



SHUTEN ARADER

Online Manuel
Nintendo Switch™ 2 ver
Nintendo Switch™ ver

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【 Tutorial 】

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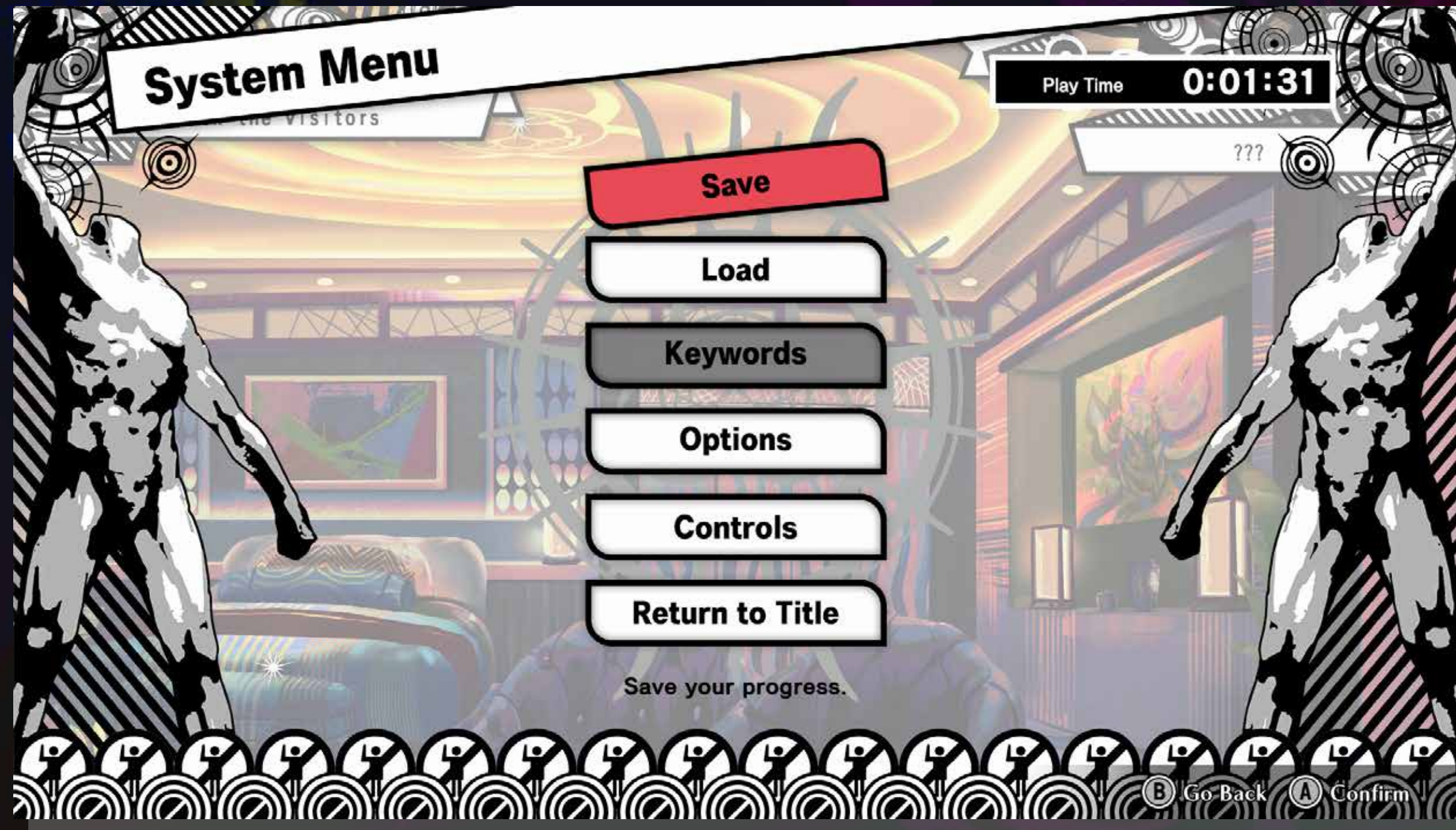
You can move to each page by clicking the title.

Title Screen



- **New Game :**
Start the game with a new save data.
- **Load Game :**
Select an existing saved data to start the game.
This game has an auto-save feature as well as optional save data.
Auto-save data will be updated when the auto-save icon appears in the lower left corner of the screen.
- **Options :**
Change the in-game volume and text display speed.
- **License :**
The licenses associated with this game is displayed.
- **Quit Game :**
Exit the game.

Basic System Menu Controls



- * **A** : Confirm / Select
- * **B** : Back / Cancel
- * **D-Pad / Left Stick** : Move Cursor
- * **L/R** : Switch Tabs
(Usable in various function screens)

- **About Each Function :**

- Save** : Saves your game.

- Load** : View your saved game data.

- Keywords** : Review clues obtained for the "Founder Murder Case."

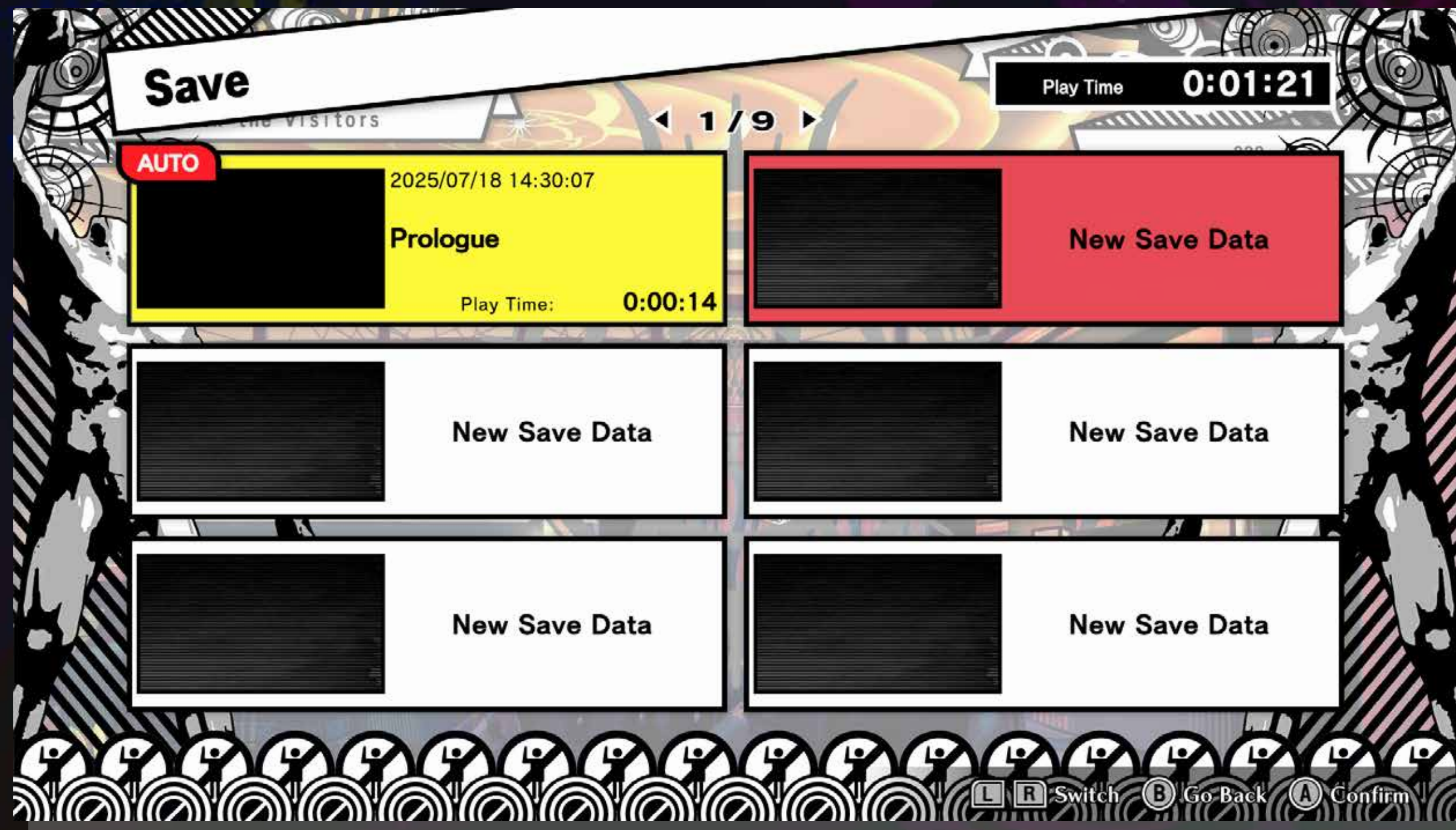
- Options** : Check in-game settings.

- Controls** : Check controller settings.

- Return to Title** : Return to the title screen.

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

Save/Load (This image shows the Save screen)



- * **A** : Confirms the save (or load) slot.
- * **B** : Exits the save (or load) screen and returns to the previous screen / Cancels the save (or load) operation.
- * **D-Pad / Left Stick** : Move Cursor.
- * **L / R** : Switch Tabs.

• Save :

This function allows you to save your game progress.

- Save data marked with "AUTO" is automatically updated as the game progresses.
- Selecting "New Save Data" or an existing save data slot and confirming will overwrite your current progress with new save data.
- You can switch tabs using L/R.

• Load :

You can view your saved game data here.

- Selecting an existing save data slot and confirming will discard your current progress and load the selected save data.

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

Conversation Part



- * **A** : Advance the displayed text.
When choices are displayed, confirm the selected choice.
- B** : Hide the text.
- + : Open the System Menu.
For more details, please see "Basic System Menu Controls."
- : Open the Backlog Screen.
You can replay voiced text while the Backlog Screen is open.
- L** : Fast-forward through already-read text.
You can change settings in **OPTIONS** to also skip unread text. Press the L button again or the B button to stop skipping.
- ZL** : Hold to fast-forward through text.
- * **R** : Automatically advance text according to voice playback.
For text without voice, you can change the speed at which the next text appears in **OPTIONS**.
- **Ministry of Justice Route Only** :
 - ZR** : Toggle Snapping on/off
(only when snappable words are displayed in the text.)
For more details, see
"Tutorial : Ministry of Justice Route Snapping"

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

2D Exploration



* **A** : Examine the currently highlighted area.

Left Stick : Move cursor.

Right Stick : Scroll the camera left and right.

+ : Open the System Menu. For more details, please see "Basic System Menu Controls."

• **Ministry of Justice Route (Investigation Only)** :

X : Move to a different location

(only when "Map" is displayed in the bottom right).

Y : Open the Case Record.

• **Screen Layout** :

① **Next Action**

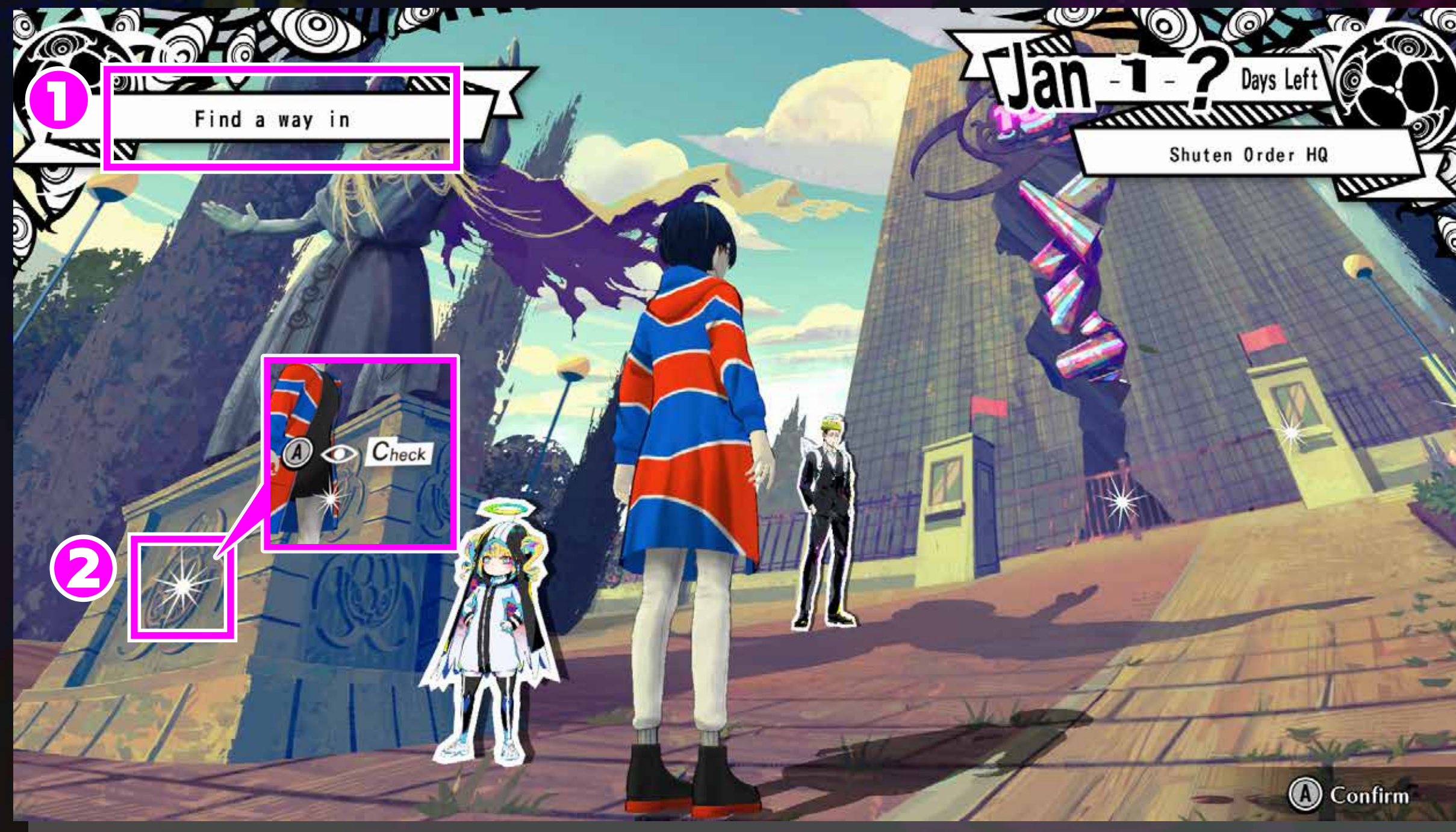
② **Investigable Area Icon**

(The icon changes when the cursor hovers over it.)

③ **The screen scrolls left or right when the cursor is hovering over it.**

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

3D Exploration / Ministry of Health Route Movement Part



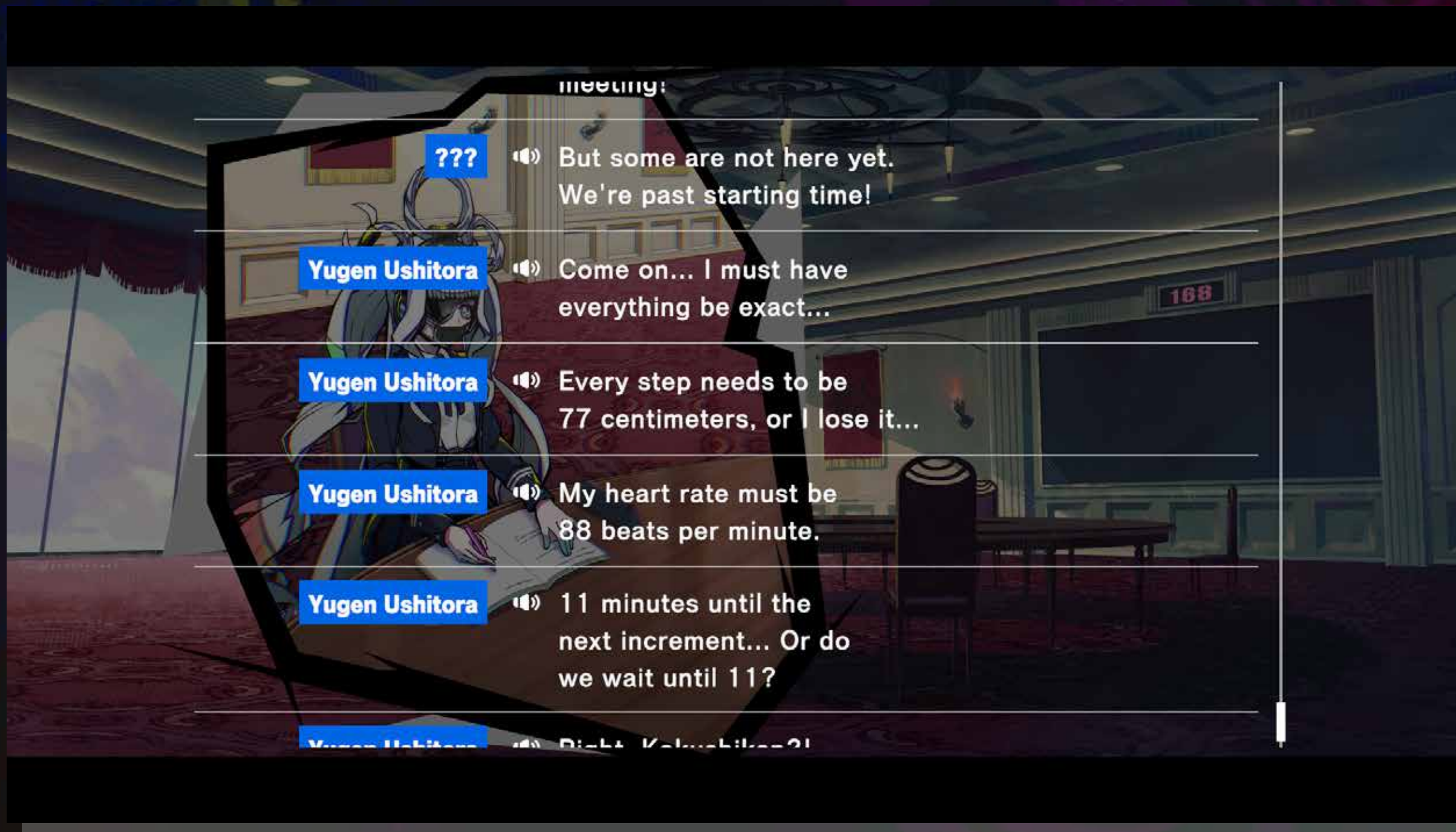
- * **A** : Examine the currently highlighted area.
- Left Stick** : Move Rei (character).
- +** : Open the System Menu. For more details, please see "Basic System Menu Controls."

For more details on the "Ministry of Health Route Movement Part" please see "**Tutorial : Ministry of Health Route Movement Part**"

- **Screen Layout :**
 - ① **Next Action**
 - ② **Investigable Area Icon**
(The icon changes when the cursor hovers over it.)

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

Backlog Screen / Skip Movie



• Backlog Screen :

***A** : Play voice for text with voice enabled
(text displaying the speaker icon as shown in the image left).

B : Return to the conversation or novel part.

D-Pad / Left Stick : Move cursor.

• During Movie Playback :

B (Hold) : To skip the movie while it's playing, press and hold the B button until the bar at the bottom right of the screen completes a full circle.

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

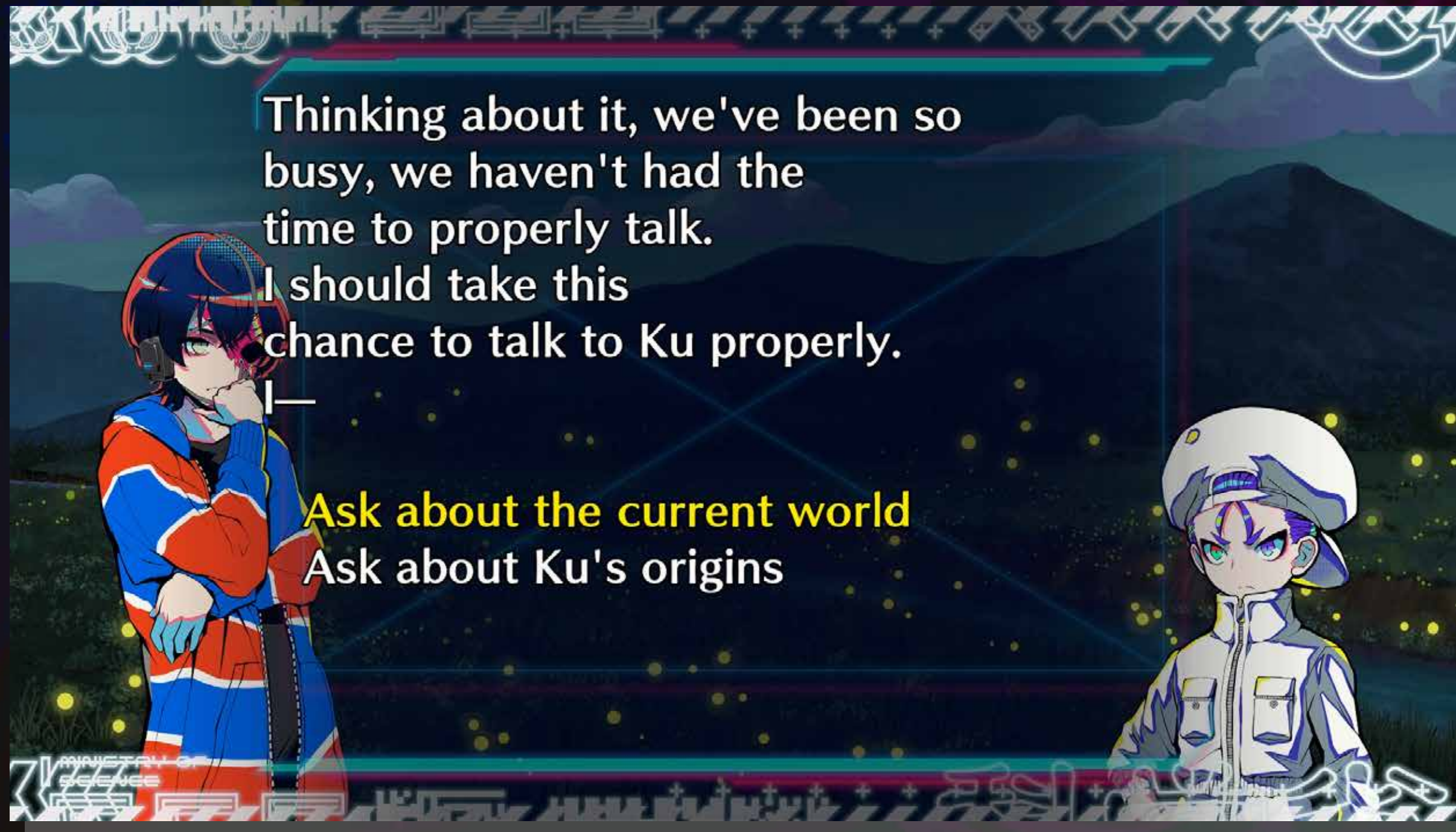
Mystery Puzzle (Ministry of Justice Route)



- * **A** : Determine where to place the evidence piece / Select the evidence piece to place.
 - B** : Return to the previous state.
 - D-Pad / Left Stick** : Move cursor.
 - X** : View evidence piece details (only when an evidence piece is selected).
 - Y** : Open the Case Record (only when "Case Record" is displayed in the bottom right).
- **The following controls are only available when Rei's text is displayed :**
 - +** : Open the System Menu. For more details, please see "System Menu Basic Controls."
 - : Open the Backlog Screen. You can replay voiced text while the Backlog Screen is open.
 - *The System Menu is only available when Rei's dialogue is displayed. The Backlog can also be opened during dialogue.

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

Novel Part (Ministry of Science Route)



- ***A** : Advance the displayed text.
When choices are displayed, confirm the selected choice.
- B** : Hide the text.
- X** : Return to the Scene Change screen.
(If you return to the Scene Change screen during the Novel Part by pressing X, pressing X again will return you to the ongoing Novel Part.)
- +** : Open the System Menu.
For more details, please see "Basic System Menu Controls."
- : Open the Backlog Screen.
You can replay voiced text while the Backlog Screen is open.
- L** : Fast-forward through already-read text.
You can change settings in OPTIONS to also skip unread text. Press the L button again or the B button to stop skipping.
- ZL** : Hold to fast-forward through text.
- ***R** : Automatically advance text according to voice playback.
For text without voice, you can change the speed at which the next text appears in OPTIONS.

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.

Escape Sequence (Ministry of Security Route)



***A :** Rei performs various actions depending on the situation, such as examining points of interest, closing shutters, or hiding in lockers. Please refer to the on-screen button explanations and try different actions.

Left Stick : Move Rei (character).

Right Stick : Rotates the camera. Moving right rotates the camera left, and moving left rotates it right.

X : Display the map (only after obtaining it).

Y : Display held items.

+ : Open the System Menu.

For more details, please see "Basic System Menu Controls."

- : Open the Backlog Screen. You can replay text with voice while the Backlog Screen is displayed.

*You can also open the System Menu and Backlog from this screen.

• Screen Layout :

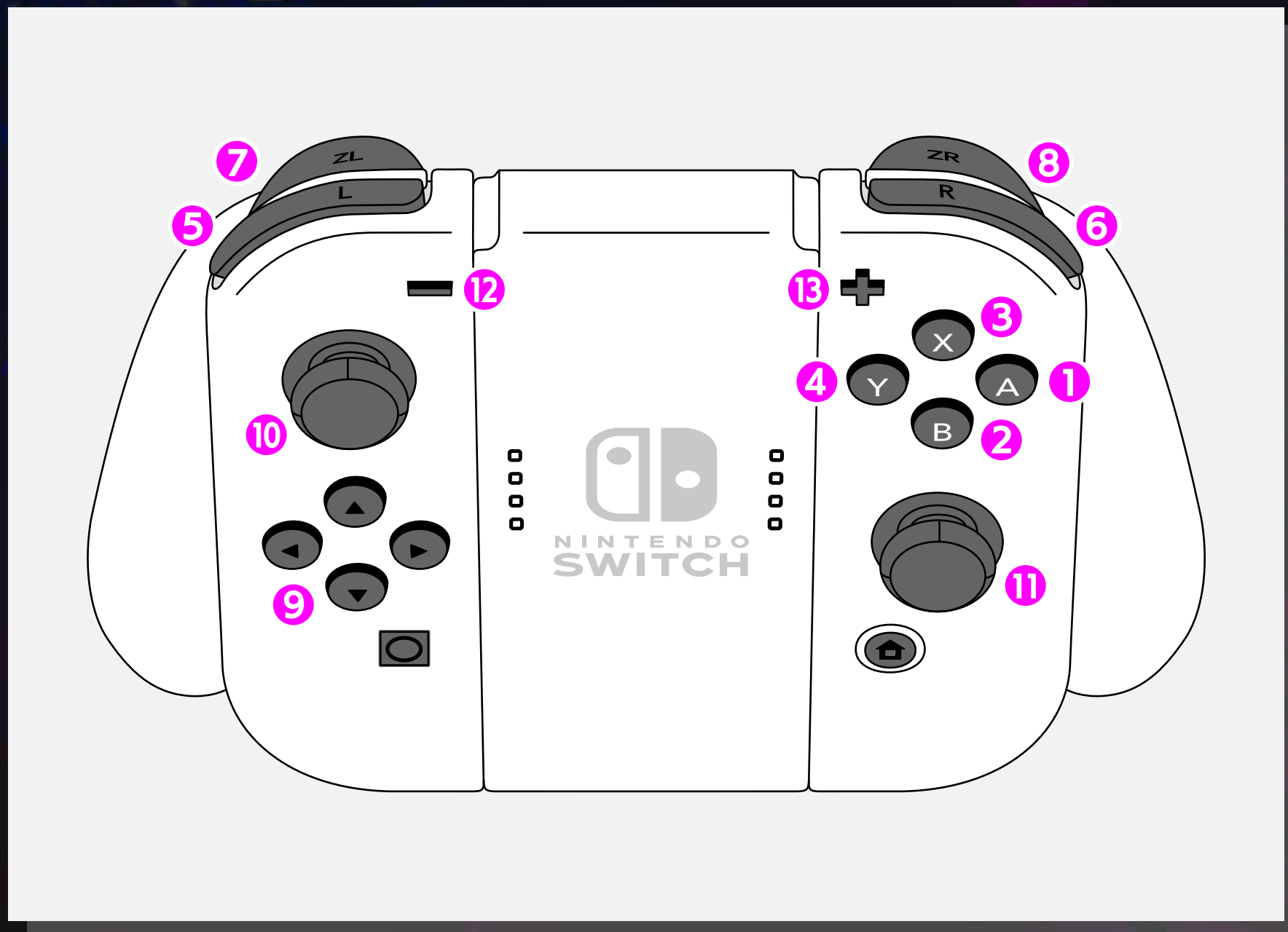
① Next Action

② Investigable Area Icon

③ Mini-map (Only after obtaining the map)

*For the mouse controls in the Nintendo Switch™2 Edition, please refer to the [Key Compatibility Chart] on page 13.


Key Compatibility Chart



| | Switch/Switch2 | Switch2 Mouse Controls | Game Pad | Keyboard | Mouse |
|----|----------------|---------------------------|-------------|---------------|----------------|
| 1 | A | R | A | Space (Enter) | Left Click |
| 2 | B | B | B | Esc | |
| 3 | X | X | X | F | |
| 4 | Y | Y | Y | T | |
| 5 | L | L | LB | Q | |
| 6 | R | A | RB | E | |
| 7 | ZL | ZL | LT | Z (Ctrl) | |
| 8 | ZR | ZR | RT | X | |
| 9 | D-Pad | D-Pad | D-Pad | ↑ / ← / ↓ / → | |
| 10 | Left Stick | Left Stick | Left Stick | W/A/S/D | |
| 11 | Right Stick | Right Stick | Right Stick | | |
| 12 | - | - | BACK | F1 | Mouse Wheel Up |
| 13 | + | + | START | Tab | |

Tutorial: Ministry of Justice Route Snapping ①

Snapping



While you see that bridge in your mind, focus on what **bugs you about it**, okay?

During investigations, snapping your fingers at certain words reveals evidence or clues. Press & hold the Snap button to try snapping.

● ○

Tutorial: Ministry of Justice Route Snapping ②

Snapping



While you see that bridge in your mind, focus on what bugs you about it, okay?

Snap End

Trust

Snapping switches to Snapping Mode. Hold the "Snap" button to confirm. You can cancel by selecting the "End" button.

○ ●

Tutorial: Ministry of Justice Route Trust Level

Trust Level



The screenshot shows a game interface with a 'Trust' meter at the top right, which is a red bar with 10 segments, currently filled with 9 segments. Below the meter is a document with the text 'idge', 'n what', and 'ay?'. The document is partially obscured by a green leaf and a blue and white striped object. The background of the screenshot is a stylized, colorful scene with a window and a green leaf.

idge
n what
ay?

Unnecessary snapping lowers trust. If trust reaches 0, the investigation fails.
Be careful.

●

Tutorial: Ministry of Justice Route Evidence Puzzle

Evidence Puzzle

Trust


After what time was Seizo killed?

In deduction puzzles, set the correct evidence into the "?" slots to build your theory. Examine evidence carefully and choose the correct ones.

●

Tutorial: Ministry of Justice Route Snapping Evidence Selection

Snapping Evidence Selection



Of course, it's locked with a secure code so we can't get in...

Case Record Evidence Set End


Trust

Some snapping actions require selecting evidence. Use "Set Evidence" to choose correctly, then execute snapping.

●

Tutorial: Ministry of Health Route Movement Part

Movement Part

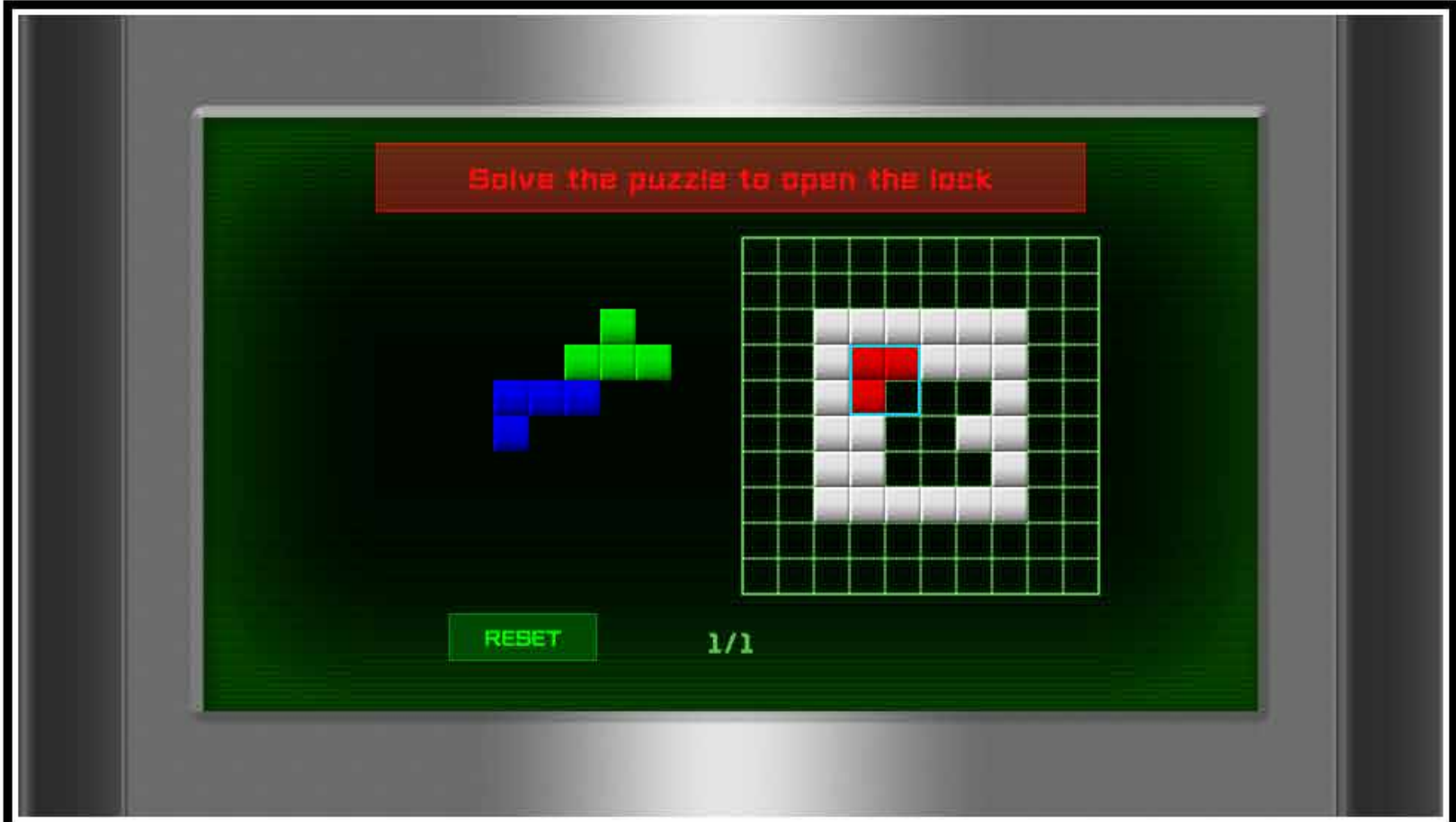


Use the Up Button to move forward, the Left/Right Buttons to turn, and the Down Button to look behind.
Explore the stage to find your destination.

●

Tutorial: Ministry of Health Route Pentomino

Pentomino



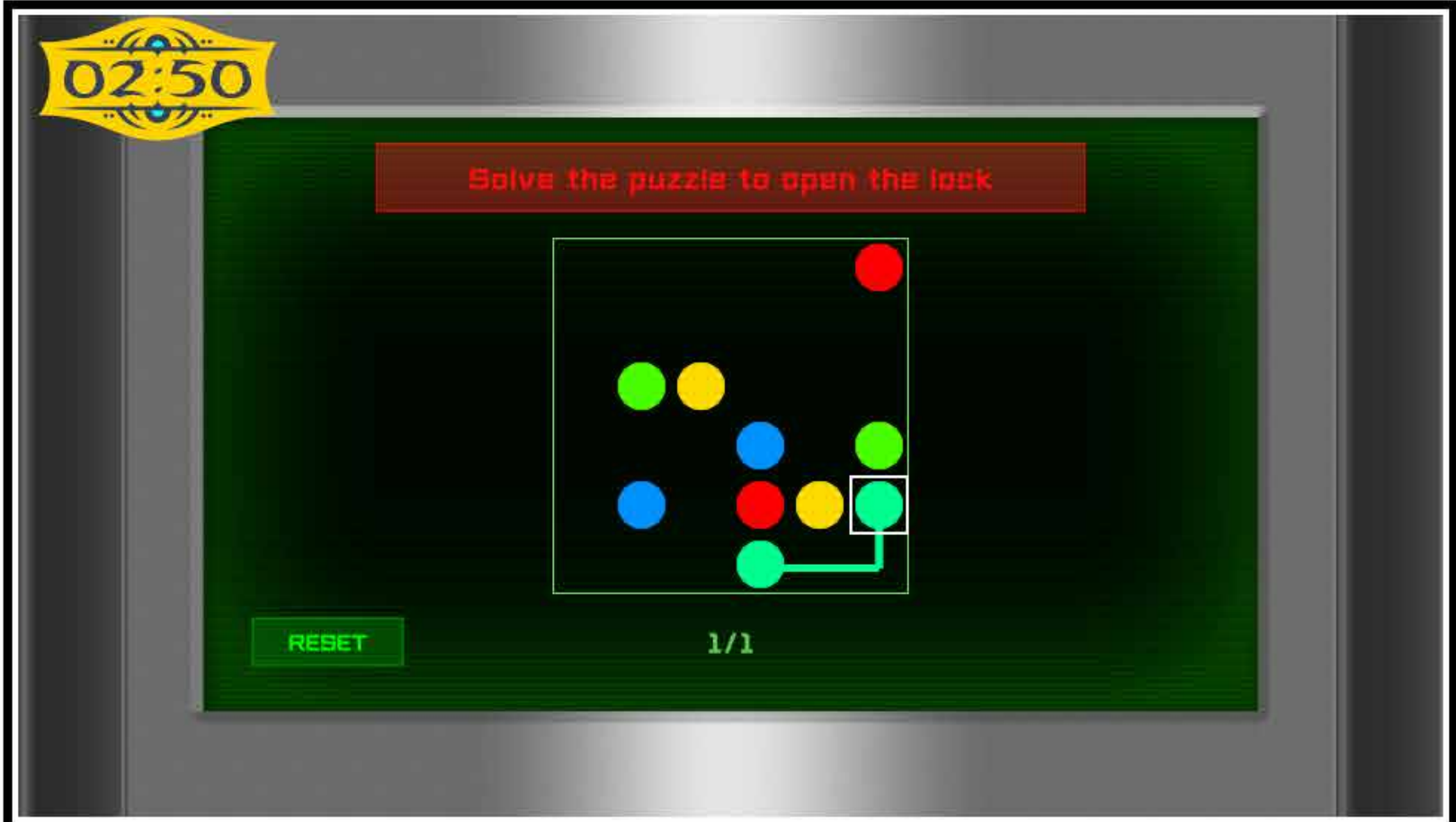
Solve the puzzle to open the lock

RESET 1/1

Grab blocks from the left and rotate them to fill the space on the right.
Fill all spaces to clear the puzzle.

Tutorial: Ministry of Health Route Line Connecting Puzzle

Line Connecting Puzzle




02:50

Solve the puzzle to open the lock

RESET

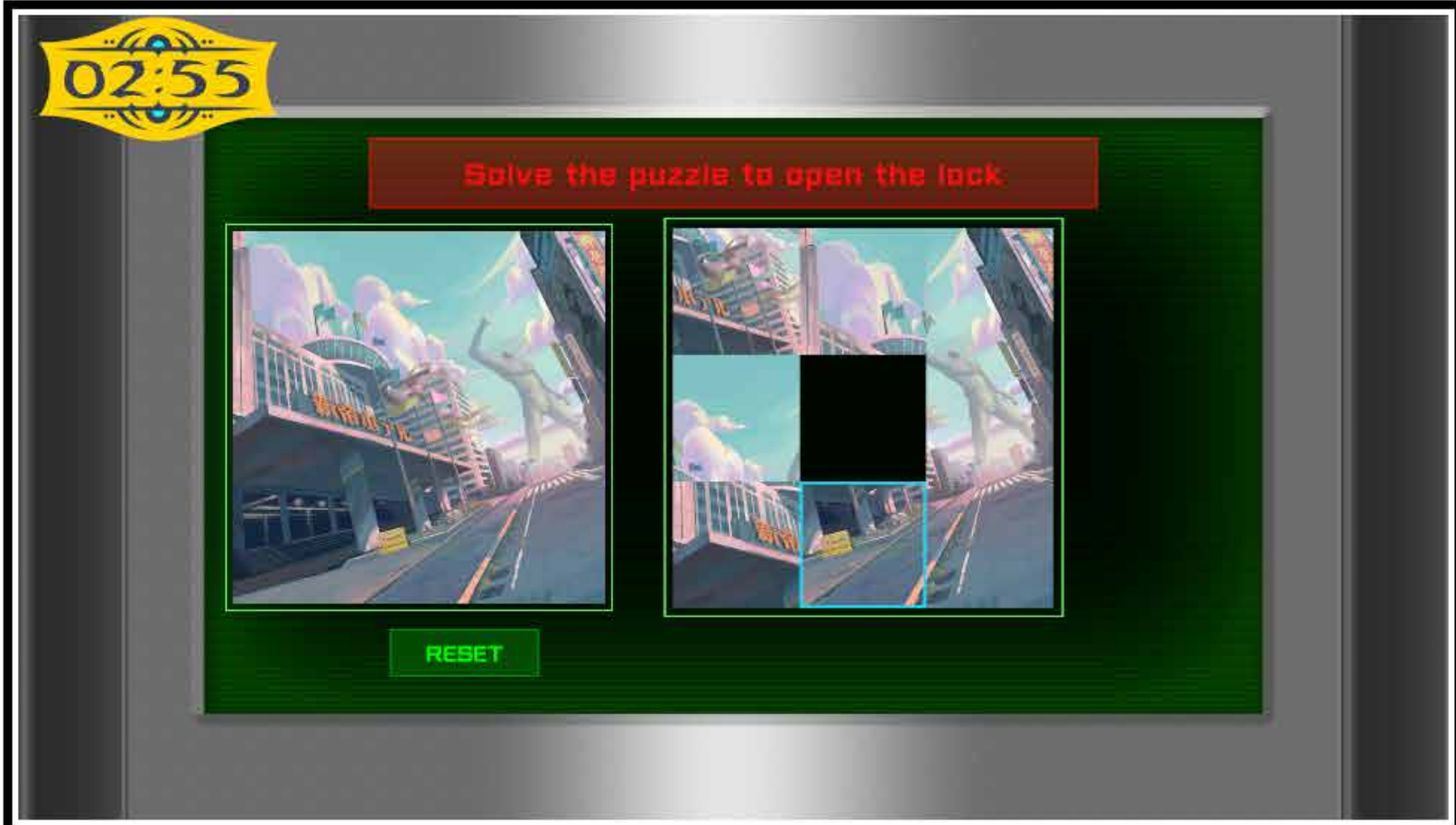
1/1

Connect orbs of the same color with lines. Connect all orbs to complete the puzzle.



Tutorial: Ministry of Health Route Slide Puzzle

Slide Puzzle



02:55

Solve the puzzle to open the lock


RESET

Complete the picture on the right to match the sample on the left.
Slide pieces to fit the empty spaces.

●

Tutorial: Ministry of Health Route Escape Game ①

Escape Game



Solve puzzles and mysteries scattered around the room to escape.
Investigate objects actively to progress.

● ○

Tutorial: Ministry of Health Route Escape Game ②

Escape Game



You can rotate your view left and right. Thoroughly check the room to avoid missing key objects.

○ ●

Tutorial: Ministry of Education Route Day Phase

Day Phase




The goal of the day phase is to learn more about the girls. Select locations to deepen bonds.



Tutorial: Ministry of Education Route Day Phase Affection Points

Day Phase Affection Points



Confess again.


Become friends first.

Choose the correct dialog options to raise affection. Affection is hidden, so you can't see it. Low affection might lead to bad outcomes...

○ ● ○ ○

Tutorial: Ministry of Education Route Day Phase Turn Limit

Day Phase Turn Limit



Turns Left 15

Mii

Classroom 1-B

Cafeteria

Classroom 1-A

Roof


Empty Cla

The day phase has a turn limit, which decreases with every movement. Deepen bonds before turns run out.

○ ○ ● ○

Tutorial: Ministry of Education Route Day Phase Intimacy Level

Day Phase Intimacy Level



Turns Left 15

Mii

Classroom 1-B

Cafeteria

Classroom 1-A

Roof

Empty Cla

As bonds grow, the intimacy gauge in the top-left increases. Max it out to get another chance at confession.

○ ○ ○ ●

Tutorial: Ministry of Education Route **Confession Part**

Confession Part



In this part, deepen your connection with the girl through conversations to ensure confession success.



Tutorial: Ministry of Education Route Confession Part Anger Gauge

Confession Part Anger Gauge

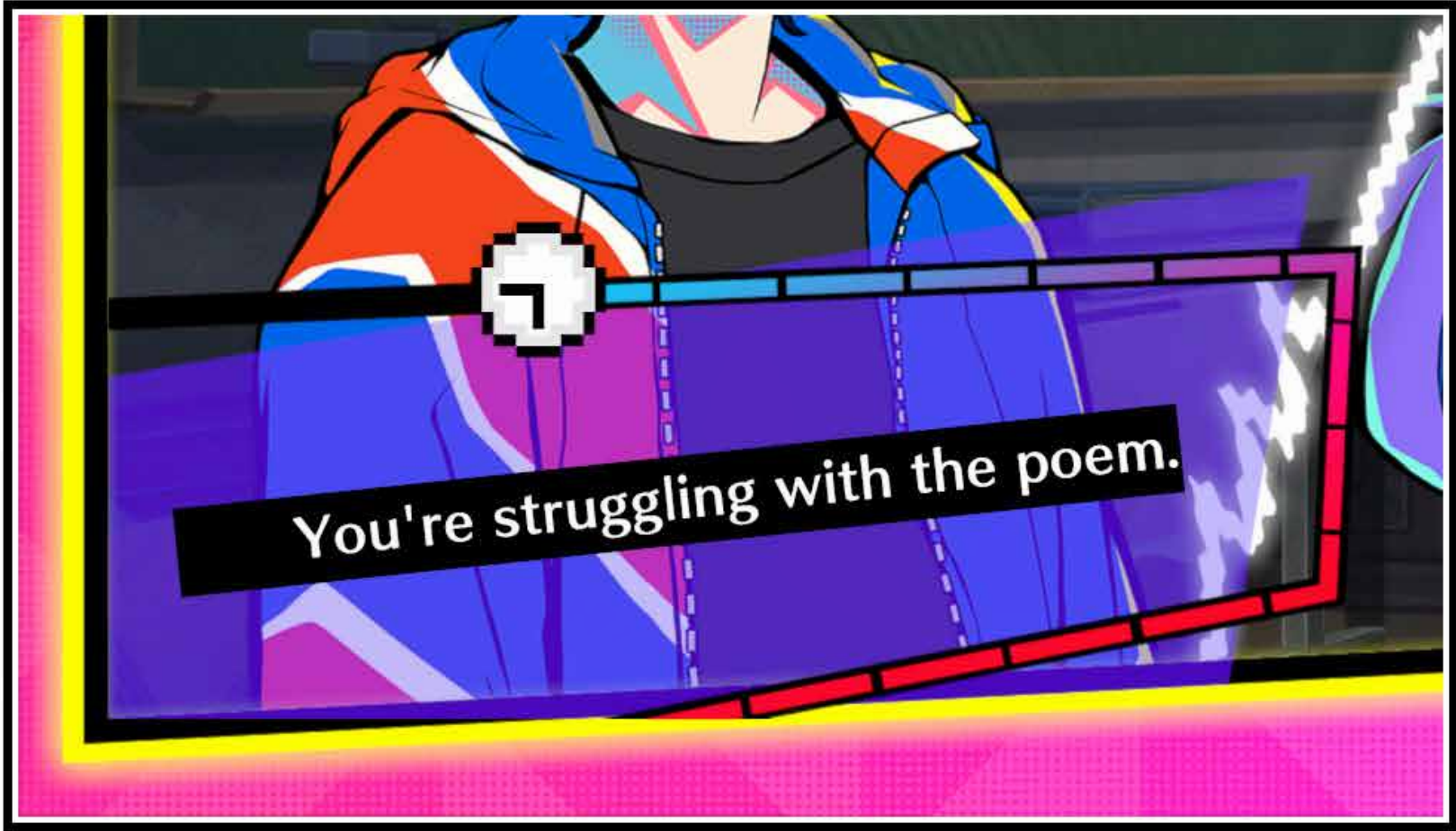


Upset the girl, and the anger gauge in the bottom-right will increase. Maxing it out results in confession failure.

○ ●

Tutorial: Ministry of Education Route **Real-Time Choices**

Real-Time Choices




You're struggling with the poem.

Confession choices have time limits. Gauge her feelings and conversation flow while making timely decisions.

●

Tutorial: Ministry of Education Route **Choice Timeout**

Choice Timeout



REAL TIME TALKING


Rush her.
Root for her.

RAGE GAUGE

Some choices are correct only if you let the timer run out.
Try letting it time out there.

Tutorial: Ministry of Education Route **Interrupted Choices**

Interrupted Choices



REAL TIME TALKING

At least, I don't think you'd enjoy causing me trouble.

You just got the answer.
What you write is "poetry".


RAGE GAUGE

Some options must be chosen even if it interrupts her conversation.
Don't hesitate to pick the right choice.

●

Tutorial: Ministry of Education Route **Short Timed Choices**

Short Timed Choices



REAL TIME TALKING

My life is so meaningless...

There is
Take her hand

RAGE GAUGE

Some choices have very short time limits.
Trust your instincts and choose quickly.

Tutorial: Ministry of Security Route **Escape Nephilim**

Escape Nephilim

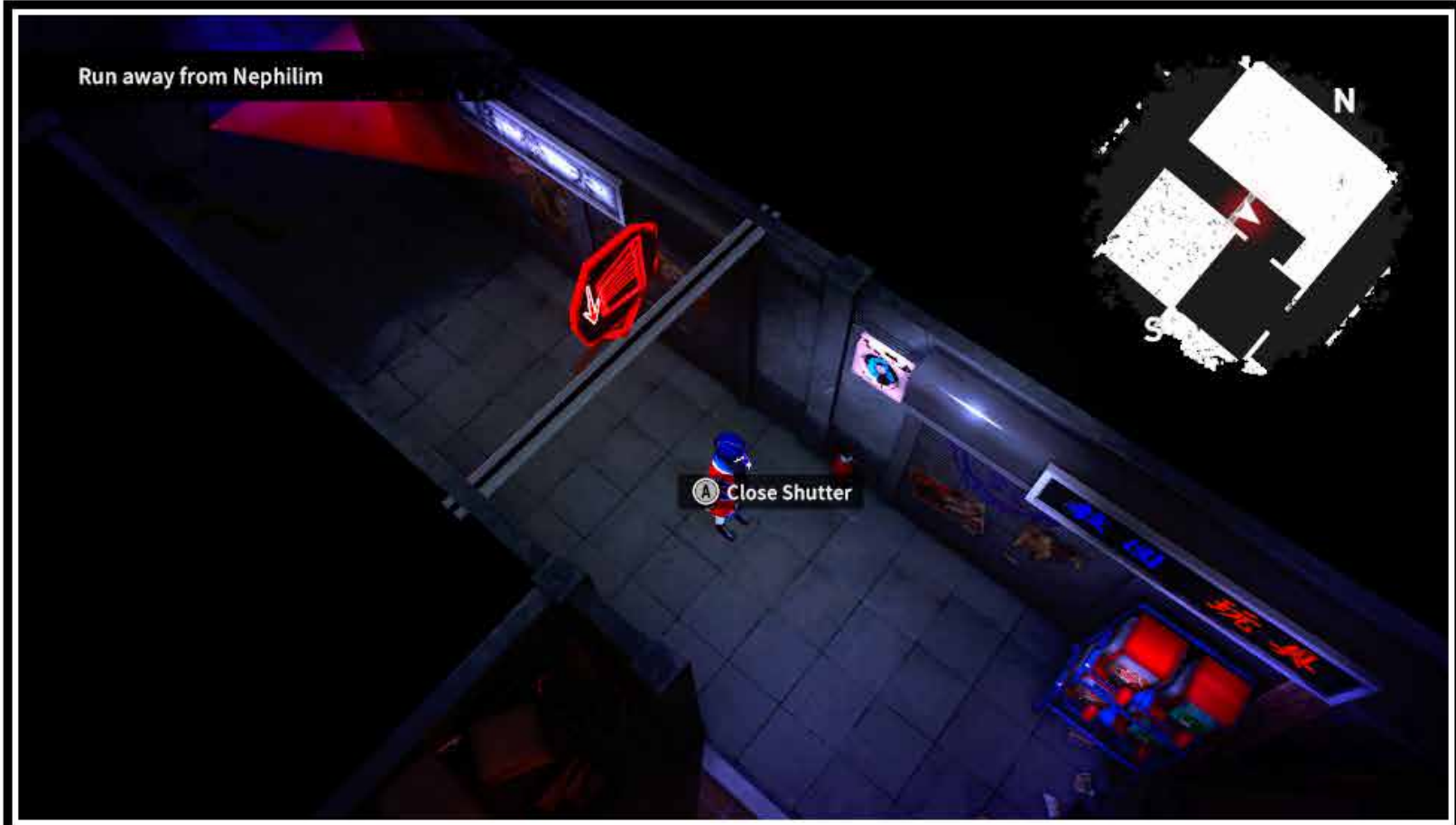


You cannot defeat Nephilim.
Control the player to escape without getting caught.



Tutorial: Ministry of Security Route **Close the Shutter**

Close the Shutter



Run away from Nephilim

Close Shutter

There are shutters on the stage to block Nephilim. Activate them to temporarily halt its pursuit.

●

The screenshot shows a character in a blue and red suit standing in a dark, industrial hallway. A red shutter is partially open, and a prompt 'Close Shutter' is visible. A red arrow points towards the shutter. In the background, a red light and a 'Run away from Nephilim' prompt are visible. A compass rose in the top right corner shows North (N) and South (S). Below the screenshot, there is a red dot.

Tutorial: Ministry of Security Route Stage Exploration

Stage Exploration




Investigate glowing objects on the stage to find clues for escape. Be cautious of Nephilim's patrol.



Tutorial: Ministry of Security Route **Item**

Item



Break the barricade and go

Electric Saw

The electric saw you found in the construction firm.
It's rusted all over but still looks usable.

Items usable on the stage can be found. Use them wisely to escape Nephilim.
Check items via the item screen.

Tutorial: Ministry of Security Route Pressure Plate Mechanism

Pressure Plate Mechanism

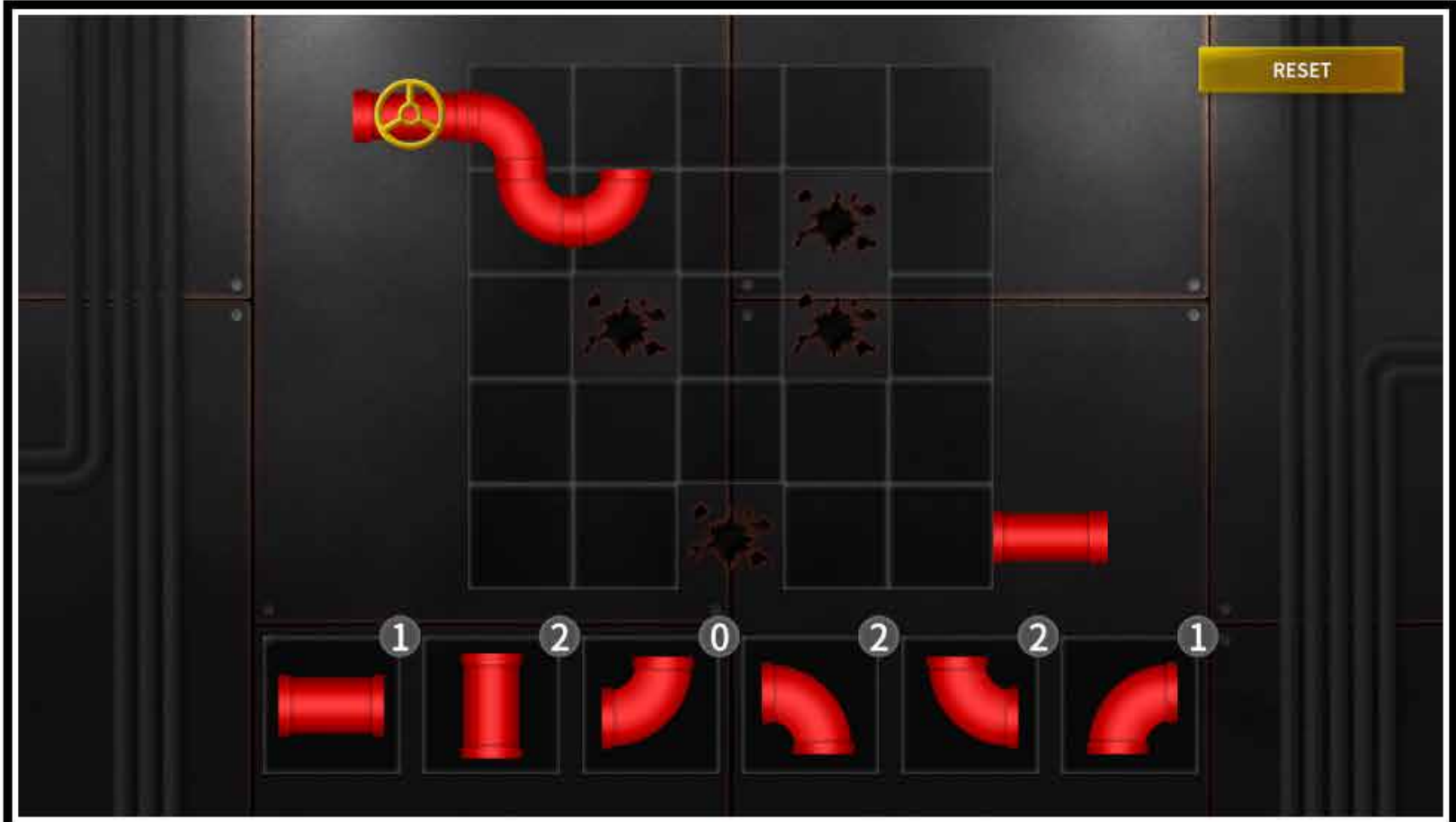


To open doors, place weights on pressure plates. Explore the stage to find and bring the required weights.



Tutorial: Ministry of Security Route Drainpipe Puzzle

Drainpipe Puzzle



Connect the drainpipes from the top-left start to the bottom-right goal.
Numbers indicate how many times each part can be used.

●