked after a playthrough where you played through Gales' route. Adds a White-Black dual card to your starting deck and increases Gales' affection by 1.
- Imported Sculpture: Unlocked after a playthrough where you played through Peyton's route. Adds a White-White dual card to your starting deck and increases Peyton's affection by 1.
- Esoteric Codex: Unlocked after a playthrough where you played through Filbert's route. Adds a Blue-Yellow dual card to your starting deck and increases Filbert's affection by 1.
- Friendship Bracelet: Unlocked after a playthrough where you played through Maria's route. Improves the bonus from training mood appropriate skills.

Festivals

During the game there will be a number of festivals where Collette will have a chance of impressing the councillors, either in a competition or a performance of some kind, the festivals occur in fixed points of the story and have fixed skill checks.

Festival of Flowers

In this festival, the player will get to choose a competition for Collete to participate in:

Tea drinking

To get the best results in this competition, Collette will need 20 Etiquette and 20 Conversation.

The player will be awarded favor with the councillors and Social Reputation.

Duelling

To get the best results in this competition, Collette will need 30 Offense and 30 Defense, and pass a single Red card check.

The player will be awarded favor with the councillors and Combat Reputation.

Trial of Wisdom

To get the best results in this competition, Collette will need 10 Knowledge and 20 Wisdom.

The player will be awarded favor with the councillors and Political Reputation.

Athletics Competition

To get the best results in this competition, Collette will need 10 Strength and 20 Fitness.

The player will be awarded favor with the councillors and Sexual Reputation.

Festival of Flames

In this festival, the player can choose who Collete will socialize with, if Collette has managed to gain their affection already, and Collete will play a part in a ritual, her role will be decided based on what her highest reputation is.

Queen of Flame

Collette will get this role if Political is her highest reputation, Collete will need 30 Domestic Affairs to get the best results.

Maiden of Flame

Collette will get this role if Sexual is her highest reputation, Collete will need to pass a 8 Corruption check to get the best results, and another 20 Corruption check to unlock an extra scene.

Warrior of Flame

Collette will get this role if Combat is her highest reputation, Collete will need 30 Strength to get the best results.

Speaker of Flame

Collette will get this role if Social is her highest reputation, Collete will need 30 Lore to get the best results.

Festival of Rivers

This is a pretty relaxed festival with no skill or card checks, the only relevant factor will be what are Collette's strongest feelings at the time:

- If Love is Collette's strongest feeling, she gains Sexual reputation
- If Reliance is Collette's strongest feeling, she gains Political reputation
- If Confidence is Collette's strongest feeling, she gains Combat reputation
- If Anxiety is Collette's strongest feeling, she gains Social reputation

Festival of Moon

This festival is comprised of two interactable parts, a choice of contests and a ball.

Winter contests

Similar to the Flower Festival, the player gets to choose one contest event to participate in:

- Competitive Prayer: To get the best results in this competition, Collette needs 50 Faith and 30 Lore. Awards Social Reputation and favor with all councillors.
- King for a day: To get the best results in this competition, Collette needs 50 Domestic and 30 Foreign. Awards Political Reputation and favor with all councillors.
- Wet Bodice contest (only available if the Vizier is your tutor): To get the best results Collette needs 12 Corruption. Awards Sexual Reputation.
- Duelling (only available if Evette is your tutor): To get the best results Collette needs 100 Offense and 40 Defense. Awards Combat Reputation and favor with all councillors.
- Magic Competition (only available if Cecily is your tutor): To get the best results Collette needs 35 Summoning and 20 Chanelling. Awards 5 extra points to your magic skills and a Green card to your deck.
- Ulric's thing (only available if Ulric is your tutor): To get the best results Collette needs 28 Corruption. Awards nothing but a new scene to the gallery.
- Hanging out with Enrique (only available if Enrique is your tutor): To get the best results Collette needs 30 Corruption. Awards nothing but a new scene to the gallery.

Winter Ball

At the Winter Ball the player gets the chance to lock in which character's route the princess will pursue for the endgame.

Collette can pursue a route with her tutor, if she has already sufficiently progressed their events.

Collette can pursue a route with any of the councillors, provided she has at least 2 affection with them.

Collette can pursue a route with Adelin, provided she has 4 affection with him.

Collette can pursue a route with Maria.

Collette can pursue a route with no-one, awarding Social Reputation and Political Reputation.

Tutors

Collette's tutor can change based on how the playthrough progresses, tutors will have a drastic influence over how well Collete can train different skills, as well as a lot of impact on the story.

The Vizier

Collette's initial tutor, he will remain her tutor unless he is fired. The player will be given a choice to force Collete into either firing or keeping the Vizier after the Festival of Flowers, but going against her initial inclination will result in penalties.

Collette's Inclination

By default, Collette will want to keep the Vizier, to get her to want to fire the Vizier, the following conditions must be met:

- In week 5, must fail a 1 Corruption check
  - In week 6, must pass a single Red card check
    - In week 7, there will be a single White card check
      - If failed, Collette will want to fire the Vizier
      - If passed, must also pass a single Black card check after the Festival of Flowers for Collete to want to fire the Vizier.

The Vizier's route

The Vizier will be trying to corrupt Collete into debasing herself further and further through Corruption checks, if the player wishes to slow the Vizier's attempts of corrupting Collete, they should avoid Corruption as much as possible, alternatively, if they wish to accelerate the progression, they should seek to add more Corruption when they can.

Cecily

For Cecily to become Collete's tutor, the Vizier must be fired, and she must be welcomed into the kingdom. Similar to the Vizier, the player can force Collete into accepting or refusing Cecily and her people, but going against her original inclination will have penalties. She will become the tutor a few weeks after the Festival of Flowers.

Collette's Inclination

By default, Collette will want to refuse Cecily and her people, to get her to want to welcome them, the following conditions must be met:

- In week 5, must fail a single Black card check
  - then must pass a single White card check, Collette will then welcome Cecily and her refugees.

Cecily's Route

After entered, Cecily's route can be escaped if the player meets the following conditions:

- In a later encounter with her, pass a single White card check
  - pass a 20 Lore check
    - pass a single Red card check

If the player stays in Cecily's route, she will eventually add a Green card to your deck, the branches of Cecily's route will depend greatly on this card:

- Collette can fully take to her magical gifts, if she passes a single Green card check. She will have 3 chances, so as long as you don't get rid of the green card, odds should be in your favor. This branch will progress with Green card checks and unlocks the training of magic skills
- Collette doesn't take very well to her magical gifts but they can be coaxed out of her through her lust, must fail the Green card checks, and then pass a single 10 Corruption check. This branch will progress with Corruption checks
- Collette can reject her magical gifts but still want to be very good friends with Cecily, fail both the Green card checks and the initial Corruption checks. This branch is progressed with Yellow card checks and Corruption checks

Evette

For Evette to become Collette's tutor, the Vizier must be fired and Cecily must not be welcomed into the kingdom. The player cannot force Evette to join, they must have high favor with Evette. She will become the tutor a few weeks after the Festival of Flowers.

Gaining Evette's favor

- The only reliable way of doing so, is to do well in the duelling competition in the Festival of Flowers.
- Alternatively, if the first meeting with Evette happens early in the run, the player can gain favor there instead.

Evette's Route

Evette's Route will bifurcate after it is decided who is the dom and who is the sub between her and Collette.

- Collette will be the dom if she passes a few single Red card checks while being taught by Evette. Progressing the route requires Red cards and passing Corruption checks.
- Collette will be the sub if she fails a few single Red card checks while being taught by Evette. Progressing the route requires passing Corruption checks.

Ulric

For Ulric to become Collette's tutor, the Vizier must be fired, Cecily must not be welcomed, and the player must not have enough favor to gain Evette as a tutor, Collette is then forced to accept Ulric.

Ulric's Route

Ulric wants Collete to amuse him, and he knows she's in a vulnerable position and so he isn't afraid of blackmailing her, refuse to play along with his games and he will not bother tutoring Collette, but playing too much into his hand may have consequences...

Ulric's route can be escaped if Collette meets the following requirements:

- Fail 5 weekly Corruption checks in a row on Ulric's first request
- If you obeyed his first request, fail 3 weekly single Corrution checks in a row on Ulric's second request

Alternatively, once the foreign prince is introduced, Collette will want to fire Ulric and take Enrique as her tutor no matter what, she can only be convinced to keep Ulric as her tutor if she has already moved past accepting his second request and the player advises her to keep Ulric.

Once the princess is far enough into Ulric's route his blackmailing will get more dangerous, refusing his demands by failing the Corruption checks will lead to him reducing Collette's political reputation and her favor with all the councillors.

Ulric's route is progressed through Corruption checks.

Enrique

For Enrique to become Collette's tutor, she must either be without a tutor by the time the foreign nobility is introduced, or she must have Ulric as her tutor and then be advised to get rid of him.

His route is progressed through Corruption checks.

Enrique's route can be escaped if Collette gets mad at him after he snobs Maria during the Winter Ball.

Isabella

For Isabella to become Collette's tutor, she must enter and then escape Enrique's route at the Winter Ball, she will then replace Enrique as Collette's tutor.

Councillors

The councillors will interview and test Collette throughout the year, outside of festivals, this will be your main opportunity to gain favor with them. The number for the skill requirements is based on the date the meeting takes place, and the order of the meetings is randomized every playthrough, those can be consulted by checking the calendar that unlocks after Collette gets introduced to the councillors.

Amelia the Dancer

Starting Favor: -45

Amelia will have requirements for Domestic Affairs, Fitness, Conversation, and Etiquette. She will perform checks for both Black cards and Yellow cards.

- At the ball: If Collette is in good terms with Adelin, passes the single Red card check at the start of the ball, and fails the Etiquette 10 check, she can gain favor by passing a 10 Conversation check (favor +10 if passed, -5 if failed)
- Festival of Flowers: Amelia will be particularly impressed if Collette does well in the Athletic Competition (favor +15 for athletic, +10 for tea, +5 for others)
- 1st meeting will have the following checks
  - Conversation check (favor +10)
  - Single Yellow card check
    - Fitness check (favor +10)
      - Single Black card check (affection +1)
- Festival of Flame: If the player chooses Amelia to be socialized with, pass an Etiquette 30 check and then a single Yellow card check (affection +1). Amelia gets the normal bonuses for doing well as the fire maiden (favor +5 if passed, -5 if failed at other roles)
- First mandatory favor loss (favor -20)
- 2nd meeting, this meeting will change based on if Collette has managed to gain Amelia's affection
  - If Collette has 1 Amelia affection there will be a dual Yellow & Black check
    - Fitness check (affection +1; favor +10 if passed, -10 if failed)
  - If Collete doesn't have 1 Amelia affection, there will be a dual Yellow & Black check (favor +10 if passed)
    - If passed, Domestic Affairs check (affection +1)
    - If failed, Fitness check (favor +10 if passed, -10 if failed)
      - If failed, having very low favor (-50) with Amelia will cause her to attack (favor -10 if the attack is avoided)
      - If Collette passes a Defense 50 check, she survives the attack and Amelia is replaced on the council
      - If Collette fails a Defense 50 check, she perishes, unlocking a new gallery scene, and then its game-over
- Fully feminizing Adelin if in Cecily's "Green" route (favor -10)
- Favor gains from doing well at the favor awarding winter contests (favor +5)
- At the Winter Ball: dancing with her will lock you to her route (affection +1)
- Second mandatory loss (favor -20)
- 3rd meeting, this meeting will depend on if you are on her route or not and how much favor you have with her
  - If you are in Amelia's route, there will be a dual Yellow & Black check (affection +1)
    - NOTE: If Collette is futanari as a consequence of having Cecily as her tutor, Amelia's route will be aborted
  - If you are not in Amelia's route, the meeting will change if you have positive or negative favor with her
    - If you have positive favor, it starts with a Fitness check (favor -15 if failed)
      - If passed, Etiquette check (favor +15 if passed, +5 if failed)
      - Dual Yellow & Black check (favor +10 if passed)
    - If you have negative favor, it starts with a Black & Yellow check (favor +10 if passed, -10 if failed)
      - Then there is a gauntlet of tests for all her skill checks
      - If all of them are passed, favor is gained (favor +30)
      - If a single one is failed, the assassination attempt will occur now with a Defense 70 check to survive

Gales the Inquisitor

Starting Favor: -40

Gales will have requirements for Offense, Defense, Faith, and Lore. He will perform checks for both White cards and Black cards.

- At the ball: Can gain extra favor by passing a single Black card check (favor +15 if passed, -15 if failed)
- During the decision of what to do with Cecily's people (favor +10 for denying them, -50 for welcoming them right away, -100 for welcoming them after forcing a decision change
- Festival of Flowers: Gales will be particularly impressed if Collette does well in the duelling competition (favor +20 for duelling, +10 for tea, +5 for others)
- 1st meeting will have the following checks
  - Lore check
    - Faith check (favor +25)
  - Single Black card check (favor +10 if passed, -5 if failed)
  - Defense check (affection +1)
- Cecily is your tutor by the start of the festival of flames (affection set to 0; favor -100)
- Festival of Flames: If the player chooses Gales to be socialized with, pass a Faith 30 check and then a single White card check (affection +1). Gales will also be particularly impressed if Collette does well as either the Speaker of Flame or the Warrior of Flame (favor +10 for either, +5 for fire maiden, -5 for failing any other role)
- First mandatory loss (favor -20)
- 2nd meeting, this meeting will changed based on if Collette has Gales' affection
  - If Collette has 1 Gales affection
    - Dual Black & White check (favor +10)
    - Offense check (affection +1)
      - If failed, this will unlock a gallery scene
  - If Collette doesn't have 1 Gales affection
    - Faith check (favor +10 if passed, -10 if failed)
    - Dual Black & White check (affection +1)
    - Lore check (favor +5)
- Fully feminizing Adelin if in Cecily's "Green" route (favor maxed)
- Favor gains from doing well at the favor awarding winter contests (favor +5)
- At the Winter Ball: dancing with him will lock you to his route (affection +1)
- Second mandatory loss (favor -20)
- 3rd meeting, this meeting will depend on if you are on his route or not and how much favor you have with him
  - If you are in Gales' route, there will be a dual White & Black check (affection +1)
  - If you are not in his route but have positive favor
    - Faith check (favor -15 if failed)
      - Defense check (favor +15 if passed, +5 if failed)
    - White & Black check (favor +10 if passed, -10 if failed)
  - If you are not in his route and have negative favor
    - There will be a gauntlet of all his skill checks and a White & Black draw
      - Results will depend on a combination of the results of the gauntlet and the card draw (favor +40 if all are passed, +25 if only the gauntlet is passed, -10 if only the card draw is passed, -20 if both are failed)

Filbert the Scholar

Starting Favor: -30

Filbert will have requirements for Knowledge, Wisdom, Lore, and Conversation. He will also perform checks for both Blue cards and Yellow cards.

- Filbert has a chance for increasing his favor when first meeting the councillors, with a single Blue card check (favor +5)
- At the ball: If Collette is in good terms with Adelin, but fails her single Red card check at the start of the ball, she can gain favor by passing a Knowledge 10 check (favor +10 if passed, -5 if failed)
- Festival of Flowers: Filbert will be particularly impressed if Collette does well in the Trial of Wisdom (favor +15 for wisdom, +10 for tea, +5 for others)
- 1st meeting will have the following checks
  - Single Blue card check (favor -10 if failed)
    - Knowledge check
      - If failed, Lore check (favor +10 if passed)
      - If passed, Wisdom check (favor +20 if passed)
        - Single Yellow card check (affection +1)
- Festival of Flames: If Filbert is chosen to be socialized with, pass a 30 Knowledge check, then a single Blue card check, then a 30 Wisdom check (affection +1). Filbert will also be particularly impressed if Collette does well as the Speaker of Flame (favor +10 for speaker, +5 for maiden, -5 if failed anything else)
- First mandatory loss (favor -20)
- 2nd meeting, this meeting will change based on if Collette gained Filbert's affection.
  - If Collette has 1 Filbert affection, there will be a dual Blue & Yellow check (affection +1 if passed, favor +10 if failed)
  - If Collette doesn't have 1 Filbert affection, there will be a dual Blue & Yellow check (favor -10 if failed)
    - Knowledge check
    - Lore check (favor +20 if both knowledge and lore passed, +10 if only one passed, +5 if both failed)
- Favor gains from doing well at the favor awarding winter contests (favor +5)
- At the Winter Ball: dancing with him will lock you to his route (affection +1)
- Second mandatory loss (favor -20)
- 3rd meeting, this meeting will depend on if you are on his route or not and how much favor you have with him
  - If you are in Filbert's route, there will be a dual Blue & Yellow check (affection +1)
  - If you are not in his route but have positive favor
    - Conversation check (favor -15 if failed)
      - Lore check (favor +15 if passed, +5 if failed)
    - Blue & Yellow check (favor +10 if passed, -10 if failed)
  - If you are not in his route and have negative favor
    - There will be a gauntlet of all his skill checks and a Blue & Yellow draw
      - Results will depend on a combination of the results of the gauntlet and the card draw (favor +40 if all are passed, +25 if only the gauntlet is passed, -10 if only the card draw is passed, -20 if both are failed)

Normand the General

Starting Favor: -25

Normand will have requirements for Faith, Wisdom, Domestic Affairs, and Foreign Affairs. He will also perform checks for both Red cards and Blue cards.

- At the ball: If Collette is in good terms with Adelin, passes her single Red card check at the start of the ball, and passes an Etiquette 10 check, she can gain favor by passing a Wisdom 10 check (favor +10 if passed, -5 if failed)
- Festival of Flowers: Normand will be particularly impressed if Collete does well in the Trial of Wisdom (favor +15 for wisdom, +10 for tea, +5 for others)
- If Cecily is your tutor during his first meeting (favor -5)
- 1st meeting will have the following checks
  - Wisdom check
    - Single Red card check (affection +1)
  - Foreign Affairs check (favor +10)
- Festival of Flames: If Normand is chosen to be socialized with, pass a Foreign Affairs 30 check and then a single Red card check (affection +1). He will also be particularly impressed if Collette does well as the Queen of Flame (favor +10 for queen, +5 for maiden, -5 if failed at anything else)
- First mandatory loss (favor -20)
- Potential consequence if you failed to draw a blue card during a possible summer random event about cows (favor -10)
- 2nd meeting, this meeting will change based on if Collette gained Normand's affection.
  - If Collette has 1 Normand affection
    - Dual Red & Blue check (favor +10)
    - Faith check (favor +10 if passed, -10 if failed)
    - Domestic Affairs check (affection +1 if passed; favor -10 if failed)
  - If Collette doesn't have 1 Normand affection
    - Dual Red & Blue check (affection +1)
    - Faith check (favor +10 if passed, -10 if failed)
    - Domestic Affairs check (favor +10)
- Fully feminizing Adelin if in Cecily's "Green" route (favor +10)
- Favor gains from doing well at the favor awarding winter contests (favor +5)
- At the Winter Ball: dancing with him will lock you to his route (affection +1)
- Second mandatory loss (favor -20)
- 3rd meeting, this meeting will depend on if you are on his route or not and how much favor you have with him
  - If you are in Normand's route, there will be a dual Blue & Red check (affection +1)
  - If you are not in his route but have positive favor
    - Foreign (favor -15 if failed)
      - Domestic (favor +15 if passed, +5 if failed)
    - Blue & Red check (favor +10 if passed, -10 if failed)
  - If you are not in his route and have negative favor
    - There will be a gauntlet of all his skill (except wisdom) checks and a Blue & Red draw
      - Results will depend on a combination of the results of the gauntlet and the card draw (favor +40 if all are passed, +25 if only the gauntlet is passed, -10 if only the card draw is passed, -20 if both are failed)

Peyton the Merchant

Starting Favor: +35

Peyton claims he will have requirements for Foreign Affairs, Knowledge, Fitness, and Strength. He will also perform checks for White cards.

- At the ball: Can gain extra favor by passing a single White card check (favor -10 if failed)
- Festival of Flowers: Peyton is indifferent and only gets the default favor gains for doing well (favor +10 if tea, +5 if others)
- 1st meeting will have the following requirements (mandatory favor +10)
  - Single White card check (affection +1 if passed, favor -15 if failed)
- Festival of Flames: If Peyton is chosen to be socialized with, pass a single White card check (affection +1 if passed, favor -15 if failed). He will also be particularly impressed if Collette does well as the Queen of Flame (favor +10 for queen, +5 for maiden, -5 for failing anything else)
- First mandatory loss (favor -20)
- 2nd meeting will have the following requirements:
  - If Collette has 1 Peyton affection:
    - Double White card check (favor +10 if you had exactly 1 affection at the start of the meeting and passed, -25 if failed; affection +1 if passed, +1 if you reached 3 affection after passing the check)
  - If Collette hasn't gained Peyton's affection (mandatory favor +5):
    - Foreign Affairs check (but it is superfluous)
    - Knowledge check (but it is superfluous)
    - Double White card check (affection +1; favor +15 if passed, -25 if failed)
- Favor gains from doing well at the favor awarding winter contests (favor +5)
- At the Winter Ball: dancing with him will lock you to his route (affection +1)
- Second mandatory loss (favor -20)
- 3rd meeting, this meeting will depend on if you are on his route or not and how much favor you have with him
  - If you are in Peyton's route, there will be a double White check (affection +1)
  - If you are not in his route but have positive favor
    - Strength (favor -15 if failed)
      - Fitness (favor +15 if passed, +5 if failed)
    - Double White check (favor +10 if passed, -10 if failed)
  - If you are not in his route and have negative favor
    - Dual White & Red check (favor +20 if passed, -20 if failed)

Evette the Noblewoman

Starting Favor: +50

Evette will have requirements for Etiquette, Strength, Offense, and Defense. She will also perform checks for Red cards.

- At the ball: if you are not in good terms with Adelin and you fail to draw red (favor -5)
- Festival of Flowers: Evette will be particularly impressed if Collette does well in the duelling competition (scaling favor rewards depending on well you do, with a max of +25 if you beat every check in dueling, +10 for tea, +5 for others)
- 1st meeting will have the following checks
  - Defense check (favor +10)
  - Strength check (favor -10 if failed)
    - Offense check
      - Single Red card check (favor +20)
  - Etiquette check (favor +10)
- Festival of flames: Evette will be particularly impressed if Collette does well as the Warrior of Flame (favor +10 for warrior, +5 for maiden, -5 for failing anyhing else)
- First mandatory loss (favor -20)
- 2nd meeting, this meeting will change based on if Evette is Collette's tutor
  - If Evette is Collette's tutor, there will be a double Red card check (superfluous check, favor is maxed either way)
  - If Evette isn't Collete's tutor
    - Etiquette check (favor -10 if failed)
    - Strength check (favor +10)
    - Double Red card check (favor +10 if passed, -10 if failed)
- Fully feminizing Adelin if in Cecily's "Green" route (favor -10)
- Favor gains from doing well at the favor awarding winter contests (favor +5)
- At the Winter Ball: dancing with her will lock you to her route
- Second mandatory loss (favor -20)
- 3rd meeting, this meeting will depend on if she is Collette's tutor or not
  - If Evette is Collette's tutor
    - Defense Check
      - Offense 100 Check (superfluous but unlocks a gallery art)
  - If Evette is not Collette's tutor
    - Double Red check (favor +10)
    - Strength check (favor +10 if passed, -10 if failed)

Ulric the Nobleman

Starting Favor: -100

Ulric will have no skill requirements. He will perform checks for Corruption, but those are of questionable value (besides unlocking more scenes for the gallery).

- 1st meeting will have the following checks
  - Corruption check
- 2nd meeting will change depending on if Ulric is Collette's tutor or not
  - If Ulric is Collette's tutor, nothing
  - If Ulric isn't Collette's tutor, Corruption check
- 3rd meeting also changes depending on if Ulric is Collette's tutor or not, but nothing happens either way

Isabella the Foreign Princess

Starting Favor: -15

Not much is known about her and what her requirements will be, she's Enrique's sister and replaces Amelia if her assassination attempt fails.

- 1st meeting will have the following checks
  - If she is your tutor (favor maxed)
  - Double Black card check (favor +15)
  - Foreign check (favor +15 if passed, -10 if failed)

Miscellaneous

Here there will be some information for other factors of the game

Adelin

The game keeps track of Collette's relationship with her brother Adelin, they can be in either bad terms or good terms depending on some events.

- There is a Conversation 5 check in the first week of the game, failing this check will make Collette and Adelin enemies for the rest of the game, passing will allow them to be friends (affection +2)
  - The single White card check during the ball, if Collette fails it, Adelin and her will be neutral (affection -1), if Collette passes it, Adelin and her will remain in good terms
    - During the Festival of Flame, if Collette and Adelin are in good terms, choosing to not speak with any of the councillors will get Adelin and Collette to grow closer (affection +1)

Collette's feelings

Aside from her mood deck, Collette will have general feelings that are developed based on events and what mood the player tells Collette to add to her deck, there are four of them, Love, Reliance, Confidence, and Anxiety. High Confidence and Anxiety will cause penalties, as well as low Love and Reliance. The highest of those 4 will decide how some minor events play out.

Collette's reputation

Collette can have a reputation for Social, Political, Combat, and Sexual. These reputations can change how certain events will play out, and are mostly affected by random events and the festivals.

- Social reputation starts really high, and will usually be Collette's highest reputation, the only reliable way of having it not be so, is to make an enemy out of Adelin, he will embarass Collette during the ball, greatly dropping her Social reputation. It can be increased by doing well in the Tea Drinking competition.
- Political reputation can be increased by doing well in the Trial of Wisdom
- Combat reputation can be increased by doing well in the Duelling competition
- Sexual reputation can be increased by doing well in the Athletics competition

Random Events

As the name implies, these are random events that only occur in the weekends when Collette isn't meeting with a councillor. I will only list the ones that unlock scenes in the gallery for the time being

- "Gaining Support" can be unlocked in a random event in the summer if Collette has high Sexual reputation, and then a Corruption 10 check and a Corruption 20 check.
- "Banditry" can be unlocked in a random event in the summer if Collette has low Combat reputation, and then fails a Defense 25 check.
- "Banditry 2" can be unlocked in a random event in the fall if Collette got the "Banditry" event and sucked the bandit's dick, and then kept the "Shameful Lust" card in her deck
- "Where's HR when you need it?" can be unlocked in a random event in the fall if Collete passes a Corruption 22 check and a Red card check.
- "Getting Handsy in the stables" can be unlocked in a random event in the fall if Collete passes a Corruption 20 check.
- "Mushroom Hunting" can be unlocked in a random event in the fall if Collete passes a single Blue card check, and then passes a Corruption 20 check.

Mini-Walkthrough

While what should be done in each run depends entirely on what are the specific goals of each run, I recommend the following for the opening moves in a generic run:

- Train Conversation 2x
- Add a Red card, Remove a Forlorn card
- Train Offense and Defense

After this point you will acquire the calendar and can plan your run accordingly, using the information relayed in this guide, those opening moves should allow you to adequate your run regardless of the order of the meetings with the councillors, just keep in mind the following hints:

- Try to synergize the mood cards you add and the skills you train during a week to gain bonus skill points
- Don't forget to train the stats you need to do well at the festivals
- Switching tutors will hamper your skill training, not only can you have weeks without a tutor, where you will barely get skill points, but different tutors are better teachers for different skills, they are not all generalists like the Vizier.
- With the default deck size of 10, having one card of a certain type means you will have a 50% chance of drawing it in a hand of random 5 cards, and you'd need at least 6 cards of a certain type to make sure you'd always draw at least one card of that type.