

# Tokimeki Memorial 4 (Import) Translation Guide

by Tonberryking

Updated on Mar 6, 2010

Tokimeki Memorial 4 Skill Translation FAQ  
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\*Introduction\*

These are the skills that can be learned in Konami's Tokimeki Memorial 4 on the PSP. The descriptions of the skills are of those from this (<http://alphawiki.net/tokimeki4/>) Japanese Wiki page. Therefore descriptions might be different in game.

I have also included a suggested usage section that is also on the wiki page.

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## 1. Skills Overview

Skills can be changed only once every term. So that's twice in a year out of three years. Skills can be bought using the experience you accumulate while using the action commands. I believe certain ones increase it more than others though. So, don't expect to just rest all the time and get a lot of experience. Also, you can only equip up to 6 skills at a time so choose wisely. There are skills that don't need to be equipped for them to have effect.

Purchasing skills open paths to better skills, but there are some skills that can't be gotten this way as well. Certain skills will also increase your reputation with certain girls which will be indicated by their name and a plus sign. Skills are carried over in each new game. As in you don't have to buy all the beginning ones to get the later ones. You can buy later ones right from the start if you have enough experience.

The skills in this FAQ are labeled as they are in the game. Exercise (Red), Communication (Purple), Learning (Light Blue), Extracurricular Activities (Green), Miscellaneous (Orange) and Superior Skills (Gold).

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### A. Exercise (Red)

#### 1. Basal Body Temperature (基礎体力)

Cost: 10 EXP

How to get: Available from the start

Description: Physical condition reduction -20%

#### 2. Reflexes (反射神経)

Cost: 10 EXP

How to get: Available from the start

Description: Exercise +10

#### 3. Perseverance (根気力)

Cost: 10 EXP

How to get: Available from the start

Description: Will power +10

#### 4. Weak Constitution (病弱)

Cost: 10 EXP

How to get: Available from the start

Description: Become sick easily, but it is more likely a girl will visit you while sick...

#### 5. Anti-Neurosis (抗ウイルス)

Cost: 10 EXP

How to get: Available from the start

Description: It becomes harder to be affected by neurosis. (Low Chance)

6. Tenacious (頑強)

Cost: 20 EXP

How to get: Must have Basal Body Temperature

Description: It becomes harder to get injured. (Low Chance)

7. Anti-Virus (抗ウイルス)

Cost: 20 EXP

How to Get: Must have Basal Body Temperature

Description: It becomes harder to get sick. (Low Chance)

8. Exercise Sense (運動センス)

Cost: 20 EXP

How to get: Must have Basal Body Temperature and Reflexes

Description: Exercise +20

9. Blue Collar Worker (ガテン系) [1]

Cost: 20 EXP

How to get: Must have Reflexes and Perseverance

Description: Exercise and will power increase +30% while everything else increases -30%

10. Indomitable Will Power (不屈の根性)

Cost: 20 EXP

How to get: Must have Perseverance

Description: Will power +20

11. Aerobics (ストレッチ術) [2]

Cost: 20 EXP

How to get: Must have Weak Constitution

Description: Physical condition increases +20% when resting.

12. Fearless (精悍)

Cost: 30 EXP

How to get: Must have Tenacious

Description: Physical condition reduction -20% and it becomes harder to become hurt.

13. No Virus (絶ウイルス)

Cost: 30 EXP

How to get: Must have Anti-Virus

Description: It becomes harder to get sick. (High Chance)

14. Sportsman (スポーツマン)

Cost: 30 EXP

How to get: Must have Exercise Sense

Description: Exercise increases by +20% when you exercise.

15. Club All-Star (部活の鬼) [3]

Cost: 30 EXP

How to get: Must have Exercise Sense

Description: Sports club related EXP increases +30% and physical condition reduction +50%

#### 16. Conviction (信念)

Cost: 30 EXP

How to get: Must have Indomitable Will Power

Description: Your will power increases +20% when you exercise.

#### 17. Bounce Back (復帰術) [4]

Cost: 30 EXP

How to get: Must have Aerobics

Description: It becomes easier to heal from sickness, injury, and neurosis.

#### 18. No Neurosis (絶ノイロセ)

Cost: 30 EXP

How to get: Must have Anti-neurosis

Description: It becomes harder to be effected by neurosis. (High Chance)

#### 19. Tough Guy (タフガイ)

Cost: 40 EXP

How to get: Must have Fearless and No Virus

Description: Physical condition reduction -20% and it becomes harder to get injured. (High chance)

#### 20. Martial Artist Spirit (格闘家魂)

Cost: 40 EXP

How to get: Must have Sportsman

Exercise and will power +200 when in battle.

#### 21. Poseidon (水神) [5]

Cost: 40 EXP

How to get: Must have Sportsman

Description: Exercise and will power +50 when it is the swimming competition and it also becomes easier to invite a girl to the pool and ocean.

#### 22. Sports Club Ace (運動部エース)

Cost: 40 EXP

How to get: Must have Sportsman or Conviction

Maeda+

Description: Exercise and will power increase +10% via a sports club. Club experience +20 while participating in a match or tournament.

#### 23. Independent (独立独歩)

Cost: 40 EXP

How to get: Must have Conviction

Kai Ryukoji+

Description: During a week from Monday to Sunday, physical condition, money, but not money raises +10% It has no effect if you date on the weekends. If you dated the week before -40%

24. Exercise Star (運動スター)

Cost: 50 EXP

How to get: Must have Sports Club Ace

Description: Exercise and will power increases +15% via a sports club.  
Club experience +40 while participating in a match or tournament.

25. Sleep Hygiene (リフレッシュ術) [6]

Cost: 50 EXP

How to get: Must have Bounce Back and No Neurosis

Description: Physical condition increases +50% when resting.

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B. Communication (Purple)

1. Eloquence (語彙センス) [7]

Cost: 10 EXP

How to get: Available from the start

Description: There is a certain possibility tokimeki  
will increase a little during dates.

2. Cooperative (協調性)

Cost: 10 EXP

How to get: Available from the start

Description: There is a certain possibility tokimeki  
and friendship will increase a little when you meet a girl at school.

3. Performer (パフォーマー)

Cost: 10 EXP

How to get: Available from the start

Description: Encounter rate of being able to greet a girl increases.

4. I Like Comedy (お笑い好き)

Cost: 10 EXP

How to get: Available from the start

Description: When you choose a bad choice on a date, it won't hurt your date.

5. Expressive Greeting (爽やかな挨拶)

Cost: 10 EXP

How to get: Available from the start

Description: There is a certain possibility tokimeki  
and friendship will increase a little when you meet at school.

6. Enthusiasm (情熱)

Cost: 10 EXP

How to get: Available from the start

Description: Chance to greet a girl increases,  
requesting dates become easier, but your parameters increase -25%

7. Shyness (人見知り)

Cost: 10 EXP

How to get: Available from the start

Description: Unable to meet anyone by greeting them.

#### 8. Amassed Cleverness (盛り上げ巧者)

Cost: 20 EXP

How to get: Must have Way With Words

Description: There is a certain possibility that tokimeki and friendship will increase a little when you meet at school and on a date.

#### 9. Sociable (社交性)

Cost: 20 EXP

How to get: Must have Performer

Fumiko Yanagi+

Description: Girls who think of you more than friends will become harder to hurt.

#### 10. Without A Doubt (三顧の礼) [8]

Cost: 20 EXP

How to get: Must Enthusiasm

Description: Become able to invite a girl on a date without doubt of being turned down.

#### 11. Conversationalist (会話ソムリエ) [9]

Cost: 30 EXP

How to get: Must have Amassed Cleverness

Description: There is certain possibility that tokimeki and friendship increase when you meet at school and on a date.

#### 12. Everybody's Friend (八方美人)

Cost: 30 EXP

How to get: Must have Sociable

Description: It becomes easier to increase tokimeki but it also becomes easier to hurt.

#### 13. Leadership (リーダーシップ)

Cost: 30 EXP

How to get: Must have I Like Comedy and Sociable

Description: Parameters increase 20% with student council activity.

#### 14. Magnificent Greeting (華麗な挨拶)

Cost: 30 EXP

How to get: Must have Expressive Greeting

Description: There is a certain possibility that tokimeki and friendship will increase when you meet at school.

#### 15. Escape (エスケープ)

Cost: 30 EXP

How to get: Must have Shyness

Description: When physical condition becomes less than 33, one day is spent to rest for physical condition +5. However, your moral goes down.

16. Counselor (カウンセラー)

Cost: 40 EXP

How to get: Must have Conversationalist

Description: There is a certain possibility that heartbreak will decrease a little when you meet at school and when you call on the phone.

17. Fire Marshal (火消し名人) [10]

Cost: 40 EXP

How to get: Must have Conversationalist and Everybody's Friend

Description: When a bomb explodes, the girl's tokimeki and friendship reduction increases but all other girls reduction is moderate.

18. Pacifism (平和主義)

Cost: 40 EXP

How to get: Must have Sociable and Everybody's Friend

Description: When a bomb explodes, all girls' tokimeki and friendship reduction is moderate. Parameters increase -10%

19. Heartfelt Greeting (ときめく挨拶) [11]

Cost: 40 EXP

How to get: Must have Magnificent Greeting

Description: There is a certain possibility that tokimeki and friendship will fairly increase when you meet at school.

20. Foolish Determination (虚仮の一念)

Cost: 40 EXP

How to get: Must have Without A Doubt

Description: A girl you go on dates consecutively will have a tokimeki increase, but it becomes easier to hurt other girls.

NOTE: This doesn't mean on consecutive holidays though. Instead it means from the last time to the current time where the girl you're on a date with is the same. Then, it will be active.

21. Heart Unlocking Technique (心の開錠術)

Cost: 40 EXP

How to get: Must have Councilor

Description: A girl's minus special skill is disabled.

22. Bomber (ボマー)

Cost: 50 EXP

How to get: Must have Pacifism

Description: All parameters increase +10%, but when a bomb explodes, all girl's tokimeki and friendship reduction is increased.

23. Friendship Oath (友情の誓い)

Cost: 50 EXP

How to get: Must have Pacifism, Leadership, and Heartfelt Greeting

Description: Instead of increasing tokimeki, a girl's friendship will increase.

NOTE: You won't be able to get to tokimeki condition, so watch out.

24. Stealth (ステルス)

Cost: 50 EXP

How to get: Must have Escape

Description: Won't encounter girls who think of you as lower than a friend, but when a bomb explodes, tokimeki and friendship will further decrease.

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C. Learning (Light Blue)

1. Read and Write (読み書き)

Cost: 10 EXP

How to get: Available from the start

Description: Humanities +10

2. Logical Deduction (論理的思考)

Cost: 10 EXP

How to get: Available from the start

Description: Science +10

3. Sensitivity (感受性)

Cost: 10 EXP

How to get: Available from the beginning

Description: Art +10

4. Note Taker (祐筆)

Cost: 20 EXP

How to get: Must have Read and Write

Description: Humanities +20

5. Scholarly (学者肌)

Cost: 20 EXP

How to get: Must have Read and Write and Logical Deduction

Description: Humanities and science increases +20% and everything else increases -20%

6. Mathematical Sense (数学センス)

Cost: 20 EXP

How to get: Must have Logical Deduction

Description: Science +20

7. Artistic Sense (芸術センス)

Cost: 20 EXP

How to get: Must have Sensitivity

Description: Art +20

8. Artist Spirit (芸術家肌)

Cost: 20 EXP

How to get: Must have Sensitivity

Description Art increases +20% and everything else increases -20%

#### 9. English Conversation (英会話)

Cost: 30 EXP

How to get: Must have Note Taker

Description: Humanities +30 when there is a test.

#### 10. Literary Talent (文才)

Cost: 30 EXP

How to get: Must have Note Taker

Description: Humanities increase +15%

#### 11. Scientific Training (科学的訓練)

Cost: 30 EXP

How to get: Must have Artist Spirit

Aki Koriyama+

Description: Depending on the numerical values of humanities and science it becomes easier to increase exercise through the use of the exercise command.

#### 12. Doctor of Science (理学博士)

Cost: 30 EXP

How to get: Must have Mathematical Sense

Description: Science increases +15%

#### 13. Mechanical Work (機械工作)

Cost: 40 EXP

How to get: Must have Mathematical Sense

Description: Two bars of battery life are restored every 16th of the month.

#### 14. Expressiveness (表現力)

Cost: 30 EXP

How to get: Must have Artistic Sense

Description: Art increases +15%

#### 15. Artistic Insight (芸術の閃き)

Cost: 30 EXP

How to get: Must have Artist Spirit

Description: There is a certain possibility art will increase +3 when you use a command other than art

#### 16. Bilingual (バイリンガル)

Cost: 40 EXP

How to get: Must have English Conversation

Elisa+

Description: Humanities +50 when there is a test.

#### 17. Literary Master (文豪)

Cost: 40 EXP

How to get: Must have Literary Talent

Tsugumi Godo+

Description: there is a certain possibility that a girl's tokimeki will raise also rich +30 every month in the first half of the week.

#### 18. Culture Club Ace (文化部エース)

Cost: 40 EXP

How to get: Must have Literary Talent, Doctor of Science, and Expressiveness

Description: Humanities, science and art increase 15%

when you take part in culture club activities.

Club experience +20 when there is a tournament.

#### 19. Artist (アーティスト)

Cost: 40 EXP

How to get: Must have Expressiveness and Artistic Insight

Rhythmy Kyono+

Description: There is a certain possibility that a girl's tokimeki and your moral will rise every month in the first half of the week.

#### 20. Culture Club Influencer (文化部大御所)

Cost: 50 EXP

How to get: Must have Culture Club Ace

Description: Humanities, science, and art increase +20% when you take part in culture club activities. Club experience +40 when there is a tournament.

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### D. Extracurricular Activities (Green)

#### 1.Moped License (原付免許)

Cost: N/A

How to get: After passing the license center test, at the shop

you can now buy the moped (100R). After buying the moped,

you won't be charged for going to date spots in the suburbs.

(Even if it still displays a fee for that spot your rich won't go down.

You don't need to have this skill equip for it to be effective.

#### 2.Motorcycle License (中型二輪免許)

Cost: N/A

How to get: Must have Moped License first. Received after passing the

license center test, at the shop you can now buy a motorcycle (150R).

After buying the motorcycle, you won't be charged for going to date spots

outside the city area. Even if it still displays a fee for that spot,

your rich won't go down. You don't need to have this skill equip

for it to be effective.

#### 3.Manners (マナー)

Cost: 10 EXP

How to get: Available from the start

Description: Appearance +10

#### 4. Sweet Tooth (甘党)

Cost: 10 EXP

How to get: Available from the start

Description: There is a certain possibility physical condition

will go up +7 but appearance will go down by 1.5.

5. Weekend Monster (休日の鬼)

Cost: 20 EXP

How to get: Available from the start

Description: Parameters increase +10% on weekends.

6. Well Informed (情報通)

Cost: 10 EXP

How to get: Available from the start

Description: When you give a present to a girl their tokimeki and friendship rise.

7. Economical (節約上手)

Cost: 10 EXP

How to get: Available from the start

Description: Store goods become 30% off.

8. Stylish (おしゃれ上手)

Cost: 20 EXP

How to get: Must have Manners

Description: Appearance +20

9. A Man's Home Cooking (男の手料理)

Cost: 20 EXP

How to get: Must have Sweet Tooth

Description: There is a certain possibility that physical condition +5 on weekends.

10. Weekend God (休日の神)

Cost: 40 EXP

How to get: Must have Weekend Monster

Description: Parameters increase +20% on weekends.

11. Part Time Job Expert (バイト達人)

Cost: 20 EXP

How to get: Must have Economical

Description: Parameters increase +10% while at a part time job, but it becomes harder to succeed.

12. Stud (伊達者)

Cost: 30 EXP

How to get: Must have Stylish

Description: Appearance increased 15%

13. Feminine Side (女子力)

Cost: 30 EXP

How to get: Must have A Man's Home Cooking

Description: There is a certain possibility that friendship will rise when on a date.

14. Outdoorsman (アウトドア派)

Cost: 30 EXP

How to get: Must have Weekend God

Description: On weekends only exercise, club, date and rest can be done, but parameters increase +30%

#### 15. Indoorsman (インドア派)

Cost: 30 EXP

How to get: Must have Weekend God

Description: On the weekend only humanities, science, art and rest commands can be done, but parameters increase +50%

#### 16. Fashion Sense (流行センス)

Cost: 30 EXP

How to get: Must have Well Informed

Description: There is a slight possibility that tokimeki and friendship will rise on dates.

#### 17. Part Time Job Superman (バイト超人)

Cost: 30 EXP

How to get: Must have Part Time Job Expert

Parameters increase +20% at work but become harder to succeed at them.

#### 18. Babe Magnet (フェロモン) [12]

Cost: 40 EXP

How to get: Must have Stud and Feminine Side

Description: There is a certain possibility that tokimeki will rise on dates

#### 19. Gentleman (フェミニスト) [13]

Cost: 40 EXP

How to get: Must have Feminine Side

Description: Specific girls tokimeki will become easier to rise.

Works with the following: Maki Hoshikawa, Tsugumi Godo, Aki Koriyama, Fumiko Yanagi, and Elisa D. Naruse.

#### 20. Finding Yourself (自分探し)

Cost: 40 EXP

How to get: Must have Motorcycle License and Outdoorsman

Description: There is a certain possibility that exercise, will power, and art +7. Physical Condition -20 and motivation rises.

#### 21. Survivalist (サバイバル)

Cost: 40 EXP

How to get: Must have Outdoorsman

Description: Become unable to get injured.

#### 22. Gamer (ゲーマー)

Cost: 40 EXP

How to get: Must have Indoorsman

Rui Nanakawa+

Description: Rich +50% at debugger job and target practice ammo +4

#### 23. Imitator (模倣成長)

Cost: 40 EXP

How to get: Must have Fashion Sense

Description: Matches up with a girl's highest parameter making your parameters increase.

Girl's parameters are as following: Aki Hoshikawa: Will Power (High), Tsugumi Godo: Literature (High), Kai Ryukoji: Science and Exercise (Medium), Aki Koriyama: Science (High) Fumiko Yanagi: Art and Appearance (Medium), Elisa D. Naruse: Literature and Exercise (Medium), Itsuki Maeda: Exercise (High), Rhythmy Kyono: Art (High) Yu Satsuki and Miyako Okura: Everything (Low)

#### 24. Work Expertise (仕事術)

Cost: 40 EXP

How to get: Must have Part Time Job Superman

Description: There is a certain possibility that you will receive Rich +50% when you work.

#### 25. Blessing (祝福)

Cost: 50 EXP

How to get: Must have Gentleman

Maki Hoshikawa+

Description: Only when your weekday commands are all success will your Saturday parameters increase 400% (Has no effect if a holiday runs on a Monday)

#### 26. King of Play (遊びの王)

Cost: 50 EXP

How to get: Must have Survivalist, Gamer, and Imitator

Description: There is a certain possibility that all parameters +10 on dates. Only invoked at the beginning of dates when your date appears will it have a result.

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### E. Miscellaneous (Orange)

#### 1. ESP (超・能力)

Cost: 10 EXP

How to Get: Available from the start

Description: The background when fighting changes.

#### 2. Morning Person (朝型)

Cost: 10 EXP

How to get: Available from the start

Description: Motivation fluctuates faster and the occurrence of early morning and during class events is greater.

#### 3. Night Person (夜型)

Cost: 10 EXP

How to get: Available from the beginning

Description: Motivation fluctuates slower and the occurrence of going home events is greater.

#### 4. Versatile (多芸)

Cost: 30 EXP

How to get: Available from the start

Description: All parameters reduction -10%

#### 5. Strength Ascertainment (強さの見極め)

Cost: 20 EXP

How to get: Must have ESP

Description: When in battle, you can see the enemy's HP.

#### 6. Guardian Spirit (守護霊)

Cost: 20 EXP

How to get: Must have ESP

Description: There is a certain possibility that any parameter will receive +5 when the rest ability is used.

#### 7. Intuition (直感)

Cost: 20 EXP

How to get: Must have ESP

Description: The choices that lower reputation are marked with a bomb during a date.

#### 8. Moralist (モラリスト)

Cost: 20 EXP

How to get: Must have Morning Person

Description: It becomes easier to raise moral.

#### 9. Deliberateness (計画性)

Cost: 20 EXP

How to get: Must have Morning Person

Description: A command's chances of being success raise a little.

#### 10. Last Minute Cramming (一夜漬け)

Cost: 20 EXP

How to get: Must have Night Person

Description: Humanities, science and art increase +777% the day before a test.

#### 11. Unpolished Sixth Sense (野性の勘)

Cost: 30 EXP

How to get: Must have Intuition

Description: When there is an end of term exam, there is a certain possibility that on that test you will receive +70 to your score.

NOTE: Has no effect on college entrance exams.

#### 12. Service Your Heart (奉仕精神)

Cost: 30 EXP

How to get: Must have Moralist

Description: Certain possibility that Moral rises when a command is used during the weekday. Rich -2

#### 13. All-purpose (万能)

Cost: 60 EXP

How to get: Must have Versatile

Description: All parameters reduction -15%

#### 14. Y's Demon Eyes (Yの魔眼)

How to get: Must have Strength Ascertainment

Description: Able to know a girl's 3 sizes on their profile.

#### 15. Goddess's Devine Protection (女神の加護)

Cost: 40 EXP

How to get: Must have Guardian Spirit

Description: A certain possibility parameters increase +500% when a command is used.

#### 16. Firm Concentration (精神統一)

Cost: 40 EXP

How to get: Must have Unpolished Sixth Sense

Description: Occurrence of skills rises a little.

#### 17. Nice Guy (清廉潔白) [15]

Cost: 40 EXP

How to get: Must have Service Your Heart

Description: It becomes harder to hurt a girl, but it becomes harder to rise tokimeki as well.

#### 18. Reliability (堅実性)

Cost: 40 EXP

How to get: Must have Deliberateness

Description: There is a certain possibility that a command will definitely succeed.

#### 19. Adrenaline Rush (火事場力)

Cost: 40 EXP

How to get: Must have Last Minute Cramming

Description: Exercise increases +44% when physical condition is less than 33. Exercise +200 when in battle.

#### 20. Almighty (全能)

Cost: 60 EXP

How to get: Must have All-purpose

Description: All parameters increase +15%

#### 21. Ending Thought (終末思想)

Cost: 50 EXP

How to get: Must have Y's Demon Eyes

Description: Don't get invited to walk home with a girl.

#### 22. Enlightened Circumstance (悟りの境地)

Cost: 50 EXP

How to get: Must have Goddess's Devine Protection and Firm Concentration

Description: Occurrence of skills rises.

23. Late Bloomer (大器晩成) [16]

Cost: 50 EXP

How to get: Must have Reliability and Firm Concentration

Description: Experience points increase +30%  
but success rate of commands goes down.

24. Sure Thing (鉄板) [17]

Cost: 50 EXP

How to get: Must have Reliability and Adrenaline Rush

Description: A command's success rate rises.

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F. Superior Skills (Gold)

1. Honor Student (優等生)

Cost: 80 EXP

How to get: Must have Nice Guy (Miscellaneous), Almighty (Miscellaneous)  
and Fighting Scholar (Superior Skills)

Description: A command's success rate rises,  
and parameters increase easier, but you get fatigued easier as well.  
All parameter's increase +15% Physical Condition reduction +15%

2. Black Curtain (黒幕)

Cost: 10 EXP

How to get: Must have Leadership (Communication),  
Word Expertise (Extracurricular Activities)

Description: Able to know which girl is spreading strange  
rumors without having to call Miyako.

3. Fighting Scholar (文武両極道)

Cost: 80 EXP

How to get: Must have Sports Club Ace (Exercise)  
and Culture Club Ace (Learning)

Description: When Humanities or science commands are used,  
exercise becomes harder to decrease. The same goes for humanities  
and science when the exercise command is used.

4. Persistent Force (不断の精神力)

Cost: 60 EXP

How to get: Must have Conviction (Exercise)  
and Without A Doubt (Communication)

Description: Depending on the frequency a command is  
used the success rate becomes higher.

5. Fire Fighter (火消しの匠)

Cost: 100 EXP

How to get: Must have Fearless (Exercise)  
and Fire Marshal (Communication)

Description: When a bomb explodes, you offer valiantly your  
own body to suppress damage to a minimum.

(Physical Condition becomes 0)

#### 6. Dreams Come True (妄想具現化)

Cost: 100 EXP

How to get: Must have Artist (Learning)  
and Ending Thought (Miscellaneous)

Description: Extremely delusional so unbelievable things are able to be seen. When going home, a girl's image is her in her bathing suit.

#### 7. Explanation of Truth (真理の解明術)

Cost: 40 EXP

How to get: Must have Honor Student (Superior Skills)

Description: Clarifies a girl's latent charm, and you can receive the benefits.

#### 8. Courage to Confess (告白する勇氣)

Cost: 1 EXP

How to get: Must have Persistent Force (Superior Skills)

Description: Use the courage within yourself to confess. On 3/15 it's possible to confess to a girl. It's also possible to attend the graduation ceremony without confessing even if you learned it.

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## 2. Skill Usage Tips

### Exercise Star 運動スター(50)

Rating 3 1/2

It's the typical parameter up skill and boosts abilities for tournaments. If you're going to primarily be in a sports club then use this. You could even just keep it on until the 3 year 2 term if you're in a sports club.

### Independent 独立独歩(40)

Rating 1

At the start you can't date and it's mainly for concentrating at raising your parameters. Has no effect if you date on the weekends. Sure it might look useful especially in the first year first term but you might find yourself intentionally caught up in resting, causing you go get insufficient EXP. So watch out.

### Sleep Hygiene リフレッシュ術(50)

Rating 2 1/2

This is a good skill for players who can't manage to keep their physical condition up. If combined with skills like Sweet Tooth and A Man's Home Cooking, you wouldn't have to waste money on black tea to recovery your physical condition.

### Heart Unlocking Technique 心の開錠術(40)

Rating 3 stars (But depending on the character 5 stars)

Use this to drop the effects of a girl's minus skill. This is very important if you're aiming for the chairman. You're in for a tough time if you don't have it around Kyono. It also makes play easier when going Kai's, Aki's and Tsugumi's routes. Whatever you prefer use it during Miyako's route. Lastly, it's useful too at countering Itsuki's short amount of time to call out to her using L/R.

Councilor カウンセラー (40)

Rating 1 1/2 Stars

This is useful when dealing with Miyako's yandere personality. Combine it with Nice Guy for a possible outbreak of no bombs during play. Good for players who hate having to date someone just to get rid of a bomb. Incidentally, increases the chances of events.

Leadership リーダーシップ (30)

Rating 1 1/2 stars

Enter into the student council, and aims at raising your parameters. No real use other than when going for Satsuki.

Bomber ボマー (50)

Rating 3 1/2

This is the degrading version of Almighty when if there only is an explosion. If you're going to use it as is then it might be better to just wait and get Almighty. However, combined with Almighty and Honor Student will give great results.

Friendship Oath 友情の誓い (50)

Rating: 2 stars

Even if you don't date a particular girl you'll still end up being on good terms which will cause you to receive more Valentine's Day chocolate and birthday presents. This is a good skill for those that are aiming for the achievement or want a harem situation. When playing normally, combining Friendship Oath with Nice Guy is useful.

Fire Marshal 火消し名人 (40)

Rating 1/2 stars (Satsuki Route only 3 stars)

Fire Marshal is a useful skill when going for Satsuki because it counters Hoshikawa. Generally when you enter the Student Council, you maintain high stats which cause Hoshikawa's feelings to rise higher. Often these feelings surpass those of Satsuki so you might tend to worry about how things will end. Using this skill will cause a girl's feelings for you to quickly drop because with Fire Marshal it increases the reduction of a girl's tokimeki and friendship that had the bomb. All other girls receive secondary minimal damage.

Furthermore there is the situation of the girl who had a bomb explode. Since her feelings are going to become lower than friendship level, the point is to not improve things using skills that raise disposition like Councilor. So watch out when it comes to using skills that ward off bombs.

Culture Club Influencer 文化部大御所 (50)

Rating 3 1/2 stars

Exercise Star's culture club version.  
If you join culture clubs use this one.

Artistic Insight 芸術の閃き (30)

Rating 5 stars

At a low price of 30 experience you should have no trouble getting it. You'll find it quite awesome because no matter what you do, the art stat will just rise on its own. If gotten in the beginning, you could spend time dating girls. Even using a weekday command pattern you can generally aim for top class ranks. If kept equip till the 3rd year, you'd probably max out your art stat.

Scientific Training 科学的訓練 (30)

Rating 2 stars

When combined with Almighty and Weekend God stats will raise pretty well.

Literary Master 文豪 (40)

Rating 1 star

Even if combined with Enlightened Circumstance, it'll occur maybe 2 or 3 times in a term, but in one time you receive 30 rich so it's useful when going Miyako's route and aiming for the Master of Play achievement. Also beneficial when you enter the student council because you can't hold a part time job. However, when going for Satsuki, this skill will cause Hoshikawa's feelings to raise faster so be aware of this.

Economical 節約上手 (10)

Rating 3 stars

(1 star if in the case of no 5 Rich restoration items)

Just at a cost of 10 experience points is rather economical. If used then all things sold at the store will become 30% off. Yogurt Mushrooms, Canned Mikan and Original Brand Black Tea all can be bought at 5 Rich and restore physical condition +10. Since they all become 3 Rich, it's extremely useful such as when aiming for the Choco Majin achievement or play which results in you becoming extremely tired. You could just buy those items and adjust your condition accordingly.

Of course the higher priced items become cheaper as well and can be useful when bought. The moped goes from 100 to 70 Rich and the motorcycle goes from 150 to 105 Rich.

A Man's Home Cooking 男の手料理 (20)

Rating 2 1/2 stars

This is recommended if you have left over points at the beginning of the game. Simply restores a lot to your physical condition. However, rest is essential for this skill, and obtaining experience is important too. So when you rely on this skill too much it becomes harder to save up experience points. Watch out.

Weekend God 休日の神(40)

Rating 2 stars

An important skill when you want to suppress the appearance of other characters by raising your stats on the weekends. Weekend God is rather difficult to use at end game because you're wrapped up dating one girl, so it would be better to use it in the first half of the game. Honestly good to combine with such stat raising skills like Almighty and Honor Student since it would only benefit you.

Part Time Job Superman バイト超人(30)

Rating 1/2 stars

Pretty useless since you have to focus on your part time job. Might be useful for those times when Miyako changes personality and you aren't receiving any Rich from her.

King of Play 遊びの王(50)

Rating 2 1/2 stars (5 stars on subsequent plays)

If you want your stats to go up when going on dates then this is for players who seemly go on dates every weekend. Although, probably better to use on a subsequent plays because its rate of occurrence isn't high so watch out.

When combined with Firm Concentration and Enlightened Circumstance the occurrence rate raises to about 1/5, and it becomes easier to succeed. Like this it's possible to break the game's balance to the point of just resting everyday all stats can reach 999.

Caution: When you first meet on a date and it isn't invoked, but even if it is invoked during the date it won't have any effect.

An exception: Will have effect at times of the hand holding mini game and in front of a girl's house.

Whenever King of Play is invoked everything except physical condition gets +10. It is uncertain if this does anything to moral.

Morning Person 朝型(10)

Rating 2 stars

Among the skills you should use from the beginning, it is this one because it speeds up the fluctuations of the player's motivation. So even if you become not very good (あんまり) or worst (さいあく), if you rest for a week your motivation will return to a more adaptable motivation level. This will make using commands easy.

Tsugumi has a negative skill called Tsun which lowers your motivation. If you equip Morning Person when going for Tsugumi, the damages from it are held back to a minimum. Furthermore it makes entering the student council easier because it raises moral.

All-purpose 万能(60)

Rating 3 1/2 stars

Since it prevents your stats from going down, it's an important skill to have when choosing those commands that easily lower them.

Almighty 全能(60)

Rating 5 stars

Almighty is a great skill that supports all parameters. At a cost of 60 EXP, it might be a little much. Since raising stats is important, Almighty or at least All-Purpose should be chosen as soon as possible. This is a standard skill that should be used from after the second week.

Nice Guy 清廉潔白(40)

Rating 3 1/2 stars

Simply gets rid of the occurrence of bombs. It gets rid of those times where you have to waste a weekend to get rid of a bomb. You don't have to be afraid of bombs because Nice Guy helps to make an easy going and stable play. It's a skill where you'll recognize its worth when 4 girls appear. Pretty good to put on once you know which girl you'll end up with.

Essentially it is a great skill. Even if all the girls appear, it isn't stressful.

Last Minute Cramming 一夜漬け(20)

Rating 3 stars

Before a test, Last Minute Cramming affects humanities, science, and art. When a command is used normally, it is possible for quick raise of stats by 10 times. It's pretty useless by end game since you'll have such skills like Honor Student and Almighty, but in the first year and you're aiming for the student council and such it can be quite useful.

Moralist モラリスト(20)

Rating 5 stars

(But only if you want to enter the student council in the first year)

Helps raise moral level. When equip in May of the first year, even if you rest during the weekend and don't attend school events, you can enter the student council from the first year as long as all other requirements are met.

Ending Thought 終末思想(50)

Rating 2 1/2 stars

Not only will you not be invited to walk home, but you also won't be asked out on dates. (Although, whether or not this is 100% isn't verified) Good to set when you're just fed up being invited on dates by girls other than the one you want to end up with.

Honor Student 優等生(80)

Rating 4 1/2 stars

While Almighty is evenly balanced, Honor Student is a superior advanced skill. At 80 EXP to learn is much and Honor Student reduces physical condition faster which impedes progress. Although, if you can buy such items like Black Tea that helps maintain physical condition then you can continue to use it without a problem.

Outdoorsman アウトドア派(30) and Indoorsman インドア派(30)

Rating NO STARS

This is such a joke. Outdoorsman prevents you from using humanities,

science, and art commands, while Indoorsman prevents you from using exercise, club and date commands. This results in you not being able to do anything on your weekends but rest. You absolutely must not do this!

Sure Thing 鉄板(50) and Honor Student 優等生(80)  
Rating 3 stars

If your condition is normal or greater it's guaranteed you'll meet with continuous success. The only problem is together it costs 130 EXP, and it's difficult to get them in the beginning of the game.

Sure Thing 鉄板(50) and Blessing 祝福(50)  
Rating 3 1/2 stars

Paired together it will increase the occurrences of Blessing because your success rate is increased by using Sure Thing. Since the effectiveness of Blessing is great if it occurs continuously, then continue to use it if you can afford it.

Enlightened Circumstance 悟りの境地(50)  
and Goddess's Devine Protection 女神の加護(40)  
Rating 2 1/2 stars

Although not very inclined to being stable, surely if you have it equip your stats will increase. If you want you can combine these with Firm Concentration to make the occurrence 祝福 rate go up. You can't expect too much from Devine Protection when equip alone.

Honor Student 優等生(80) Almighty 全能(60) Bomber ボマー(50)  
and Exercise Star 運動スター(50) or Culture Club Influencer 文化部大御所(50)  
Rating 5 stars

If you want a more stable way of raising your stats then use this set up. By only choosing the club command will your stats raise by double. Furthermore you can combine this possibly with such skills like Weekend God and Independent.

Artistic Insight 芸術の閃き(30) Last Minute Cramming 一夜漬け(20)  
and Honor Student 優等生(80) or Almighty 全能(60)  
Rating 2 stars (5 stars on further subsequent play)

Since you're aiming for Last Minute Cramming and Artistic Insight to invoke at the same time, you'll be spending time saving and resetting. The day before a test, you should just perform either humanities or science. Appearance has influence too but the chosen item and art will rise close to 40 points, and the items that aren't chosen raise up by 10. In the first year first term, if you use Artistic Insight and Last Minute Cramming, it's possible to become number one on the exams in no time.

Sociable 社交性(20) Friendship Oath 友情の誓い(50) Councilor カウンセラー(40)  
and Nice Guy 清廉潔白(40)  
Rating 2 stars

Friendship Oath allows for friendship conditions with all female characters. Sociable and Nice Guy prevent against a girl from raising any negative feelings. Using Councilor will cause girls who do have high heartbreak rating become lowered. With these in place it will suppress any kind of bomb from appearing.

Going this far is probably useless but if you don't want to go on dates with girls other than the one you plan on finishing with or don't want to hurt other females then use these skills.

However, before setting Friendship Oath, you should make sure that the girl you want to end up with is in the situation where you will get an ending. It would be a good idea to take off Friendship Oath by the 3rd year third term.

Skills to use for dates

Without A Doubt 三顧の礼(20)

Rating 3 stars

When you invite a girl out on a date, no matter where you chose to go they won't turn it down. Without A Doubt is a pretty good skill to use in the beginning when going for characters like Kai and the student council president who are easy to turn you down. It'll make things go smoother.

Conversationalist 会話ソムリエ(30)

Rating 3 stars

Beneficial for raising a girls feelings in the beginning especially when dealing with characters like Satsuki, Koriyama and Kai.

Foolish Determination 虚仮の一念(40)

Rating 3 1/2 stars

Combined with the above Conversationalist, it'll be possible to raise a girl's feelings in one go by a great deal. When you go on dates, if you can combine it with Foolish Determination it'll be beneficial. To deal with other girls developing bombs consider equipping Councilor to prevent interrupting of subsequent dates with the girl you're going for.

Sample Combinations

If you're aiming for high school student god achievement. (340)

Honor Student 優等生(80)

Almighty 全能(60)

Bomber ボマー(50)

Exercise Star 運動スター(50)or

Culture Club Influencer 文化部大御所(50)

Sure Thing 鉄板(50)

Blessing 祝福(50)

This set up is intended for those that want to raise stats by using the weekday commands. Be aware that you have Bomber equip so be careful.

Turning the tables with a homerun (250)

Weekend God 休日の神(40)

Goddess's Devine Protection 女神の加護(40)

Enlightened Circumstance 悟りの境地(50)

Last Minute Cramming 一夜漬け(20)

Firm Concentration 精神統一(40)

Almighty 全能(60)

This set up bets on the occurrence of Goddess's Devine Protection.

If it goes off often, it's not an impossibility to make stats go up by 200 in one hit.

Intended for dating

Without A Doubt 三顧の礼(20)  
Foolish Determination 虚仮の一念(40)  
Everybody's Friend 八方美人(30)  
Enthusiasm 情熱(10)  
Performer パフォーマー(10)  
King of Play 遊びの王(50)

This set up aims at raising your stats by dating every week. Greet every girls when the opportunity arises while at school. Dating will drain your physical condition immensely, so go on dates at your own discretion, and it would be good to stock up on restoration items.

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### 3. Translation Notes

- [1] 'Gaten Kei' (ガテン系) apparently comes from a magazine called Gaten published by the Japanese company, Recruit. The magazine caters towards those seeking employment in such jobs as outdoor work and engineering. The word Gaten Kei has been associated with those who work in those fields.
- [2] 'Stretch Technique' (ストレッチ術) was changed to Aerobics.
- [3] 'Club Ogre' (部活の鬼) was changed to Club All-Star.
- [4] 'Come Back Technique' (復帰術) was changed to Bounce Back
- [5] 'Water God' (水神) was changed to Poseidon.
- [6] 'Refresh Technique' (リフレッシュ術) was changed to Sleep Hygiene
- [7] 'Vocabulary Sense' (語彙センス) was changed to Eloquence.
- [8] 'Special Confidence In Someone' (三顧の礼) was changed to Without A Doubt
- [9] 'Conversation Sommelier' (会話ソムリエ) was changed to Conversationalist. According to Wikipedia, a sommelier or wine steward is a trained and knowledgeable wine professional, commonly working in fine restaurants, who specializes in all aspects of wine service as well as wine and food matching.
- [10] 'Expert At Extinguishing Fires' (火消し名人) was changed to Fire Marshal.
- [11] 'Throbbing Greeting' (ときめく挨拶) was changed to Heartfelt Greeting.
- [12] 'Pheromones' (フェロモン) was changed to Babe Magnet.
- [13] 'Feminist' (フェミニスト) was changed to Gentleman.
- [14] 'Y's Demon Eyes' (Yの魔眼) might be a nod to Yoshio Saotome who is the main character's friend in the first Tokimeki Memorial. He is the player's source of finding out all the information on a given girl. He knows everything

from their phone number to their three sizes.

[15] 'Being Upright And Clean-handed' (清廉潔白) changed to Nice Guy.

[16] 'Great Talents Mature Late' (大器晚成) changed to Late Bloomer.

[17] 'Iron Plate' (鐵板) was changed to Sure Thing. 鐵板 means iron plate but it also can mean certainty and without doubt. Given the description of the skill, this is probably the meaning they were going for.

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