

„KŌNŌSUBA!“

The Harem

Adventures !

Walkthrough

v3.1

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.

For new players, follow the walkthrough below, but if you have a save after completing the last version (v2.7), follow the walkthrough on the 3rd page.

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 (<i>Take Help > New Wrestling</i>)	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 [You can add the cheat code now by clicking on Batman icon]	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 (Story)	Forest 1	Guild 6 (Become Adven..)(-35)	Guild 4 Thumb wrestling (+15)
Guild 5	Work Construction	Stable 4 (<i>Click on Dumbbell -> Act Smart</i>)		Work Construction	Work Construction	Work Construction
Stable 3 (Click on explore)	Market 1 (Search for old > Yes)	Market 2 (Search for old > <i>Calm down</i>)	Forest 1 (Browse her... > <i>She needs puni...</i>)	Forest (What happened Yesterday) > Sleep	Forest 3 (Ask her about Unique...)	Market 6 (Time to...)

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 (armory shop) (-40)	Guild 8 (Recruit > Give her..)	Guild 9 (<i>Have some ...</i>) (-5)	Mansion 3
Guild 7 (Drink > <i>alright al...</i>) (-10)	Market 3 (Explore > <i>Heroes are...</i>)	Construction Work		Quest 1 (From Quest Board) (+4)	Quest 2 (From Quest Board) (+6)	Construction 3 (<i>Sally's Cabin</i>) (Talk about treatment > Go comfort.. > Strike when..)	Guild 11 (<i>Everyone needs...</i>)
	Guild 13 (Find...)	Stable 5 (<i>Just try to sleep it'll auto-trigger</i>)		Guild 14A (Find...)	Guild 14B (Find...)	Guild 10	Guild 15 (Find...)

Day 25 (Mon)((14))	Day 26 (Tues)(29)	Day 27 (Wed)(29)				
Forest - 2 (Find...)	Guild - 12 (<i>Nah she's..</i>)	Market - 7 (Ask Ruffi..)				
Stable 6 (Click on Board)	Quest 3 (<i>Win both mini-games</i>)	Guild - 17 (Luna Date...)				
Market 5 (Go <i>left</i>)	Guild - 16 (Start the party)	Stable (New Aqua Night Interactions)				

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.

For players, who have completed the last version (v2.7) and are now continuing with last save file can follow this same walkthrough

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