


Dead or alive xtreme scarlet guide

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Proximity determines how other girls react to the character you play as. The proximity rating comes in values from one to three and is represented by musical notes. Proximity is not the same as satisfaction. Satisfaction is a measure of how much the girl loves the Owner, who is represented by hearts and a pink border around the portrait of the girl. Proximity is exclusive between girls and only concerns the player's character. One of the most important aspects of high intimacy is gift giving. Giving gifts is essential to completing the pose card and swimsuit collection. For the sake of this list/guidance, proximity ratings are defined as Dislike (♫), Trust (♪♪) and Admire (♪♪♪). Proximity can be improved for three notes, but at the beginning of any vacation, it's only ever higher than just a base of three notes. This will detail below under Portrait Notes. An example of intimacy. Hitomi trusts the player's character. The girl who admires (♪♪♪) you always accepts your partner request. The girl who trusts (♪♪) you are more likely to accept your partner request, but just as likely to opt out. The girl who does not like (♫) you will always refuse your requests and gifts. The only viable way to collaborate with someone that doesn't like you by default is, by chance, let her make a request on the first day. Raise the status of portrait notes to be an effective giver. Higher intimacy with your partner will enhance their skill and responsiveness in volleyball. Technically you can raise the intimacy enough for those who don't like you to take you by playing butt battle with them a few times, but it's usually at the end of the holiday before you get to a reasonable level. A partner can never have less than two notes. If you manage to reduce your partner's proximity to one note, it will leave you. Refusing a girl's request for a partner on the first day sometimes, but not always, reduces your proximity rating with her by one note. Ditching your existing partner will lower your proximity rating with them by one note. This is when you ask another girl to be your partner or sleep in. you can't drop below two notes with your partner if the request of another girl is rejected. If you manage to get a new partner, it is possible for your old partner to fall off not like (♫) you as a result. They may fall on the dislike (♫) you as a result of sleep as well. Not all starting feelings are mutual. Seeing three notes about a girl while playing as one character doesn't necessarily mean you'll see three notes the other way around. For example, when you play like Kasumi, you'll see three notes looking at Momiji (on Day1). However, when you play like Momiji, you will see two notes when Kasumi. Momiji admires (♪♪♪) Kasumi, but Kasumi does not return his feelings and trusts only (♪♪) Momiji. There are also relationships that differ between one and two notes. Example: Elena trusts (♪♪) Nyong, but Nyong doesn't like Elena. There is no relationship in which the girl has one note and the other has three. With what is said, you don't need to worry about mutual feelings during your vacation. Once you start your vacation, you only need the top of each list shown below (Admired by/Trusted by/Disliked by), as these are the stats you'll see playing as a designated character. That's how other girls talk about the girl you're playing. The character's feelings don't apply when you play like them, since you are the player who makes your decisions. The bottom of each list (Admires/Trusts/Dislikes) is just for reference and can come in handy if you want someone specific as a partner and want to play as someone they like. Proximity by Default - Relationships List below details of the default proximity between each girl. These statistics are every vacation on day 1 daytime. They can fluctuate throughout the holiday, but always reset by default at the beginning of each vacation. The girl who doesn't like (♫) your character will be improved to trust (♪♪) you if she asks to be your partner at the beginning of the first day and you accept. Kasumi ♪♪ Admired: Momiji, Hitomi, Honoka ♫ Trusted: Leifang, Elena, Marie, Misaki, Kokoro, Ayane ♫ Not Like: Nyotengu ♪♪ Delights: Hitomi, Elena, Honoka ♫ Trusts: Momiji, Leifang, Mari, Kokoro, Ayan ♫ Dislike: Nyotengu Momiji ♪♪ Admired: - ♫ Trusts: Everyone on the island ♫ Disliked: - ♪♪ Admires: Kasumi ♫ Trusts: Leifan, Hitomi, Helena, Marie, Honoka, Nyon Tisaki, Kokoro, Ayan ♫a <3> <9> Dislikes: - Leifang ♪♪ Admired: - ♫ Trust: Everything on the island ♫ disliked: - ♪♪ Admires: - ♪♪ Trusts: Everything on the island ♫ does not like: - Hitomi ♪♪ Admire by: Kasumi, Helena, Kokoro ♫ Trust: Momiji, Lei Fan, Marie, Honoka, Nyotengu, Misaki, Ayane ♫ Dislike: - ♪♪ Admires: Kasumi, Elena ♫ Trusts: Momiji, Leifan, Marie, Honoka, Nyotengu, Misaki, Kokoro, Ayana ♫ Dislikes: - Elena ♪♪ ♫ Kasumi, Hitomi, Marie, Kokoro ♫ Trusted: Momiji, Leifan, Honoka, Misaki, Ayane ♫ Don't Like: Nyotengu ♪♪ Delights: Hitomi, Marie, Kokoro ♫ Trusts: Kas Umi, Momiji, Leifan, Ho Yona, Nyotengu, Misaki ♫ Antipathy: Ayane Marie Rose ♪♪ Admired: Elena, Honoka ♫ Trusted: Kasumi, Momiji, Leifang, Hitomi, Nyotengu, Misaki, Ayane ♫ Don't like: Kokoro ♪♪ ♫ Trusts: Kasumi, Momiji, Leifan, Hitomi, Nyotengu, Misaki, Ayane ♫ Dislikes: Kokoro Honoka ♪♪ Admired: Kasumi, Marie ♫ Trusted: Momiji, Leifang, Hitomi, Elena, Nyotengu, Misaki, Kokoro, Ayan ♫ Trusts: Momiji, Leifang, Hitomi, Helena, Marie, Honoka, Misaki, Koko ♫ro : Kasumi, Ayane ♪♪ Admires: - ♫ Trusts: Momiji, Leifan, Hitomi, Marie, Honoka, Misaki ♫ Dislikes: Kasumi, Elena, Kokoro, Ayana Misaki ♪♪ Delighted: - ♫ Trust: Everyone on the island ♫ not loved: - ♪♪ ♫ <3> <6> Admires: - ♫ Trusts: Everyone on the island ♫ does not like: - Kokoro ♪♪ Admired: Elena ♫ Trust: Kasumi, Momiji, Leifan, Hitomi, Honoka, Misaki, Ayan ♫ Not like: Marie, Nyotengu ♪♪ Delights: Hitomi Helena ♫ Trusts: Kasumi, Momiji, Leifang, Honoka, Nyotengu, Misaki, Ayana ♫ Dislike: Marie Ayane ♪♪ Delighted: - ♫ Trusts: Kasumi, Momiji, Momi, Honoka, Misaki, Kokoro ♫ not like: Elena, Nyotengu ♪♪ Admires: - ♫ Trusts: Kasumi, Momiji, Leifan, Hitomi, Elena, Marie, Honoka, Misaki, Kokoro ♫ Dislikes: Nyotengu Portrait Notes Portrait notes floating notes that appear along with a portrait of a girl in the bottom left corner when talking to them. They represent proximity beyond the usual three notes that appear in the menu. One yellow portrait note: appears on two ordinary notes, but when intimacy approaches three regular notes. A little more likely to accept gifts. (It will also be mistakenly displayed for characters with three default notes. Two pink portrait notes: Appears on three ordinary notes. A little more likely to accept gifts. With her as a volleyball partner, you get an extra bonus technique of 10,000 zac dollars for every good splash you make, and 5000 every time you knock down an opponent with the ball. Three pink portrait notes: Appears after continuing to raise intimacy even higher. A little more likely to accept gifts. Three red portrait notes: Appears when intimacy rises to the maximum. She is very likely to accept gifts of likes and indifferent items. Unloved items are somewhat likely to be accepted. Hateful items may still be unlikely, but it will eventually take them. Personality queer Some girls have unique traits that affect their intimacy. A girl doesn't have these traits when she is a character player. Elena and Ayan are not morning people. They don't like morning. and Ayane will have one smaller note with you during the morning if you are not partners. If you're not partners with someone you're trying to make friends with, you can play the game with her, but not talk to her in the morning. The proximity of the deduction will make them less likely to partner with you or accept your gifts. Honoka is sleepy. She doesn't like the evening. Honoka will have one smaller note with you during the evening if you are not partners. If you're not partners with her and you're trying to make friends with her, you can play a game with her but not talk to her tonight. The proximity of the deduction will make it less likely to partner with you or accept your gifts. Hitomi is competitive. She needs a winning team. When Hitomi is your partner and you lose more than win in volleyball, you will lose one note with her overnight. It can fall so as not to ♫ you for it. If that happens, she'll leave you in the morning. Presumably looking for someone more competent. She won't mind how you play a one-on-one game, however, he's affectionate. If you pay attention to it, it will grow as you fast. The proximity of Nyotengu benefits twice as much as usual. Despite the dislike of most people, it is easy to please if you manage to get her to be your partner. Kasumi, Leifan and Nyotengu are elusive. They quickly become distant. These girls will lose intimacy with you every day for a random amount if they are not your partner. Unattended, they will ♫ (see) you for the first week, already on the first night, which can make it difficult to collaborate with them on any character. Kasumi even loses admiration (♪♪♪) hitmi, Elena and Honoka and will fall again on dislike (♫) already on the second night. To maintain your friendship and partner with one of them, you have to be quick and hope you don't get lucky. Increasing intimacy there are several ways to raise intimacy. Keep playing these games with someone and you will eventually improve your proximity rating with them. -Butt Battle is the easiest way to get close to another girl. Regardless of whether she is your partner and whether you win or lose, the butt-fighting girl will always raise intimacy by a moderate amount. You can do this repeatedly with your partner to make a connection quickly, but if you want to bond with someone specific that is not your partner, you will have to wait until she appears in the pool. -Pool Hopping can enhance both intimacy and satisfaction. The winner gets more satisfaction, but for intimacy, it doesn't matter whether you win or lose. Pool jumping gives an inconsistent amount of intimacy, which can make it a somewhat quick method or a very slow method to improve your proximity rating with someone. - Volleyball is the most profitable way to get intimacy. Of course you can only do it your partner. Playing volleyball takes longer than Fight, but winning a game of volleyball will net you a similar amount of intimacy as well as a lot of zac dollars and a lot of satisfaction. Losing a game of volleyball won't hurt your intimacy if you're in partnership with Hitomi. See the Personality of the queer above. - Giving an item that another girl likes is one way to get intimacy, but it's not a particularly excellent method for enhancing intimacy alone. If she's not too close yet, she may not even open the gift. You will get intimacy if she unwraps the gift, even if she rejects the gift afterwards. However, you will get nothing if she rejects the gift with the packaging still on. This makes it impossible to raise intimacy through gifts if she no longer loves you as she will reject everything from you. Using proximity for collections The use of intimacy can be invaluable for completing collections. If you are going to purchase all the swimwear or pose cards from the girl's store to give to another girl, I recommend playing as a girl whose personal sports shop has items that you want and partnering with the girl you want to get items. Play volleyball repeatedly to raise your proximity rating and earn money to make gift wrapped purchases. If you feel better, you can just focus on making money and shopping until all you want is a gift wrapped up and then spend the next vacation or two getting your partner, increasing intimacy, and passing them on. Giving all the poses of the card is very easy when your partner has three red portrait notes, but still expect to have to re-wrap some of them. See the full list of pose cards here. If the partner/recipient you want is someone who doesn't like the character whose items you want them to be, then you will have no choice but to repeatedly finish your vacation, go home and start a new one until she asks you to be her partner. At this point, you can start increasing intimacy. Bad game design, maybe, but it's just like this. Returning home and finishing your vacation early will cause all the girls' satisfaction to drop to a given blue level by the next vacation, but it will not affect the proximity or gift from girl to girl, so it does not have a negative impact on this method. Satisfaction affects only the owner to the girl gifts and exp received at the end of the vacation. The alternative is to buy and gift as an owner, but I find this method much more tedious as it is much faster in girl mode, how to make money and raise intimacy, even at the level of 100 excitement. Girl-girl gifts is more effective most of the time. Of course, you'll still have to gift as an owner when buying exclusive items from the store Shop. Shop. dead or alive xtreme 3 scarlet gift guide. dead or alive xtreme 3 scarlet guide. dead or alive xtreme 3 scarlet trophy guide. dead or alive xtreme 3 scarlet swimsuit guide. dead or alive xtreme 3 scarlet switch guide

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