



Broken Beyond Despair

Instruction Booklet

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Story

On October 30, 2010, a small group of friends gathers at a secluded mountain resort to spend the night of *All Hallows' Eve* together.

However...

What was originally intended to be a fun little Halloween party quickly turns into an actual night of horrors. When one of the attendees is found dead, fear and uncertainty spread among the group as the friends realize they are trapped with a murderer...

As they try to unveil the identity of the killer, they slowly begin to learn to what atrocities despair can drive a human being... once its trust has been broken.

Who is the culprit?
Will you be able to uncover the truth?

Characters

Rie Miyamoto, the host of the party.
A chaotic tomboy and a bit of an airhead. All she wants is for her friends to enjoy a fun Halloween party and to capture her beloved Taiko's heart.



Runa Hikari, the voice of reason.
The exact opposite of her best friend Rie. A very refined young lady who values good manners. She helped Rie with the party preparations.



Nobara Akadori, the gullible scaredy-cat.
Believes in the supernatural. Despite her usually laid-back personality, she's easily thrown into a panic by the mere mention of the word "ghost".



Raiko Shinpuku, the little "Miss Grumpy".
An introverted girl who prefers to have her peace and quiet. She only attends Rie's party, because her best friend Nobara begged her to come along.



Mika Tamashii, the mischief-maker.
A prankster who loves nothing more than giving others a good scare. Her main target is Raiko, the only one she couldn't catch off-guard... yet.



Characters

Hiro Shiratake, the boastful "hero".
A show-off who enjoys being in the spotlight. He tends to glorify himself and brags about even trivial things by blowing them out of proportion.



Momoko Mori, the shy musician.
Hiro's girlfriend. A quiet and easily embarrassed girl. Despite her introverted nature, she's part of the school band, which has earned her many fans.



Kamen Eiga, the elegant actress.
As vice president of the drama club, she is very confident and extroverted, unlike her best friend Momoko. For some reason, she can't stand Raiko.



Taiko Kikai, the seeker of truth.
Carries a strong sense of justice and won't rest as long as even a single mystery remains, and the truth has not been proven beyond any doubt.



Kotoba Gaikoku, the perverted pig.
Taiko's best friend. He enjoys studying languages, but limits their use to vulgarities and pick-up lines. He's desperate for a girlfriend. Or boyfriend.



Controls

- Advancing:** You can advance through the game via *left mouse click*, or by pressing the *enter* or *space* keys on your keyboard.
- Main Menu:** To open the *Main Menu*, either press the *Esc* key or the *right mouse button*. Here you can save/load your game, access the *Character Profiles* (p.13), *Notebook* (p.10) and game options.
- Exit Game:** The game can be exited via the *Main Menu* or by clicking on the *X* at the top right corner of the window.
- Rollback:** You can use the *mousewheel* to go back to previously read text, but keep in mind that you cannot roll back infinitely.
Rollback cannot be used after choices or presenting evidence!
- Skip Mode:** You can fast forward text you have already seen by pressing and holding *Ctrl*, or by pressing *Alt Gr* once and pressing it again to stop. *Skip Mode* stops automatically once you reach a choice, investigation, or text you have not yet seen.

Choices



Throughout the game, you will be faced with various choices, some of which will only affect the dialogue, while others might have greater impact on the story. Your choices will also contribute towards your *Detective Rank* (p.14), unlock bonus content upon the story's conclusion, and who knows... maybe even save a life!

Use the *arrow keys* or move the *cursor* on the option you wish to select and confirm it by pressing *enter* or the *left mouse button*.

Investigation



During some parts of the game, you will need to investigate your surroundings and look for clues in order to advance the story.

Move the *cursor* across the screen or use the *arrow keys* to highlight an object and examine it by pressing *enter* or the *left mouse button*. Some objects can be examined multiple times for different reactions.

At the top of the screen, you will notice the *Investigation Menu*.

Inv. Menu



By clicking on the *Magnifying Glass* icon, you can change your view and look at a different part of the area.



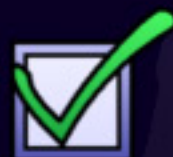
If you click on the *Speech Bubble* icon, you can talk to the people in the vicinity. If there's more than one person available, a list will appear from which you can choose who to talk to.



The *Notebook* icon is a shortcut to the *Notebook Menu*, so you can quickly check new notebook entries you have collected during your investigation.



The *Gear* icon will open up the *Options Menu*, where you can make changes to sound volume, text speed and other things.



To end an investigation and continue with the story, click on the *Checkmark* icon. Note, however, that you will sometimes need to fulfill certain conditions before you are allowed to do so.

Notebook

The *Notebook Menu* can be opened at any time by choosing the *Notebook* option from the *Main Menu*. It is divided into 4 categories: *Clues & Evidence*, *Trivia*, *Maps*, and *Diary Entries*.



Click on a category to select it and its contents will be displayed in the window on the right. Simply click on one of the titled buttons to open an entry and use the hexagonal arrow buttons to switch to the next page.

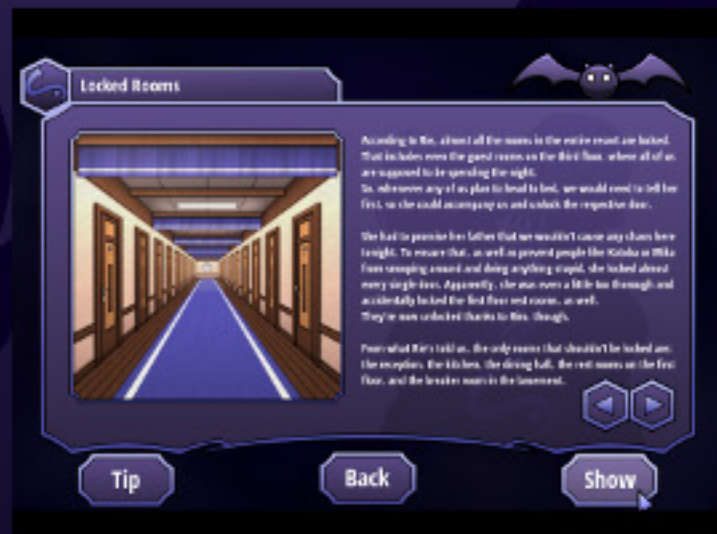
Note: *Diary Entries* serve as a synopsis of the story and *Trivia* mostly contains additional background information. They cannot be presented as evidence but may still contain important clues.

Evidence

Like every good detective, just making outrageous claims or proposing theories isn't enough. You will need to back them up by providing evidence.

Whenever you need to do so, the *Notebook* screen will automatically open up, and you will be unable to close it until you have selected and presented the correct piece of evidence to advance the story.

When you select a notebook entry, you will notice two new buttons on the bottom of the screen. *Tip* will give you a hint as to what the correct piece of evidence might be and *Show* will present it to your classmates.



Culprit Select



Every now and then, you will be prompted to present a character as the culprit behind a specific action. This may range from simple questions as to who unlocked a door to who might be the killer.

Simply highlight a character by clicking on them once and confirm your selection by hitting the *Accuse* button at the bottom of the screen.

Profiles

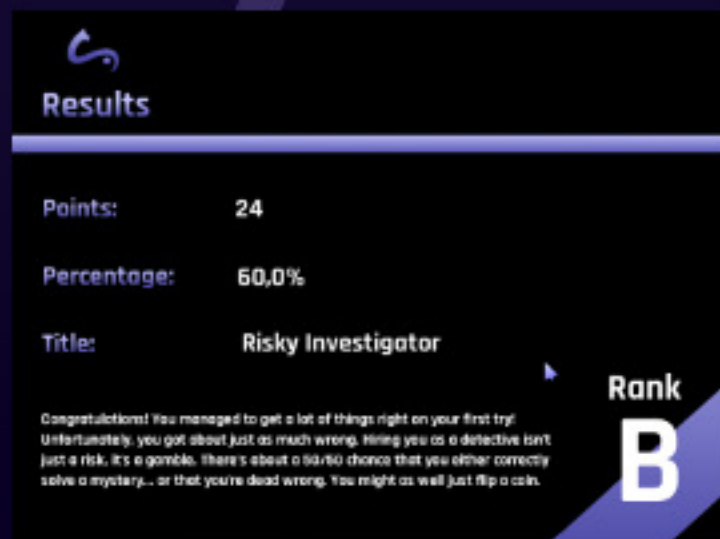


Character Profiles can be accessed via the *Main Menu*. They provide additional information about the characters as well as their current status (**Alive**, **Dead**, Missing, Unknown).

Profiles are automatically added whenever you meet a new character and usually contain two pages. Note that you can unlock an additional *[Ex]* page for each of the 10 main characters through optional interaction, by making specific choices, or by reaching a certain point in the story.

Detective Rank

Upon clearing *SHINRAI*, you will be shown a results screen that will tell you how many *Detective Points* you have earned throughout the game, as well as reward you with a *Detective Rank* and *Title* based on your score.



There is a total of 7 ranks, ranging from E (0%) to S+ (100%). *Detective Points* are earned by correctly solving the mysteries presented to you, so think hard about your answers and don't leave room for doubt!

Note: It is not possible to lose *Detective Points* by giving an incorrect answer. Making a mistake will simply not earn you a point.

Tips

- ❧ If you don't know which evidence to present, make use of the *Tip* button. Using it will *not* prevent you from earning *Detective Points*!
- ❧ If you can't progress during an investigation, try examining objects multiple times. Maybe taking another look or two will reveal something!
- ❧ Some of the bonus content might require you to do more than beating the game in order to unlock it. If you are still missing something, try going for a high *Detective Rank* and spend some time with your classmates during the optional investigation!



And now it's time for you to go solve some mysteries!

We truly hope that you will enjoy *SHINRAI*!



Notes

Contact

Want to learn even more about *SHINRAI* and future projects by *Gosatsu Visual Novels*? Visit us on social media!

Twitter: @GosatsuVNs

Developer's blog: <http://gosatsuvns.tumblr.com/>

You can also find us on *Facebook* as *Gosatsu VNs*, or as *SHINRAI - Broken Beyond Despair* on *YouTube*.

Credits:

SHINRAI is developed using the *Ren'Py* visual novel engine.
For more information about *Ren'Py* visit: <https://www.renpy.org/>

Manual written & designed by *Gospel*
Text font used: "*Rajdhani*" by *Indian Type Foundry*

Special Thanks:
Ariette, Ezhno Amnchadh, grayfox2k11, Kinjo Goldbar, nagatsukkomi, Natsu, Ren'Py Tom



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