

Marisa Route Roadmap

Day 1
(morning)

(intro) our MC (anonymous/Anon-kun) wakes up in a typical slump, but with the determination to explore & eventually find someone for the viewing if possible

(map selection - Forest of Magic) | (MC vaguely knows of dangers here, goes anyway)

1.1.0
(afternoon)

MC ends up lost in the woods for hours, eventually running into Marisa as she's foraging. severely dehydrated, she offers MC refreshments at her house in exchange for assistance. she asks what you'd be most comfortable finding for her.

(or harvesting)

(misadventure-based consequences ensue)

Good Choice

1.1.1

Wildgrasses/
Root Vegetables

(mostly ferns, stalks, sprouts or berries)

MC plays it safe and sticks to gathering sweetgrasses and a few scattered veggies. Satisfied after a few hours of foraging & light conversation, they head back to the KMS.

Bad Choice

1.1.2

Mushrooms

Trying to prove yourself backfires as you start picking too many toxic mushrooms, quickly falling unconscious & cutting Marisa's gathering short. She rushes you to the KMS for a quick recovery.

(evening)

1.1.1

Marisa is satisfied enough to fly you back with both water and a cut of the harvest. MC is dropped off near his home with warm regards

1.1.2

Marisa scolds you for being so careless with yourself, flying MC back to the village with a basic tonic against spore infection and little fanfare

(night)

Village Night Scene ↓ 1/9

Home alone once more, MC reflects on his first day seriously spent well beyond the village and how envious his younger self would be

Day 2
(morning)

Village Day Scene ↓ 1/8

Before heading out again, MC ends up running into Keine and learns more about the Flower Viewing but does not tell her of his antics beyond the Village walls

1.2.0
(morning)

FoM selection 2 ↓

Now knowing its precise location, MC shows up to the KMS to thank Marisa properly. While slightly dissapointed he isn't a customer, she proposes he could help her sort/organize the merchandise.

Good Choice-1.2.1
Start with the
Book Piles

MC gets to leafing through her many tomes while Marisa focuses on putting away the medicines she was brewing. it takes a few hours of labor but the chaos is eventually sorted to her liking.

(afternoon) you spend some time chatting over the Flower Viewing.

Bad Choice-1.2.2
Start with the
Bottles

MC offers to put away her current alchemical tonics while Marisa starts tackling all her books. At some point, while distracted from talking to her, MC stumbles and breaks every bottle he was handling. The cleanup takes much longer than anticipated with no room for casual leisure.

1.2.0 B
(evening)

different routes ↓ same dialogue
Marisa remarks on how late it's gotten before escorting MC back to the village once again, thanking him for the trouble all the same before quickly heading home

Village Night Scene ↓ 2/9

(night)

MC wanders the streets for a small while while gazing at the stars, avoiding the small crowds while wondering if it was truly the right thing to start living independently so soon. typical Village/Family dynamic woes weigh overhead as he returns home to sleep.

Day 3

Village Day Scene ↓ 2/8

(morning)

MC pays a visit to Suzunaan in an effort to refocus his subconscious before heading out. has an interesting dialogue on the nature of human & youkai

interrelations before leaving with a 'modern' book on the psychology of socialization - ^{can be changed...}

1, 3, 0

FoM selection 3 ↓

(afternoon)

While walking back towards the FoM, MC catches Marisa exiting Kourindou after failing to barter for a traditional Western tea set. Marisa soon gets a sneaky idea and suggests they head back to the Village, bringing our MC to Suzunaan once again. They head in together, Kosuzu remarking on seeing MC again so soon while greeting Marisa as well.

(afternoon)

Good Choice - 1.3.1

Strike up another conversation with Kosuzu

Unbeknownst to MC, Marisa had every intention on using him as a distraction while she pilfered an

ancient book on astrology. You manage to wrap her into yet another Youkai-centric conversation until

Marisa drags you out, only revealing the plan once you two are a safe distance away. It makes you a little uneasy, but Marisa's enthusiasm catches

you off-guard before you part ways.

(using returning previous books as a cover)

(specifically one of two identical copies)

(Kosuzu starts to grow a little concerned over your enthusiasm)

(or glee)

Bad Choice - 1.3.2

Linger around Marisa while she browses

MC simply greets Kosuzu back before tailing Marisa around the store.

She seems uncharacteristically short-spoken while

they browse, causing MC to grow even more suspicious over why they came in the first place.

Marisa gets pressured into explaining herself but ends up attracting Kosuzu's attention.

She catches on to what's going on, promptly

kicking the two out of the shop. Marisa heads off in shame/somewhat dejected.

Village Night Scene ↓ 3/9

(night)

MC is back in his home, sitting by the irori; while trying to read the book he rented from Suzunaan. He reflects on the many private lessons from his youth and wonders if the lack of socialization was worth it in the end.

Day 4

Village Day Scene ↓ 3/8

(morning)

Before heading out once again, Keine stops by MC's house having caught wind of him exploring out & about on his own. He quickly reassures her that he's "had - (or found) company" during each of these trips. She wonders what he could be up to before putting two & two together to herself and giving some mildly foreboding advice over interacting with non-village residents. She then lets him be.

1.4.0

FoM Final Selection ↓

(afternoon)

MC decides to pay Marisa a check-up visit to make sure everything is well following the events at Suzunaan. She gives several reassurances before offering him to come inside her house, no strings attached. (cont.)

(cont.) The two sit together over tea & idle conversation until Marisa gently confronts MC over why exactly he's been spending so much time around her as of late. He stammers out a half-truth that seems to satisfy Marisa before she suddenly suggests that he stay for dinner.

Good Choice

1.4.1

Offer to cook

You tell her that if she flies you back to your house real quick, you can bring some key ingredients back to her place

and whip up something special. She agrees.

A few hours later and you're enjoying a veggie ramen with sliced mushrooms & greens together,

(cont.)

Bad Choice

1.4.2

Let her cook

She has just the dish to make for the both of you but hopes you won't mind if it takes a few hours to make, something you understand and are fine with.

Later on you're served a questionable-looking stew you attempt to eat anyways in order to stay polite, (cont.)

(evening)

1.4.1

Marisa beginning to let some genuine romantic interest slip before offering to take him back to the village once again after finishing.

1.4.2

Not long after starting, the mushrooms begin having psychoactive effects that obfuscate Marisa's conversation. Strange things begin to happen until MC

(Marisa is used to these mushrooms) (similar to CoLA chap. 21)

BAD

If more than one

excuses himself out

ENDING

bad choice is selected...

front only to upchuck

(evening) -

Marisa directly

the stew. The effects

1.4.2 B

calls out MC for

soon wear off as

his harbored feelings

Marisa comes out,

just outside the

gets distressed at the

village gates and

sight and offers MC

explains how they

a ride back once

wouldn't be comfortable,

his stomach is settled.

saying the final dinner they just had was

her way of at least thanking him for the

ways she tried to use him. She's somewhat

flattered but feels he just can't keep up.

If he keeps coming around then she won't

be responsible for anything (cont.)

1.4.2 B
BAD
ENDING

that could happen to him, even vaguely threatening the guy if he's overly-persistent.
- Forest of Magic LOCKED from here -

If you make only one / zero bad choices...

1.4.1 B
Marisa
route
START

MC & Marisa enjoy a flight back to the Village together that lasts slightly longer than usual as they soak in the last few moments of dusk while bonding. Marisa starts getting flustered and picks up the pace as she quickly realizes why. They arrive at MC's house as Marisa gets caught up in flushed emotion trying to manage a simple 'see ya later'. She leaves suddenly, leaving MC to wonder if he truly left a lasting impact on the girl or not as he goes to bed passively.

still
Day 4
(evening)

Day 5 ↓ 1.5.1

(morning)

MC wakes up a little later than usual to the sound of someone knocking at his door. It turns out to be Marisa in much more casual spirits than last night coming to visit him for a change. They have a small back & forth over MC's typical day-to-day (cont.)

1.5.1
(afternoon) before Marisa teases him about how mundane it seems. She offers to make things more interesting by flying as high up as she can manage to give MC a near-complete view of Gensokyo. She then takes him to the Road of Liminality to show off her swindling skills and snag MC a trinket from a corrupt merchant. They head back to the Village and have a nice walk through the streets before Marisa finally hits MC with a solid reciprocation of his feelings in a very casual manner. It almost throws MC off with how smooth her delivery is before they reach his house and she plants a kiss on his cheek. MC watches Marisa casually stroll away before going to sleep contented.

Day 6 ↓ 1.6.1

(afternoon) Marisa meets MC just outside the village to level over the flower viewing soon, offers to take him up to the shrine to scope the scene before the festivities are set up. Run in with Reimu who was fully expecting Marisa to turn up alone, playful jabs between (cont).

1.6.1

The two ensue. Reimu eventually gets MC alone in an attempt to drill him over his "true motives" with Marisa. After realizing he's relatively harmless, she lets him off with a semi-stoic warning. Marisa & MC are about halfway down the stairs leading up when she stops him suddenly. She then reveals the main reason she brought him to the shrine was to return some donations she had unscrupulously stolen and feels guilty over in hindsight, using MC as an in-between. He accepts with some hesitance but gains some much-needed brownie points from Reimu as a result. Marisa then takes MC back to the Village and shares a small walk with him back through the Canal of Willows as the sun begins to set. Marisa begins to open up more to MC about her personal life/emotions while showing appreciation for his return of the donations.

(evening)

Day 7 ↓ 1.7.1

(morning)

Marisa invites MC to join her in a trip to Kourindou to see what fresh items

1.7.1
(Rinnosuke) he's brought in for appraisal. MC agrees on the condition that they find something quick to eat in the Village first. Some time later and the two are greeted by Rinnosuke, who is busy trying to make heads or tails over two arcade machines he managed to haul inside (an out-of-print candy cabinet & a worn-down cocktail cabinet respectively). (and Laika)

(afternoon) The three discuss a few different opinions over the machines before Marisa runs off to make some tea, leaving the two boys alone to talk over Marisa. Rinnosuke shares a few details from his past with her together before gently probing into MC's history with the girl so far. MC isn't able to share much before Marisa comes out with the tea and casually shares some bits & pieces from her recent happenings with MC. She starts to get slightly flustered however so she pivots the conversation over to bartering. (Marisa still getting used to her feelings)

(evening) Later, Marisa & MC are walking near the FoM when she offers to bring him over to the KMS for the night. They make it with little issue, though there's some minor

1.7.1
(night) contention when it comes to the subject of where MC will end up sleeping. Marisa eventually settles on using a spare futon set up next to her own bed though both seem somewhat put off by this idea. Hours later, MC gets woken up in the middle of the night by a restless Marisa who eventually asks if he could simply join her in bed. The two share a tender moment before falling asleep in each others' arms.

Day 8 ↓ 1.8.1

(morning) The two wake up together slightly embarrassed though mostly content with the others' company, MC offering to make a modest breakfast for the two using some of Marisa's fresh groceries. A small time later and Marisa starts getting a sneaky idea over what the two could get up to that day, telling MC to grab some fresh towels before they head out. Not long after and Marisa has flown them halfway up Youkai mountain to enjoy an isolated hot spring pool together. Marisa plays it cool as she undresses (cont.)

(afternoon)

1.8.1

while MC remains mildly flustered as he strips down to his fundoshi. The two begin relaxing while Marisa opens up more with her overall feelings and her attitudes towards intimacy. She seems to be holding back a certain question she's unable to fully articulate before the two resign to simply enjoying the serene atmosphere of it all. Not long after and a certain crow tengu reporter shows up to begin passive-aggressively hounding the two for spending such intimate time together in a place like this. Aya starts drilling Marisa for fornicating with a villager as things nearly escalate into a duel before Marisa offers to treat her to drinks at a village pub as compensation. Aya agrees, later meeting MC & Marisa at the pub in her paper boy outfit as a disguise. Drunken revelry ensues until Marisa comes along and asks MC to come back to her place with certain risqué implications. They leave Aya behind to outdrink the other patrons as an overtly-flirtatious Marisa holds MC close.

(evening)

Final Day ↓ 1.9.1

(morning)

MC wakes up late after a long night of intimacy with Marisa, the girl having already woken up to prepare morning tea for the two of them. Marisa explains how special their time together has ended up feeling and how nobody else has been able to get as far as MC has. At this point, Marisa has been made well aware of MC's struggles with independent living and finally musters up the courage to ask MC what's been on her mind: if he would like to move his meager assortments into the KMS and live a far more eventful life with her instead. MC takes a moment to carefully consider the offer while redressing himself until a clatter is heard downstairs. The two slowly make their way down only to find a wild tanuki yokoi has snuck in through the window and begun gathering a few stray alchemy notebooks belonging to Marisa, quickly fleeing with the stolen goods as MC gives chase. He grabs a smoke-in-a-bottle potion Marisa had been working on and is rushing through the FoM before the girl (cont.)

1.9.1

(The bake-
danuki from
Oriental
Sacred
Place)

can protest. He eventually corners the tanuki girl and uses the potion as a makeshift smoke screen to conceal his movements. The confrontation quickly turns into a tussle as the youkai starts taking advantage of MC's foolhardy-ness. Things seem grim until Marisa comes along to clear the worst of the smoke and ultimately chase away the youkai with MC having secured her notes. She thanks him but remarks on how this is exactly why they'd work much better as a team. She says she'll let MC dwell on her offer and stop by his place later to find out his decision. Hours

(evening)

after taking him back, MC has weighed the options and decides he's ready to study more alongside Marisa outside of the village. He lets her know after she swings by and the girl is ecstatic over the revelation. The two celebrate by going out for some late night mochi, eagerly looking forward to the upcoming flower viewing festival and breaking the news to who they need to.

GOODS ↓ ENDING

The flower viewing festival is upon our MC & his new girlfriend Marisa Kirisame! (cont.)

GOOD
ENDING -
Hanami
w/ Marisa
(afternoon
to evening)

The two head up to the Hakurei Shrine when the time is right to find the grounds bustling with activity. MC is a little intimidated by so much socialization at once but Marisa is able to remind him how strong he can really be. The two meet up with Reimu who is simply happy to see Marisa happy. Keine also turns up to express her gratitude towards a human like Marisa and her confidence in MC's decisions, though this isn't without some soft warnings towards living life beyond the Village walls. Cheers are given in the name of MC as the pedals fall, Marisa sharing one last moment of romance with him before the credits roll ~

Congratulation!
Marisa Route End

If no routes are secured by end of Day 4...

Village Night Scene ↓ 4/9

(night)

MC stays up late meandering through the Village, unsure if he's really been getting himself out there enough or if he's been making the right moves. (cont.)

Day 4
(night)

Passing by Geidontei as it's about to 'close', MC runs into a drunken older barhopper who also seems to quickly recognize MC as having troubles with women. The man offers some sage, albeit inherently biased advice before cheerily sending MC on his way home.

Day 5
(morning)

Village Day Scene ↓ 4/8

MC wakes up late once again, stuck in a mild mental fog over how much time he has left before needing to focus on work once more when he gets a knock at the door. The guest turns out to be Hieda no Akyun who has come to MC's abode after hearing of his antics from both Keine and Kosuzu. A few softball questions are asked before she starts lecturing MC for being so potentially casual with beings outside the Village, reminding him of Youkai's position against Humanity in Gensokyo as MC tries to explain he "knows what he's doing". Akyun eventually leaves, though with great prejudice and an assurance that she'll be keeping an eye on him from here on.

↓
(Non-Fruitful Map Selection 5)

Village Night Scene ↓ 5/9

Day 5
(night)

MC has decided to spend some time body doubling with Keine at the temple school as she goes over material and he continues going through his Suzunaan book. Shortly before wrapping things up, she checks up on how MC is fairing outside the Village to which he gives an unsatisfactory vague or neutral answer. Partly because of his slow progress, partly due to his previous interaction with Akyuu. Sensing there is more going on to what he is doing, she recounts the ancient legend of The Hunter in the Nether world from the northern island of Ezo (now known as Hokkaido). It is meant to act as a warning against the pursuit of an impure or otherwise unattainable goal, leaving MC with a slight sense of dread before they both depart for the evening.

Day 6
(morning)

Village Day Scene ↓ 5/8

MC rises with renewed determination towards his pursuits, making himself a simple rice dish before heading off relatively unimpeded.

cor
millet

↓
(Non-Fruitful Map Selection 6)

Village Night Scene ↓ 6/9

Day 6
(night)

Back in his room, MC is preparing yet another simple rice bowl as he's lost in reflection over how varied his experiences have been thus far. It takes him back to all the times he used to be warned by his mother over how unpredictable life beyond the walls, or even just general safety, tended to be. He falls asleep wondering what she'd say to him now over what he's been up to.

Village Day Scene ↓ 6/8

Day 7
(morning)

(technically the village market but still)

MC has begrudgingly gotten an early rise this morning as he needed to head into the town market to pick up a few supplies, lamenting over the forced socialization to himself as he notices the cherry blossom petals passing him by.



(Non-Fruitful Map Selection 7)

Village Night Scene ↓ 7/9

(night)

MC is going over the last few sections of his Suzunadan book, commenting on how different outside world perspectives seem to be compared to what he's used to and wondering if he's really been able (cont.)

(night)

to apply these methods well enough in-person.

Day 8

Village Day Scene ↓ 7/8

(morning)

MC returns to Suzunaan to bring back his rental, Kosuzu asking if it turned out to be as beneficial as he'd initially hoped. Unsure of how to fully answer, MC asks the girl for some advice over how to best go about finding company beyond ones own familiar territory. She recounts her experiences spending time with people like Reimu & Marisa while also sharing what dangers her own curiosity ended up putting her through. In the end, she genuinely hopes MC finds what he's looking for and is able to see him enjoying the flower viewing as he's sent off.

(Non-Fruitful Map Selection 8)

Village Night Scene ↓ 8/9

(night)

MC is starting to feel a little desperate over finally settling with someone out of all the non-village girls he's run into so far, having trouble sleeping while vocalizing to nobody in particular what he's willing to do to not feel alone / how embarrassed he feels.

Day 9 -
FINAL
Day
(morning)

Village Day Scene ↓ 8/8

MC decides to stop by the temple school one last time to get some last-minute information over the flower viewing only to find both Keine and Akyuu waiting for him outside. They both bring him into a private room within to directly confront him over his continued interactions with the Youkai population. Akyuu scolds MC for not carrying himself as responsibly as he should while Keine tries to reassure him it's alright to be as beside himself as he's been without rocking the boat too much. Keine reflects on MC's past before suggesting that they could even go together as friends to the flower viewing if he really craves company that much. He gets embarrassed over the thought, beginning to share his true feelings over the nature of his existence in a charged tone until Akyuu threatens to get Reimu involved if he can't keep himself together. MC is shocked though quickly realizes he doesn't have much time left anyways, so he promises to get himself in order before the flower viewing before trudging off.

↓

Day 9

(Non-Fruitful Map Selection FINAL)

Village Night Scene ↓ 9/9

MC, filled with regret over being unable to settle, resigns himself to a continued life of loneliness of his own doing and heads home to sleep in a pool of pity.

BAD ENDING ↓ LONER ROUTE

Day 15
(or so)
(night)

MC has had a rough, late day and withdrawn from everyday Village life much more drastically than normal. Field work has been resumed and the flower viewing at the Hakurei Shrine has come & gone. MC feels foolish for thinking he could break out of the Village mold so easily and wanders the streets alone, not caring who ends up seeing him in such a slump. He eventually winds up near Geidontei once again, deciding he'd rather drink away his feelings for as long as he'd be allowed to than dwell on his piles of mistakes for another second.

END OF GAME - RESET REQUIRED

Work in progress textual roadmap, details subject to change upon suggestion ~ anyan, Dec. '24