



# SHUTEN ARCADE

**Online Manuel**

**Steam Ver**

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## 【 Tutorial 】

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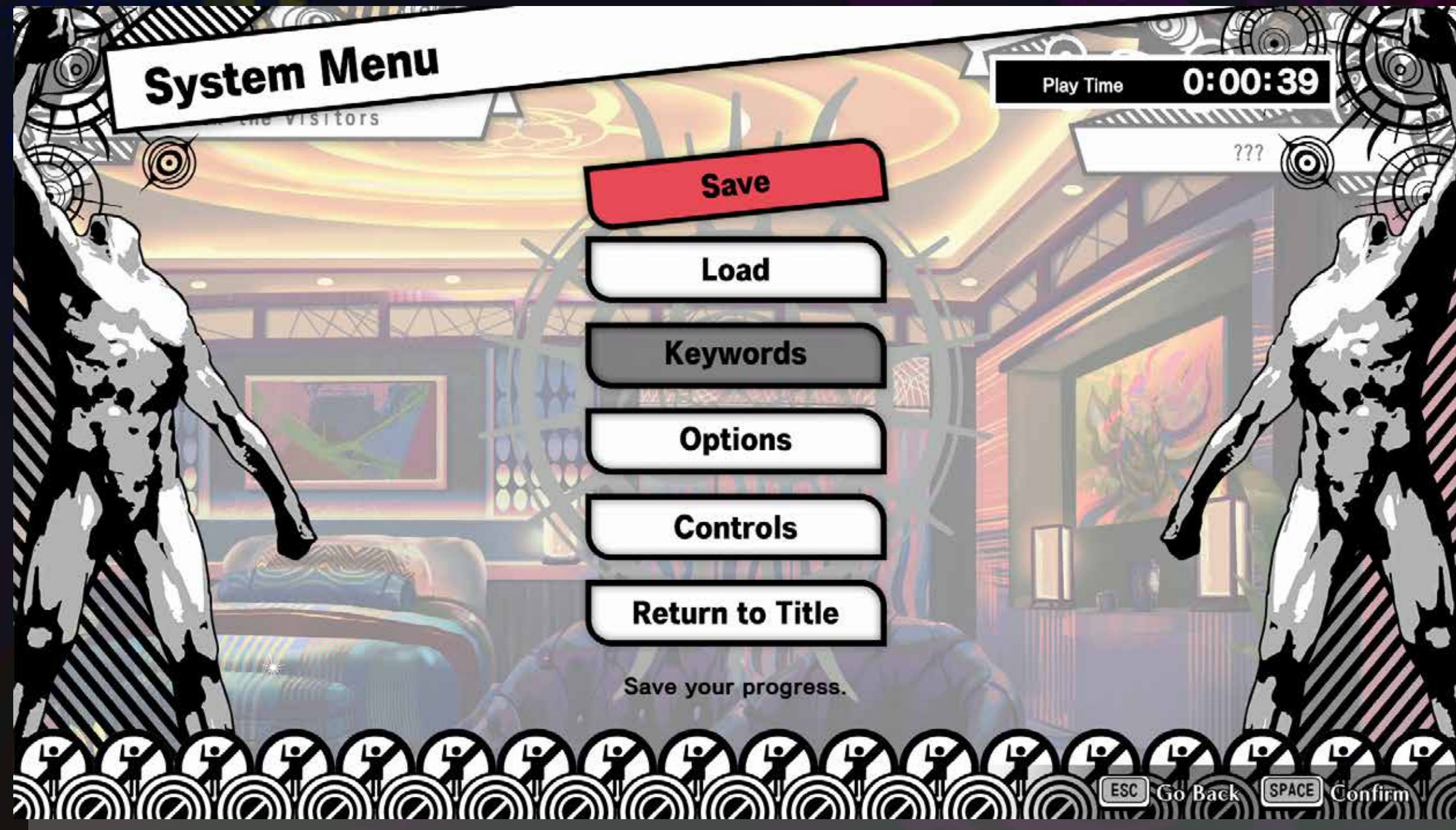
You can move to each page by clicking the title.

# 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



**Space/Enter/Left Click** : Confirm / Select

**Esc** : Back / Cancel

**Arrow Keys/WASD/Mouse Cursor Movement** : Move Cursor

**Q/E** : Switch Tabs

(Usable in various function screens)

- **About Each Function :**

**Save** : Saves your game.

**Load** : View your saved game data.

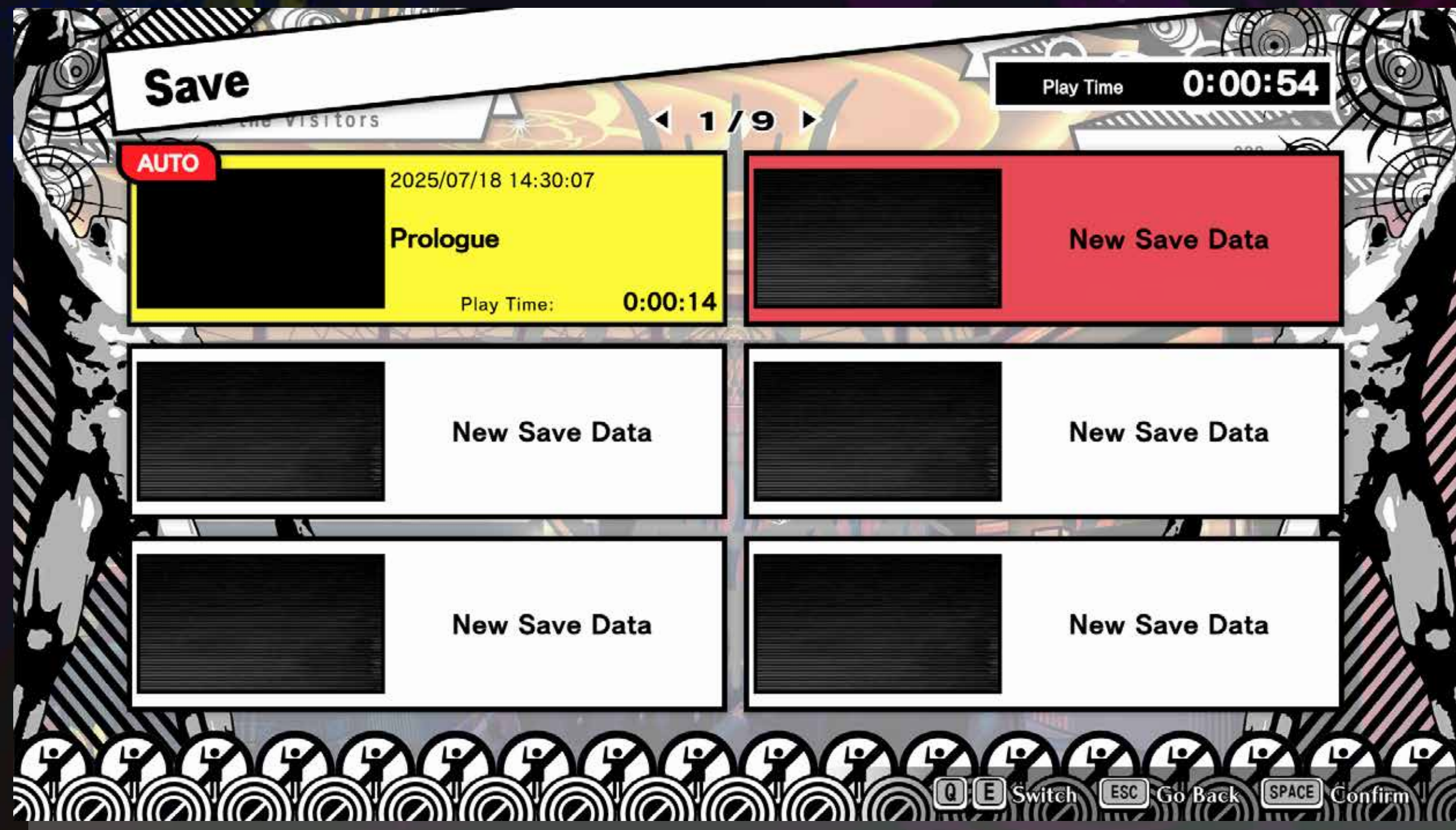
**Keywords** : Review clues obtained for the "Founder Murder Case."

**Options** : Check in-game settings.

**Controls** : Check controller settings.

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

# Save/Load (This image shows the Save screen)



**Space/Enter/Left Click** : Confirms the save (or load) slot.  
**Esc** : Exits the save (or load) screen and returns to the previous screen / Cancels the save (or load) operation.  
**Arrow Keys/WASD/Mouse Cursor Movement** : Move Cursor.  
**Q/E** : 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 Q/E.

## • 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.

# Conversation Part



**Space/Enter/Left Click** : Advance the displayed text.

When choices are displayed, confirm the selected choice.

**Esc** : Hide the text.

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

**F1/Mouse Wheel Up** : Open the Backlog Screen.

You can replay voiced text while the Backlog Screen is open.

**Q** : Fast-forward through already-read text.

You can change settings in **OPTIONS** to also skip unread text. Press **Q** again or **Esc** to stop skipping.

**Z** : Hold to fast-forward through text.

**E** : 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** :

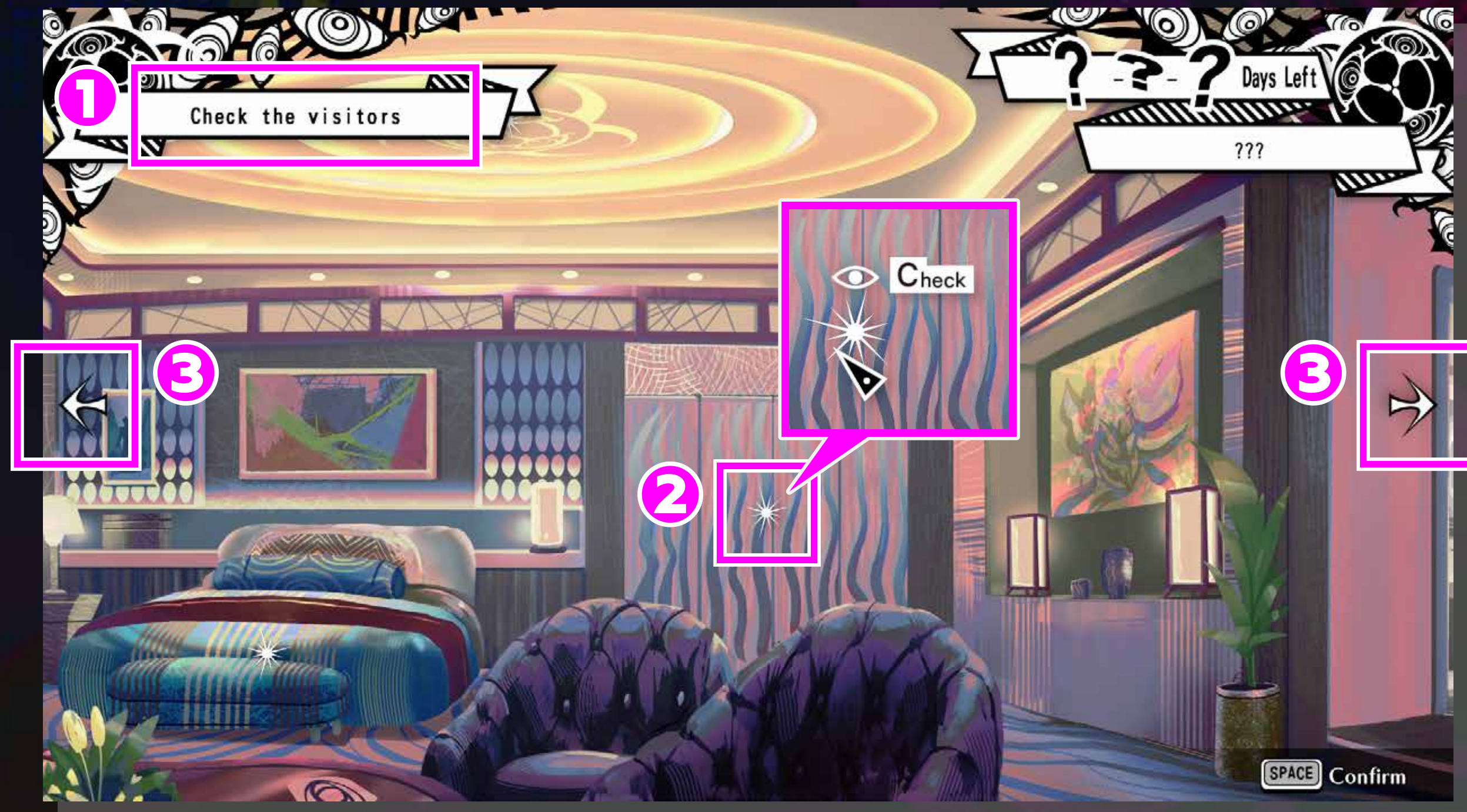
**X** : Toggle Snapping on/off

(only when snappable words are displayed in the text.)

For more details, see

**"Tutorial : Ministry of Justice Route Snapping"**

# 2D Exploration



## Space/Enter/Left Click :

Examine the currently highlighted area.

**Mouse Cursor Movement :** Move cursor.

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

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

**F :** Move to a different location

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

**T :** Open the Case Record.

## • Screen Layout :

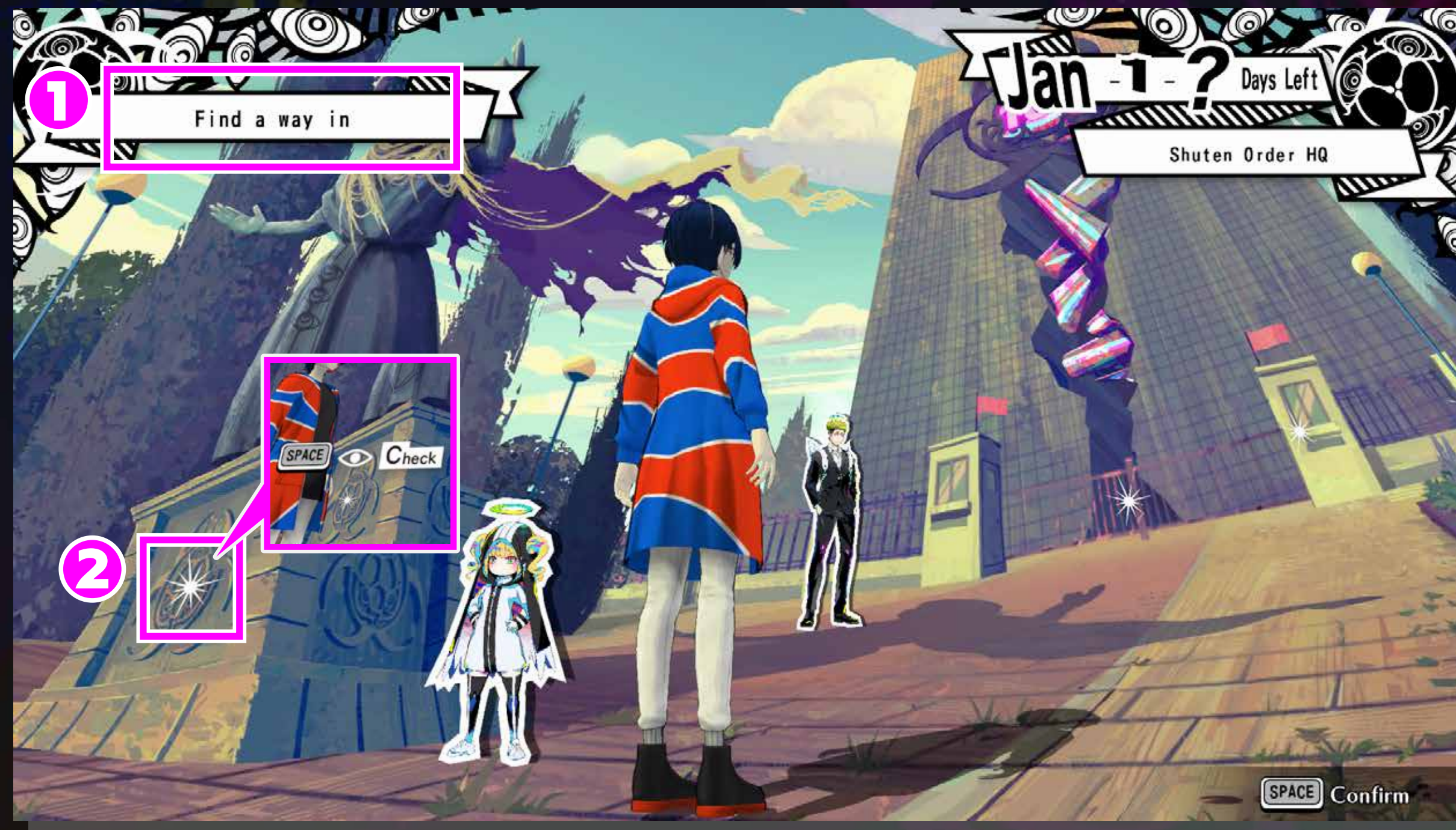
① Next Action

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.

# 3D Exploration / Ministry of Health Route Movement Part



## Space/Enter/Left Click :

Examine the currently highlighted area.

**Arrow Keys/WASD** : Move Rei (character).

**Tab** : 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**"

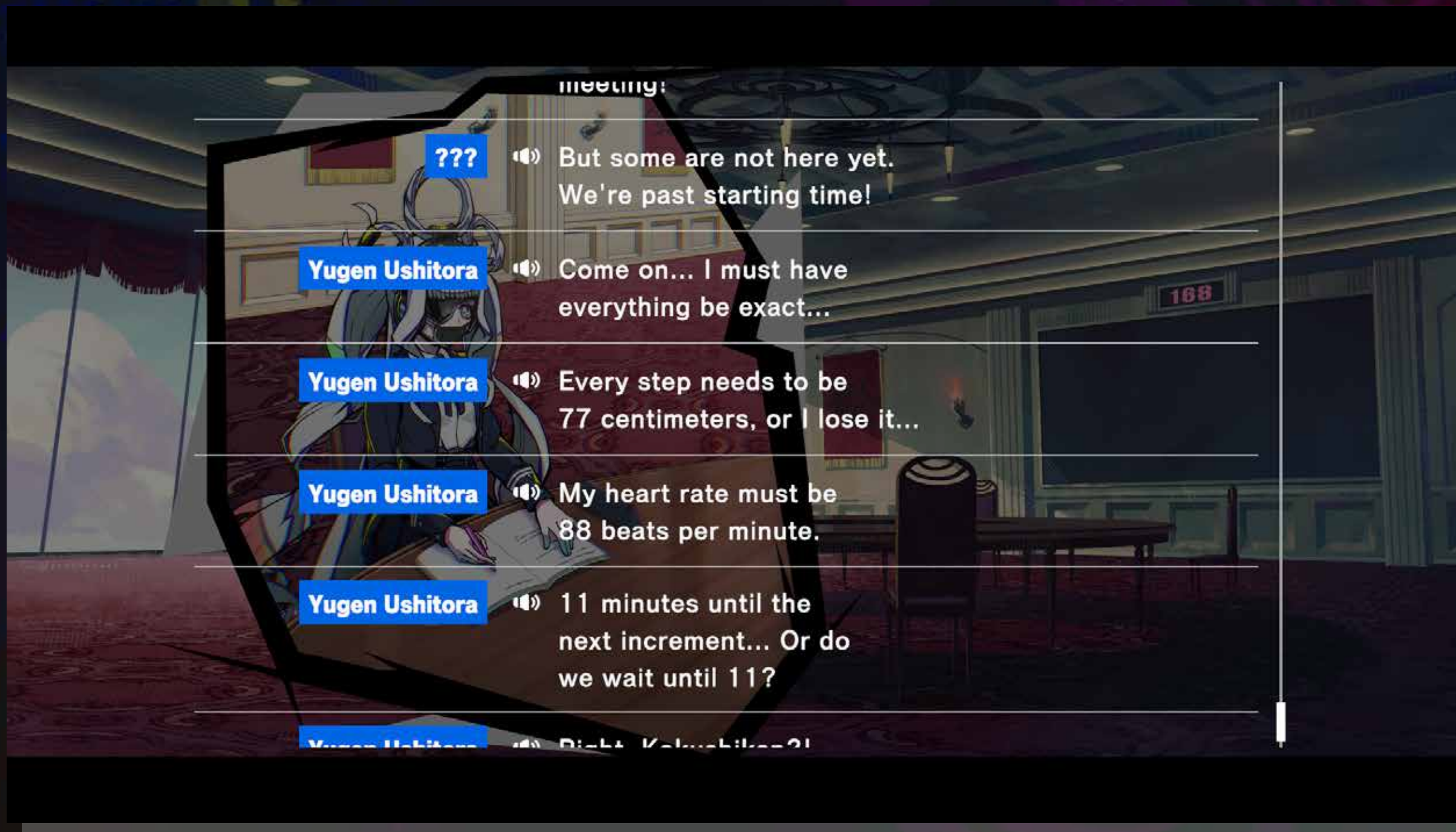
## • Screen Layout :

① Next Action

② Investigable Area Icon

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

# Backlog Screen / Skip Movie



- **Backlog Screen :**

- **Space/Enter/Left Click :**

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

- **Esc :** Return to the conversation or novel part.

- **Arrow Keys/WASD/Mouse Cursor Movement :** Move cursor.

- **During Movie Playback :**

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

# Mystery Puzzle (Ministry of Justice Route)



## Space/Enter/Left Click :

Determine where to place the evidence piece  
/ Select the evidence piece to place.

**Esc** : Return to the previous state.

**Arrow Keys/WASD/Mouse Cursor Movement** : Move cursor.

**F** : View evidence piece details

(only when an evidence piece is selected).

**T** : 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 :**

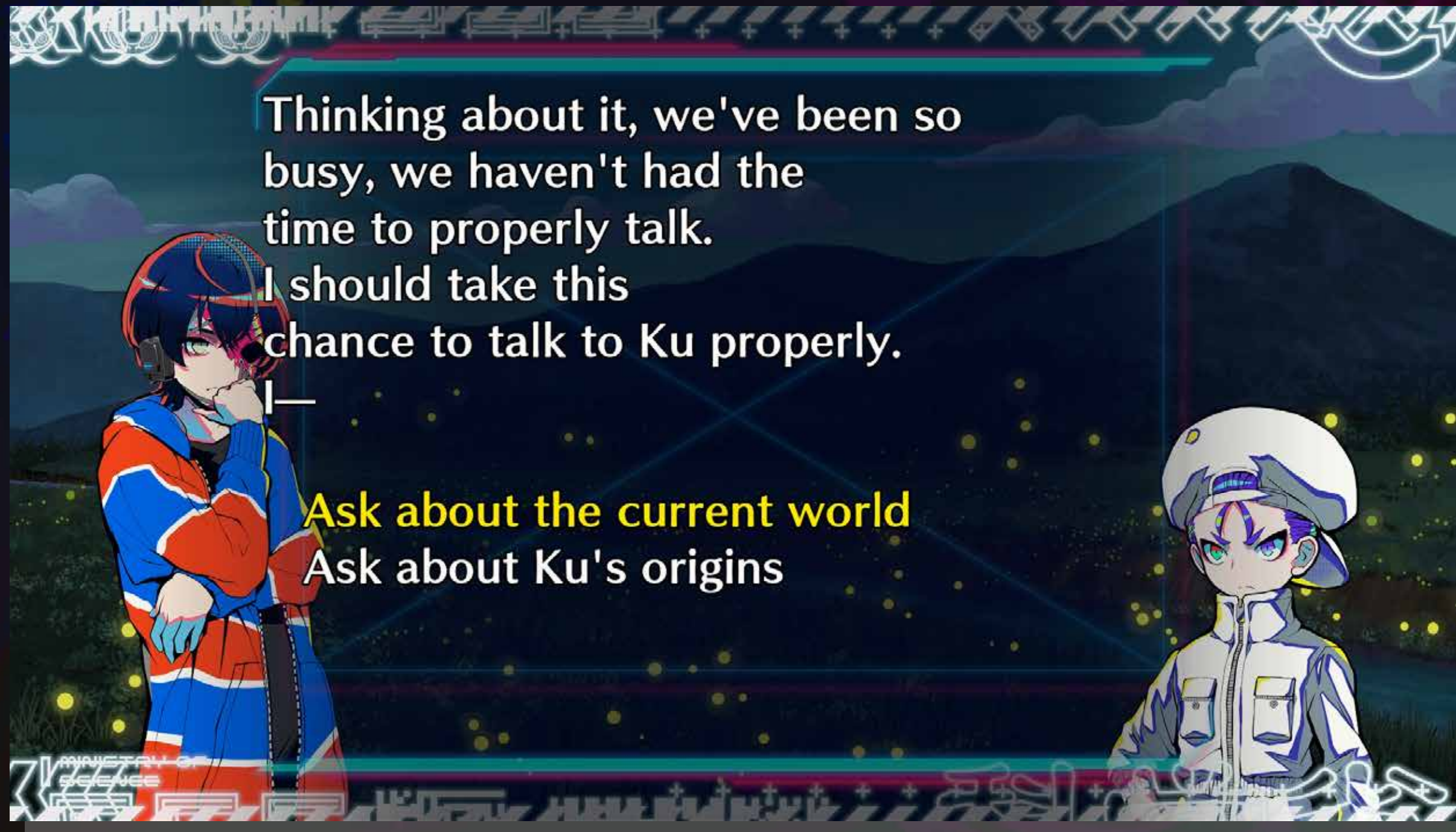
**Tab** : Open the System Menu. For more details, please see "System Menu Basic Controls."

**F1/Mouse Wheel Up** : 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.

# Novel Part (Ministry of Science Route)



**Space/Enter/Left Click** : Advance the displayed text.

When choices are displayed, confirm the selected choice.

**Esc** : Hide the text.

**F** : Return to the Scene Change screen.

(If you return to the Scene Change screen during the Novel Part by pressing F, pressing F again will return you to the ongoing Novel Part.)

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

**F1/Mouse Wheel Up** : Open the Backlog Screen.

You can replay voiced text while the Backlog Screen is open.

**Q** : Fast-forward through already-read text.

You can change settings in OPTIONS to also skip unread text. Press Q again or Esc to stop skipping.

**Z** : Hold to fast-forward through text.

**E** : Automatically advance text according to voice playback.

For text without voice, you can change the speed at which the next text appears in OPTIONS.

# Escape Sequence (Ministry of Security Route)



## Space/Enter/Left Click :

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.

**Arrow Keys/WASD** : Move Rei (character).

**Hold down the right-click button and move :**

The camera will rotate in the direction you move the mouse.

**F** : Display the map (only after obtaining it).

**T** : Display held items.

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

**F1/Mouse Wheel Up** : 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.

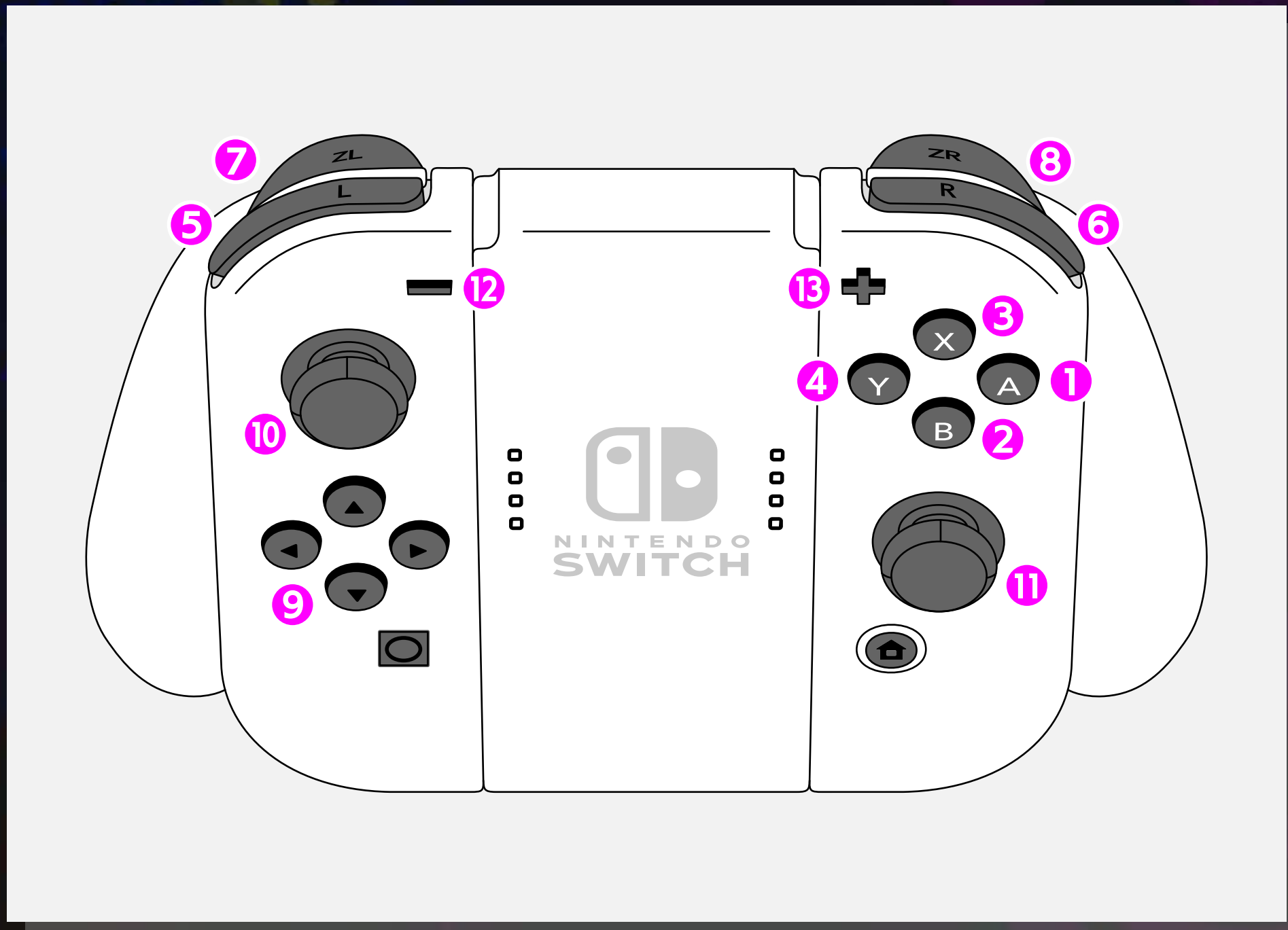
## • Screen Layout :

① Next Action

② Investigable Area Icon

③ Mini-map (Only after obtaining the map)


# Key Compatibility Chart



	Switch	Game Pad	Keyboard	Mouse
①	A	A	Space (Enter)	Left Click
②	B	B	Esc	
③	X	X	F	
④	Y	Y	T	
⑤	L	LB	Q	
⑥	R	RB	E	
⑦	ZL	LT	Z (Ctrl)	
⑧	ZR	RT	X	
⑨	D-Pad	D-Pad	↑ / ← / ↓ / →	
⑩	Left Stick	Left Stick	W / A / S / D	
⑪	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?

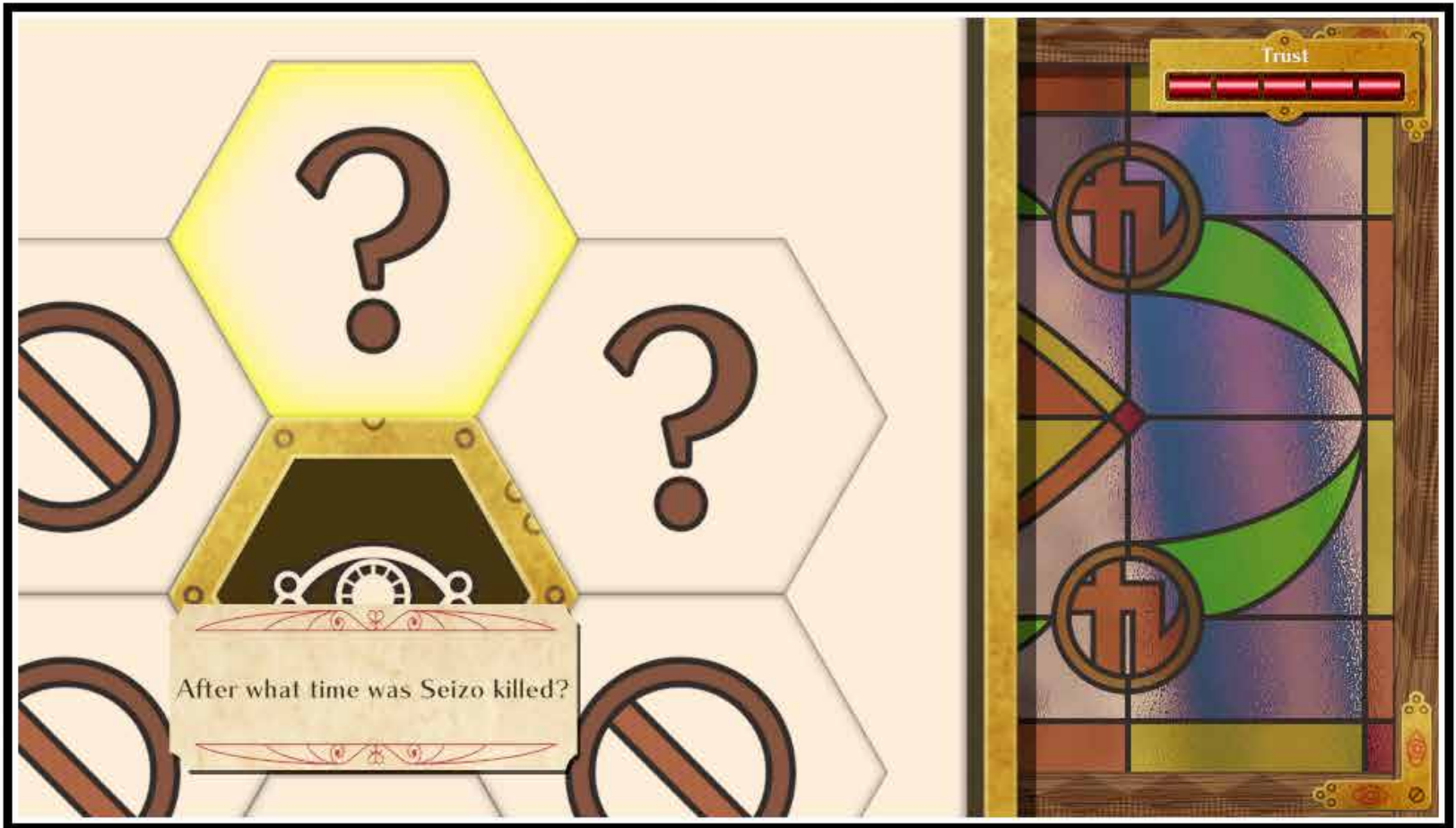
Unnecessary snapping lowers trust. If trust reaches 0, the investigation fails.  
Be careful.

●


# Tutorial: Ministry of Justice Route Evidence Puzzle

**Evidence Puzzle**

Trust 



After what time was Seizo killed?


Trust 

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**

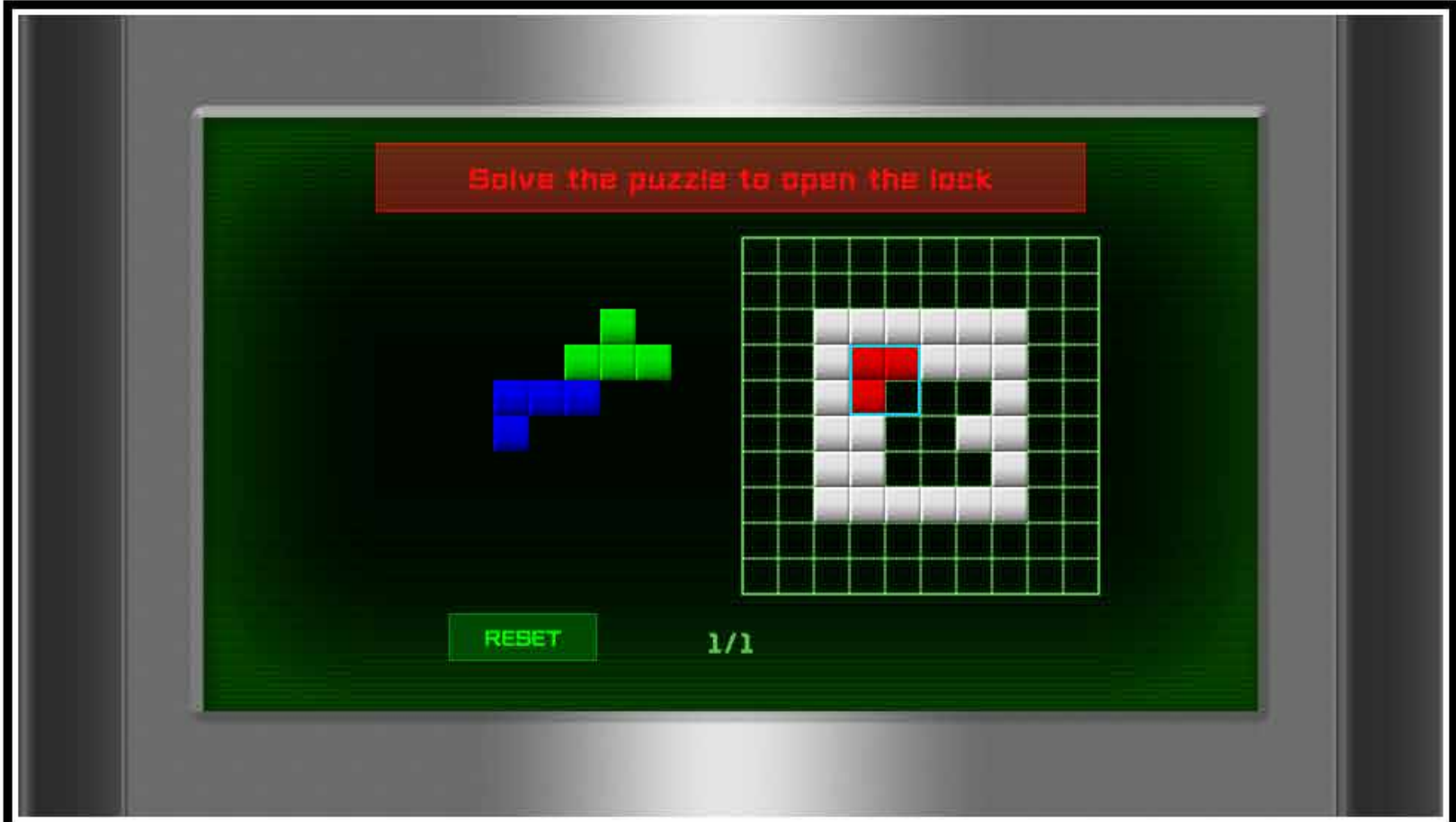


Use the Up Button to move forward, the Left/Right Buttons to turn, and the Down Button to look behind.  
Explore the stage to find your destination.

●

# 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

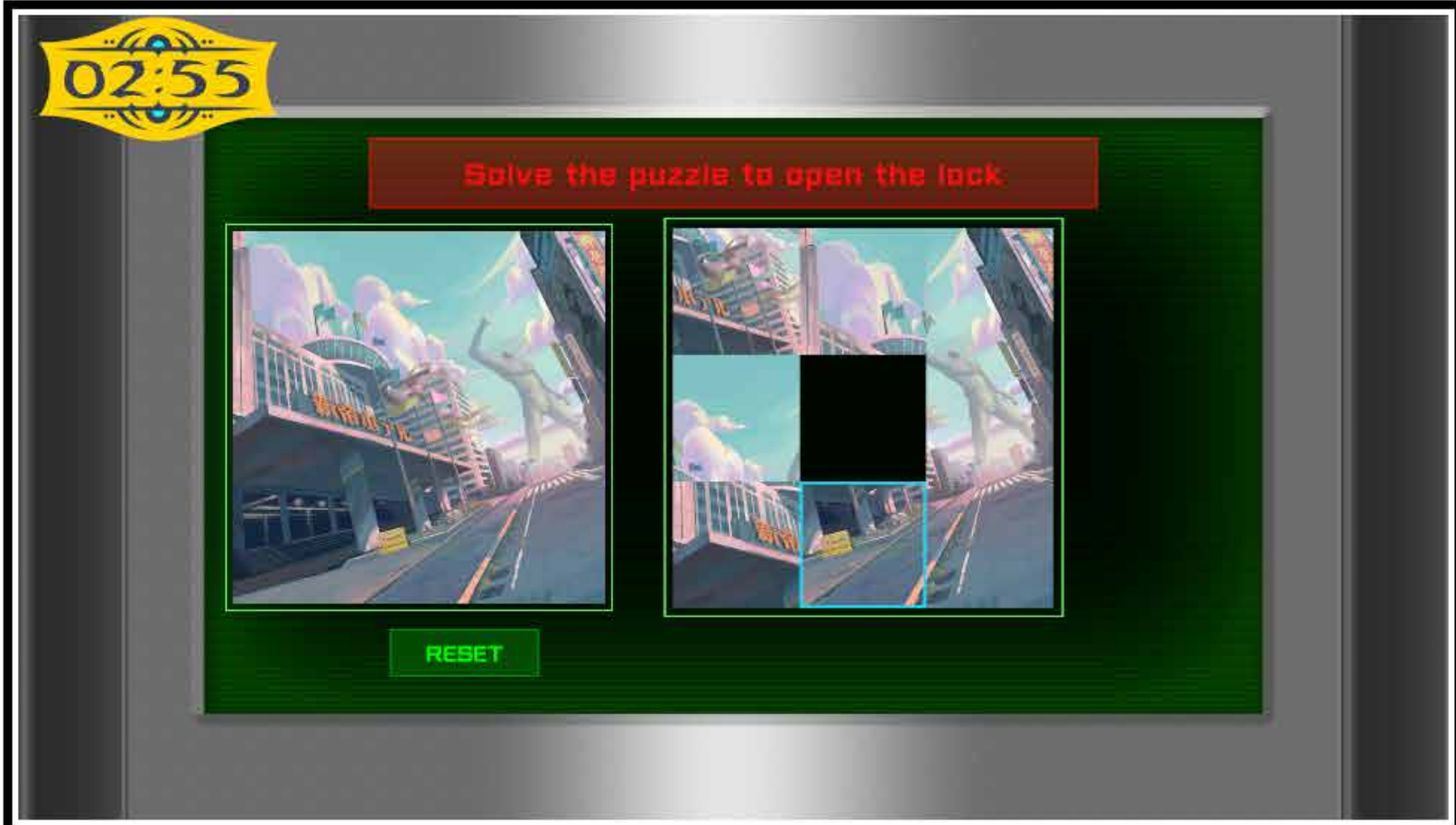
1/1

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...

○ ● ○ ○

The screenshot shows a character with long purple hair and a black school uniform with yellow accents standing in a library. Two dialog options are presented in purple boxes: "Confess again." and "Become friends first." Below the screenshot, a progress indicator shows four circles, with the second one from the left filled with red.

# Tutorial: Ministry of Education Route Day Phase Turn Limit

## Day Phase Turn Limit




The screenshot shows a top-down view of a school campus. A Mii character with purple hair is positioned in the upper left. A pink and blue UI element at the top left of the map displays "Turns Left 15". The map includes several labeled buildings: "Classroom 1-B", "Cafeteria", "Classroom 1-A", "Roof", and "Empty Cla". A red exclamation mark icon is placed on the roof of Classroom 1-B. A progress bar with four segments is located below the Mii's name.

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

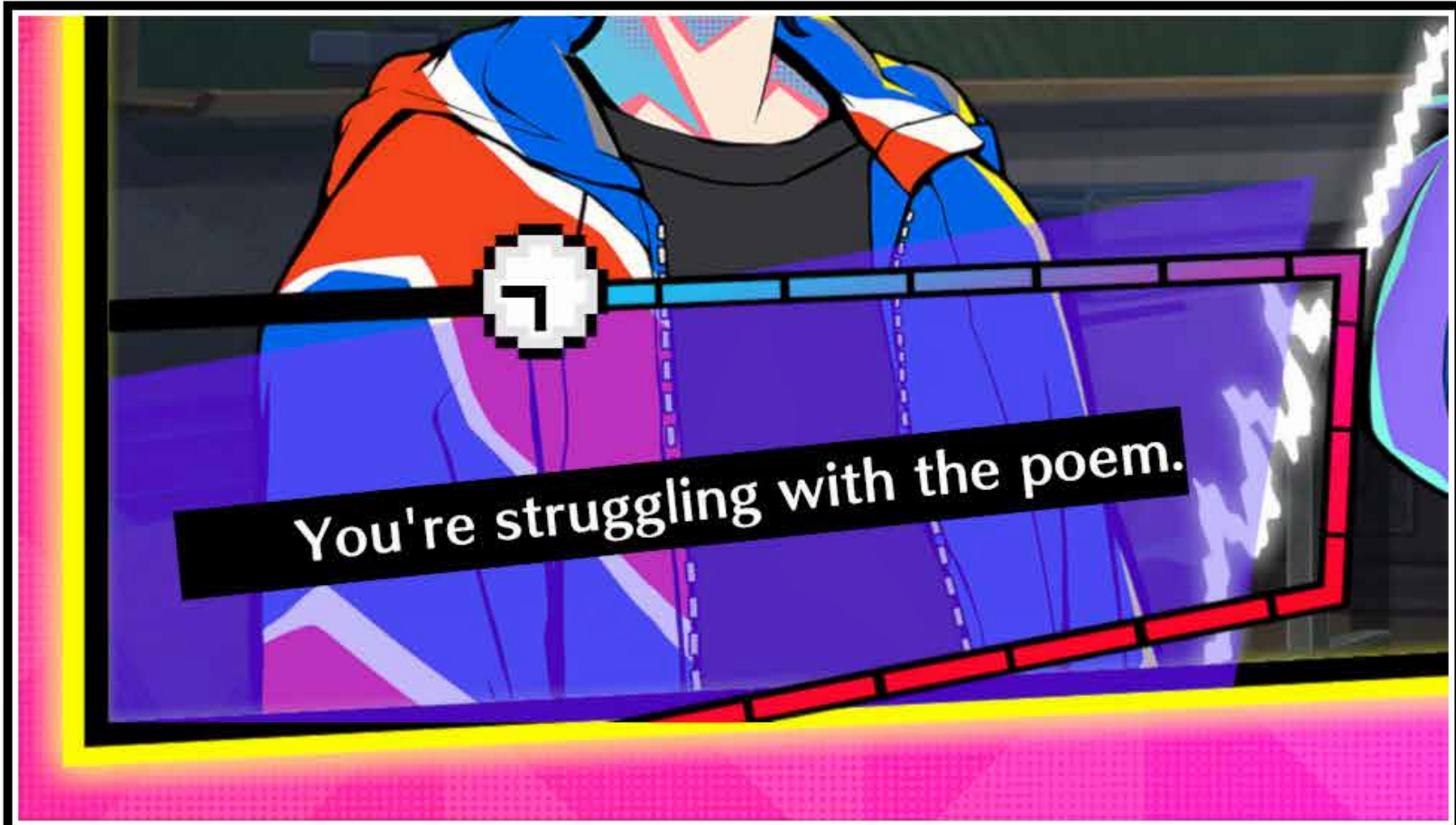


Upset the girl, and the anger gauge in the bottom-right will increase. Maxing it out results in confession failure.

○ ●

# 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

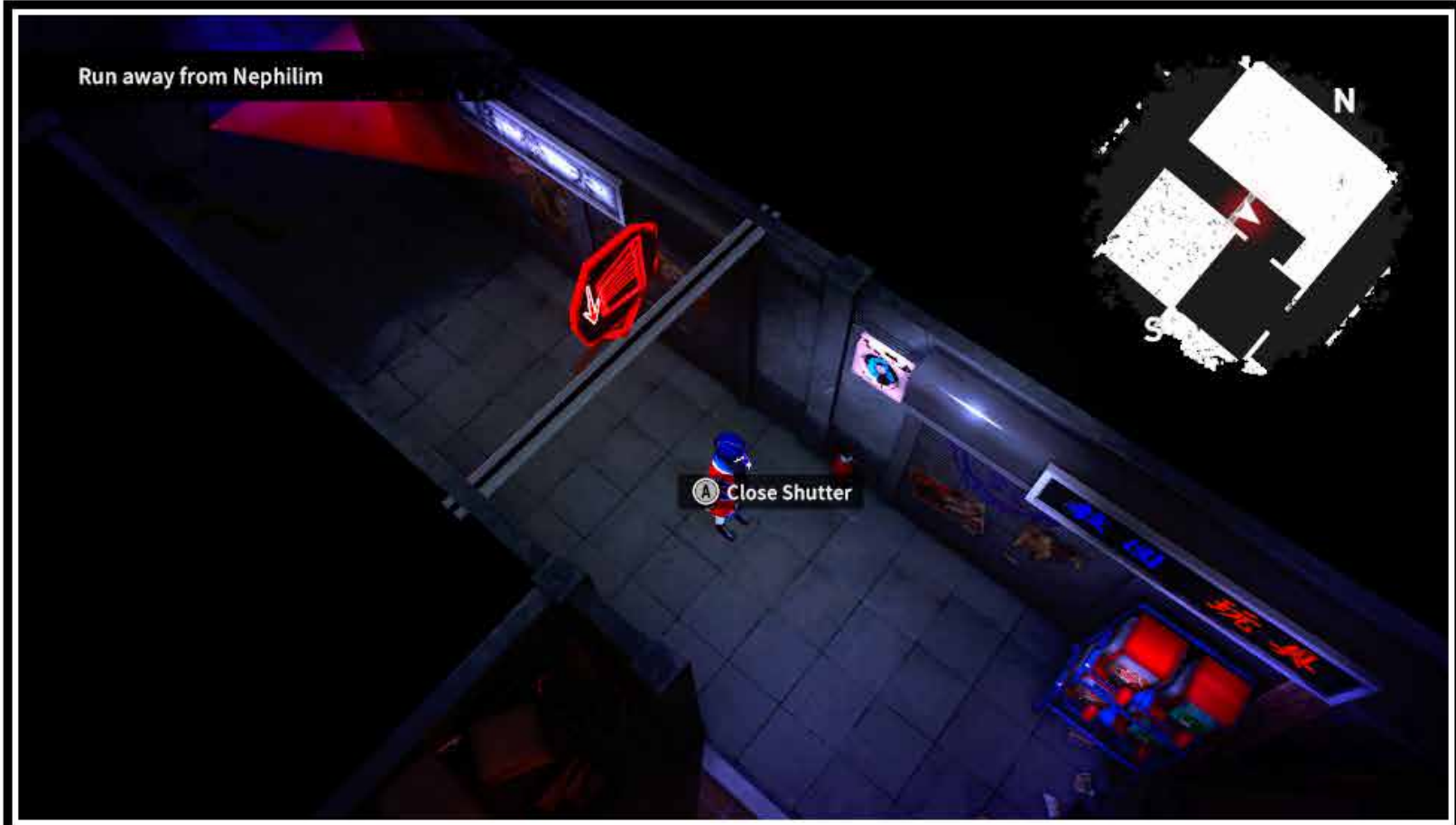


You cannot defeat Nephilim.  
Control the player to escape without getting caught.

●

# 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 text, a small red dot is centered.

# 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

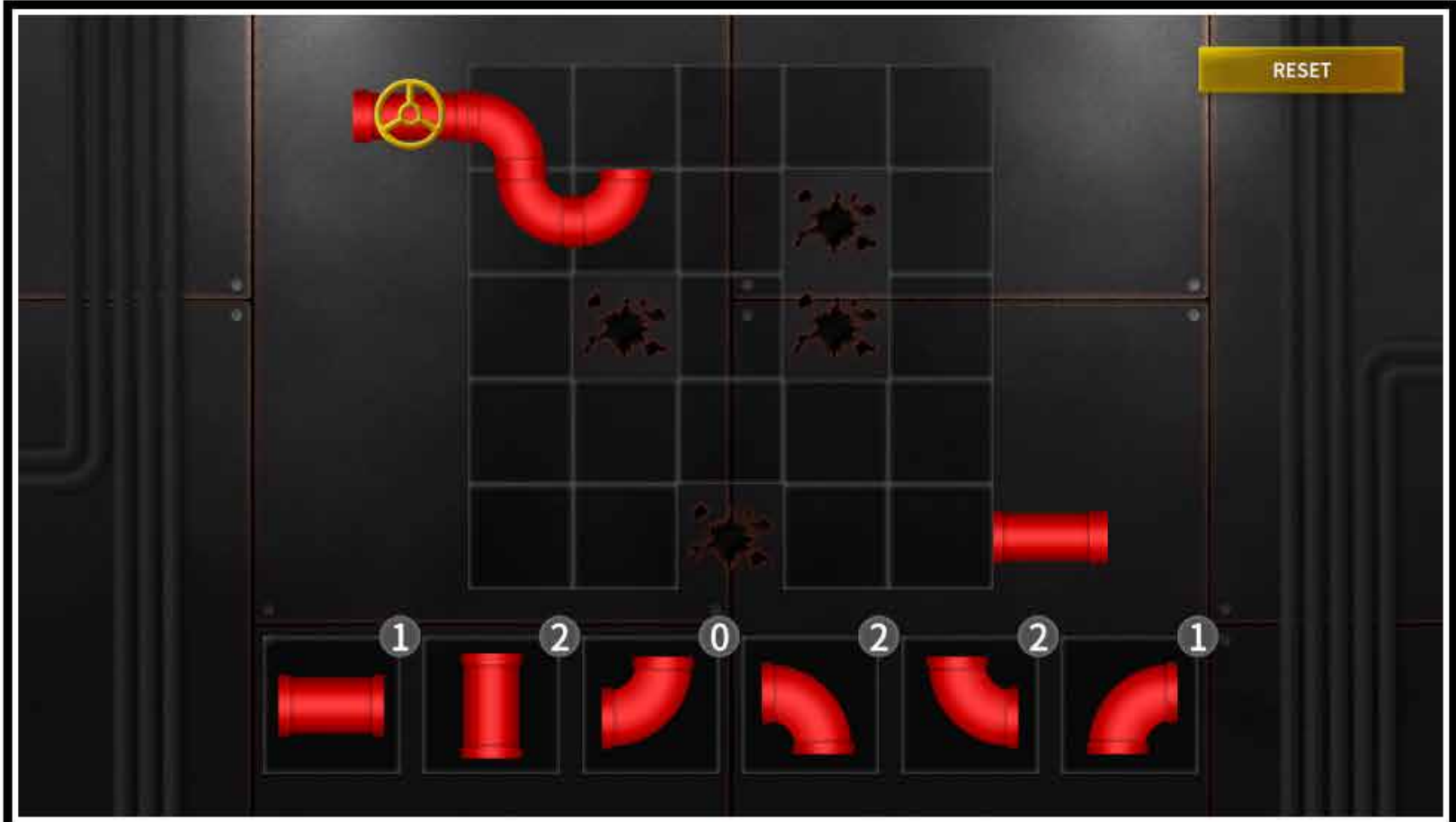


To open doors, place weights on pressure plates. Explore the stage to find and bring the required weights.



# 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.

●