

„KŌNŌSUBA!“

The Harem

Adventures !

Walkthrough

v2.5

This is a brief walkthrough of the game, specifying just the locations where you will find the events.

Keep in mind, this isn't a step-by-step guide, it merely pinpoints where the events occur (some of the crucial choices are also added if required besides the event locations). To make the most of it, excel in the mini-games, otherwise, this walkthrough won't be of much help.

Time		Day 1(Fri)(-10)	Day 2 (Sat)(-10)	Day 3 (Sun)(7)
Morning	Prologue	Guild 1	Mansion 1	Guild 4 Thumb wrestling (+12)
Afternoon		Guild 3 (Take Help > New Wrestling)	Construction 1	Construction Work
Night		Guild 2 (<i>Complete the puzzle in time</i>)	Stable 1 /Stable 2 (<i>Night interactions with Aqua</i>)	Sleep

Day 4 (Mon)(12)	Day 5 (Tues)(17)	Day 6 (Wed)(29)	Day 7 (Thr)(34)	Day 8 (Fri)(39)	Day 9 (Sat)(9)	Day 10 (Sun)(29)
Construction Work	Stable 3	Guild 4 Thumb wrestling (+12)	Mansion 2 Construction 2	Forest 1	Guild 6 (Become Adven..)(-35)	Guild 4 Thumb wrestling (+15)
Guild 5 (thief)	Work Construction	Stable 4 (Act Smart)		Work Construction	Work Construction	Work Construction
Stable 3	Market 1 (Yes)	Market 2 (Calm down)	Forest 1 (She needs puni...)	Sleep	Sleep	Sleep

Day 11 (Mon)(24)	Day 12 (Tues)(29)	Day 13 (Wed)(49)	+7	Day 21 (Thr)(13)	Day 22 (Fri)(19)	Day 23 (Sat)(14)	Day 24 (Sun)(14)
Construction Work	Construction Work	Guild 4 Thumb wrestling (+15)	Stable - 5	Market 4 (-40)	Guild 8 (Give her..)	Guild 9 (Have some ...) (-5)	Mansion 3
Guild 7 (alright al...) (-10)	Market 3 (Heroes are...)	Construction Work		Quest 1 (+4)	Quest 2 (+6)	Construction 3 (Go to Sally's Cabin) (Go comfort.. > Strike when..)	Guild 11 (Everyone needs...)
	Sleep	Stable 5 (<i>Just try to sleep it'll auto-trigger</i>)		Sleep	Sleep	Guild 10	Sleep

Day 25 (Mon)((14))	Day 26 (Tues)(29)					
Forest - 2	Guild - 12 (Nah she's..)					
Stable 6						
Market 5 (Go left)						

The number within the brackets next to each day's heading indicates the total amount of money you'll possess by the day's conclusion.