



冬至

Midwinter

A Katawa Shoujo  
Illustration Book



# Foreword

Hello.

I'm Suriko, the writer for Lilly, and producer for Katawa Shoujo. If I had been told five years ago that I would be working with a group of people from around the world to make a visual novel, and that said visual novel would end up with its own artbooks sold at Comiket, I would have laughed. The same could be said for any of the artists who have contributed to this artbook, "Midwinter", I'm sure. And yet, here we are. Some random people from across the Internet, from all different countries, with different lifestyles, worldviews, opinions, and personalities, all working together. This artbook is a product of that, and I hope that you enjoy the efforts of the artists who have contributed.

In the words of a certain heroine, "It's fun to drag more and more people into my life." Katawa Shoujo has dragged in people of all ages from all over the world, working in many different occupations, leading many different lifestyles. Some are now friends, others are enemies, while many are only a little less than strangers. It's even dragged in you who are reading this now. That's how life is, and how people are. And in the end, that's what Katawa Shoujo is about.

"Midwinter" itself is a product of fairly logical thinking. With the last Katawa Shoujo artbook, "Fragments of Summer", being focused on a summertime theme, we decided that it would be nice to create a contrast to that in this artbook. Working on it, however, was more difficult than the last in some ways. With the game nearing completion, we've had to try and balance time working on the last required art assets, and on art pieces for the artbook. In the end we managed it, much to everyone's relief, and we have a product we're happy with. We hope that you enjoy it too.

- Suriko  
Producer  
Four Leaf Studios



























A winter outfit for Shizune. Shizune always goes for clothes that have a simple, classic look, even though she's a flashy person. The high-cut jacket showing off her legs is very contemporary, though.

When I started on Misha's outfit was to give her something that looks like it was put together out of random clothes. At the same time, I wanted it to look more vibrant and trendy than Shizune's outfit.





FOUR LEAF STUDIOS MOVIE

# WINTER HOLIDAY

LILLY SATOU

HANAKO IKEZAWA - HISAO NAKAI - EMI IBARAZAKI - RIN TEZUKA - SHIZUNE HAKAMICHI - SHIINA MIKADO  
KENJI SETOU - NURSE - AKIO MUTOU - YUUKO SHIRAKAWA - AKIRA SATOU - MOLLY KAPUR - TARO ARAI  
NAOMI INOUE - NATSUME OOE - AKIO HAYASHI - RITSU TAINAKA - MISAKI KAWANA - TAKASHI MAEDA

Directed by DELTA KURSHIVA

Screenplay by AURA - SURIKO - ANONYMOUS22 - THE HIVEMIND - CPL\_CRUD Proofreading by SILENTCOOK

Art by MOEKKI - WEEE - PIMMY - GEBYY - TERAR - KAMIFISH - RAIDE Music by BLUEI23 - NICOLARMARFI





# Credits

Doomfest



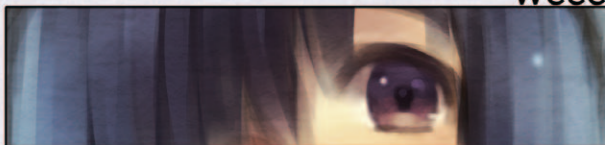
Namie



Climatic



Weee



Charmwitch



Gebyy



Doomfest



Kamifish



Moekki



Climatic



Mike Inel



Anonymous22



Konflikti



VCR



# Postscript

Hello, I'm A22, the writer for Shizune.

If you had told me five years ago that I would be working with people around the world to write a visual novel, I would have screamed. Then I'd have jumped out the window and started rolling on the ground. But you never really know how things will turn out until they happen, which I think is a viewpoint everyone who has worked on this game shares. Although it is very cliché, it's been a long, strange ride writing this game and seeing its development. I can't count the frustrations I went through while writing, or the deadlines I panicked over and then missed anyway (I've been told there is a special hell for writers who miss deadlines). I drove Suriko and Moekki crazy a bunch of times, too. Probably because I am an American superman and they could not handle my greatness.

Now that the game is almost done, I feel like a parent standing in the cold, watching a child shrink into the distance: uncertain, and sad, but also happy. It's like I have poured a part of myself into writing this game, and now it can go off into the world to meet its fate. I'm young and inexperienced, so I feel as though it would be wrong of me to take too much pride in writing part of KS, especially as I only layered my work on Raita's images. Yet still, when I step back and see the finished product fall into place piece by piece, I feel glad. I can see everyone's efforts coming together, and this game we created becomes a tangible whole. It is very satisfying.

I've always liked winter. Summer is the season of fun memories and pretty girls in swimsuits, but the beauty of winter is what appeals to me more. It's a season of surprising dualities. It has the warmest celebrations, despite being considered cold and depressing. It is the loneliest season, but it's when most people spend the most time with their extended families. The trees are bare, but they're really just waiting to bloom again when the weather gets warmer. I feel very at peace when I reflect on the nature of winter. Also, in my opinion, girls in winter clothes are the cutest. I hope that the images in this art book were able to stir up those kinds of emotions.

-A22

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