ケンバの絆

GENBA no Kizuna

Instruction Booklet

Contents

Story

When a dead body is found at the Kaseki residence, once home to a world-renowned paleontologist, rookie officers Keiichi Genba, Himatsu Mizu, Rei Shirayuki and Dr. Shinketsu Kikai are tasked with investigating the scene.

Not only do they need to uncover the identity of the victim and reconstruct the events leading up to his untimely death...

...they will also need to learn how to effectively work as a team in order to do so.

Will they be able to accurately determine who took the victim's life? Or will their deductions lead them to arrest someone for a crime they did not commit...?

Characters

Officer-in-Charge - Keiichi Genba

An easily panicked worrywart who suddenly finds himself as leader of a team. Is he really up to the task...?

Interrogation Officer - Himatsu Mizu

A hothead who doesn't like to go by the rules. For some reason, she's hell-bent on solving the case on her own.

Crime Scene Technician - Rei Shirayuki

A reserved individual who excels in mock investigations. But can she handle the real deal just as well...?

Medical Examiner - Dr. Shinketsu Kikai

Although very precise and reliable in his autopsies, his eccentric personality makes him difficult to work with.

Superintendent - Nobuhiko Shinpuku

Investigation supervisor. Ideally, he'd like to stay in the background, but that will depend on Keiichi and his team.

Characters

Pack Leader - Ryuunosuke Hazama

Head of RPP, a group of indie filmmakers living at the Kaseki residence. Very grumpy and very uncooperative.

Artistic Ace - Shiku Jura

An aspiring paleoartist. She does designs, costumes and camerawork for RPP. A little shy and extremely gullible.

Beast Tamer - Terano Takamori

Video editor and VFX artist. In his free time, he practices Takagari, Japanese falconry. A bit of a blabbermouth.

Paleobotanist - Amber Harding

An expert on prehistoric plant life. She helps out as a set designer and actress. Can never resist a ferntastic pun.

Resident Raptor - Alexis

Terano's big and fluffy pet raptor. Lex is a bearded vulture and fulfills the role of RPP's mascot.

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 it, press either the Esc key or the right mouse button. Here you can save/load your game and access the Options (p. 7) and DPA Menu (p. 14).

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: Use the mouse wheel to scroll through previously read text, but keep in mind that you cannot do so indefinitely and that rollback is disabled after important choices or presenting evidence!

Skip Mode: You can fast forward through already seen text by pressing and holding Ctrl or by simultaneously pressing Ctrl+Alt once. This activates automatic skipping which can be stopped with one click on Ctrl. Skipping also stops when reaching any instances that require user input, such as choices or evidence presentation prompts.

In the Options Menu, you can adjust the sound volume and text speed, as well as the display settings and Skip Mode. If you want to also fast-forward through unseen text, select Skip Text > All Messages.

If you want the automatic Skip Mode to keep skipping even after choices or other user input selections, without the need to hit Ctrl+Alt again, select Skip After Choices > Keep Skipping.

Following the prologue, the investigation is separated into **five major phases**, which could also be referred to as "story chapters", with each one being introduced through a title card.

準備段階　Preparation Phase

ラプトルの群鳥

The
Raptor Pack

During these, you will also encounter smaller sections called **Social Phases**, which will give Keiichi a chance to check in on his teammates.

Note: While not indicated through title cards, Keiichi will usually let you know when a social phase is imminent.

While some of these social phases unfold automatically as part of the plot, others are entirely **optional** and it's up to you whether you want to talk to your team or move right ahead with the investigation.

Skipping them will not have any negative effects on the outcome of the story, but they will result in dialogue changes and allow you to raise your **Social Points** with the individual characters, so...

...if you want to know more about them and learn the full extent of their troubles and motivations, try aiming for a **full score**!

At multiple points throughout the game, you will be presented with a **character select screen**. Here, you can choose through whose eyes to continue investigating. Each character is assigned their own duties.

捜査員を選んで下さい

Choose Your Investigator

Begin Investigation

While Himatsu questions RPP, for instance, Rei will examine the scene.

Note: The order in which you tackle the individual investigation routes is completely up to you, but you <u>will</u> need to clear them all to advance to the next phase!

Another type of choice you'll have to make is to select one of multiple options inside of a window, sometimes to determine what will happen next, other times to respond to somebody or answer a question.

It's doubtful Kurou used the camera...

"Because of its model."

"Because of its condition."

"Because of the pictures."

While most of these choices only affect dialogues, some might have a greater impact on the story. Furthermore, the responses given to your teammates may raise your **Social Points** with them (p. 8/9) and while incorrect answers to case-relevant questions won't result in penalties, answering them correctly will grant you **Detective Points** (p. 18).

During some other parts of the game, you will need to investigate your surroundings and look for clues and evidence to advance the story. Move the **cursor** or use the **arrow keys** to highlight an object.

You can then examine it by pressing **enter** or the **left mouse** button. At the bottom of the screen, you will also find the **Investigation Menu**.

Note: Some objects can be examined multiple times for different dialogues and reactions.
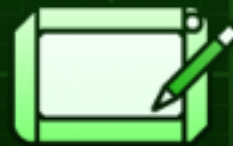
By clicking on the **Footprint** icon, you can change your view and explore a different part of the area. If only one viewpoint is available, the icon will be grayed out and unselectable.

If you click on the **Speech Bubble** icon, you can talk to the people in the vicinity. A red circle with an exclamation mark 🔴 indicates new dialogue options.

This icon is a shortcut to the **DPA Menu** (p. 14), so you can quickly check the files collected during your investigation.

The **Gear** icon is a shortcut to the **Game Options** (p. 7).

To end an investigation and continue 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, such as examining a specified number of spots or collecting all the evidence in an area.

The **Digital Police Assistant** can be opened by choosing the **DPA** option from the **Main Menu**. It features **five** categories: (Character) **Profiles**, **Evidence**, **Maps**, **Trivia** and **Reports**.

Digital Police Assistant - Menu

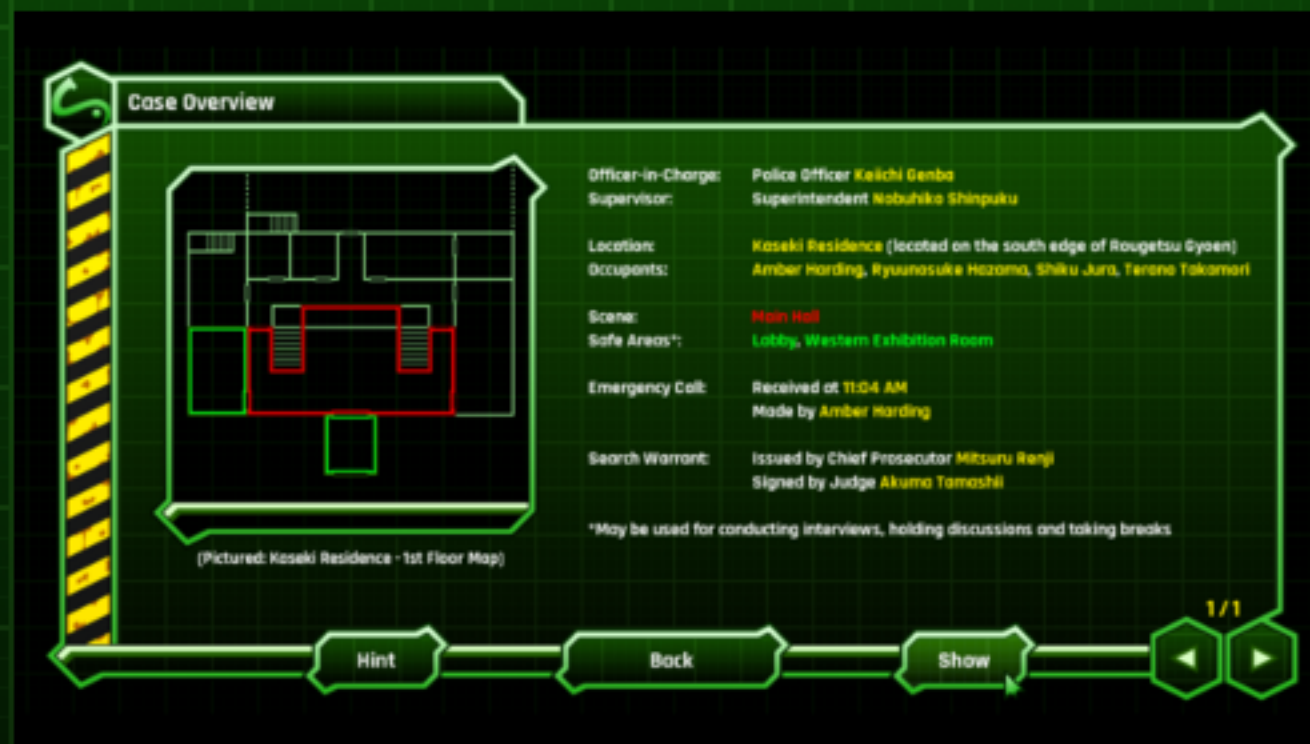| Profiles | Case Overview | ??? |
Evidence	???	???
Maps	???	???
Trivia	???	???
Reports	???	???

Back   1/4

After selecting a category, its contents will be displayed on the right. Click on a button to open the respective file. The arrows in the bottom right flip between pages, with the page count indicated above them.

Note: **Reports** serve as a synopsis of the story.

Just throwing out wild accusations or proposing mere theories will not suffice to solve the case. Like any good detective, you will need to actually back up your claims with evidence!

Case Overview

Officer-in-Charge: Police Officer Keiichi Genba
Supervisor: Superintendent Nobuhiko Shinpuku

Location: Koseki Residence (located on the south edge of Rougetsu Gyoen)
Occupants: Amber Harding, Ryuunosuke Hozama, Shiku Jura, Terano Takamori

Scene: Main Hall
Safe Areas*: Lobby, Western Exhibition Room

Emergency Call: Received at 11:04 AM
Made by Amber Harding

Search Warrant: Issued by Chief Prosecutor Mitsuru Renji
Signed by Judge Akuma Tamashii

*May be used for conducting interviews, holding discussions and taking breaks

(Pictured: Koseki Residence - 1st Floor Map)

Hint   Back   Show   1/1

Whenever you need to do so, the DPA will open up automatically and you'll be unable to close it until you have selected and presented the correct case file. When you select one, you will notice two new buttons on the bottom of the screen. **Hint** will give you a clue as to what the correct piece of evidence might be and **Show** will present it.

Every now and then, you will be prompted to accuse a member of RPP of something. This may range from simple things, such as being aware of a specific fact, to very grave accusations.

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

Note: The final selection will determine your **ending**.
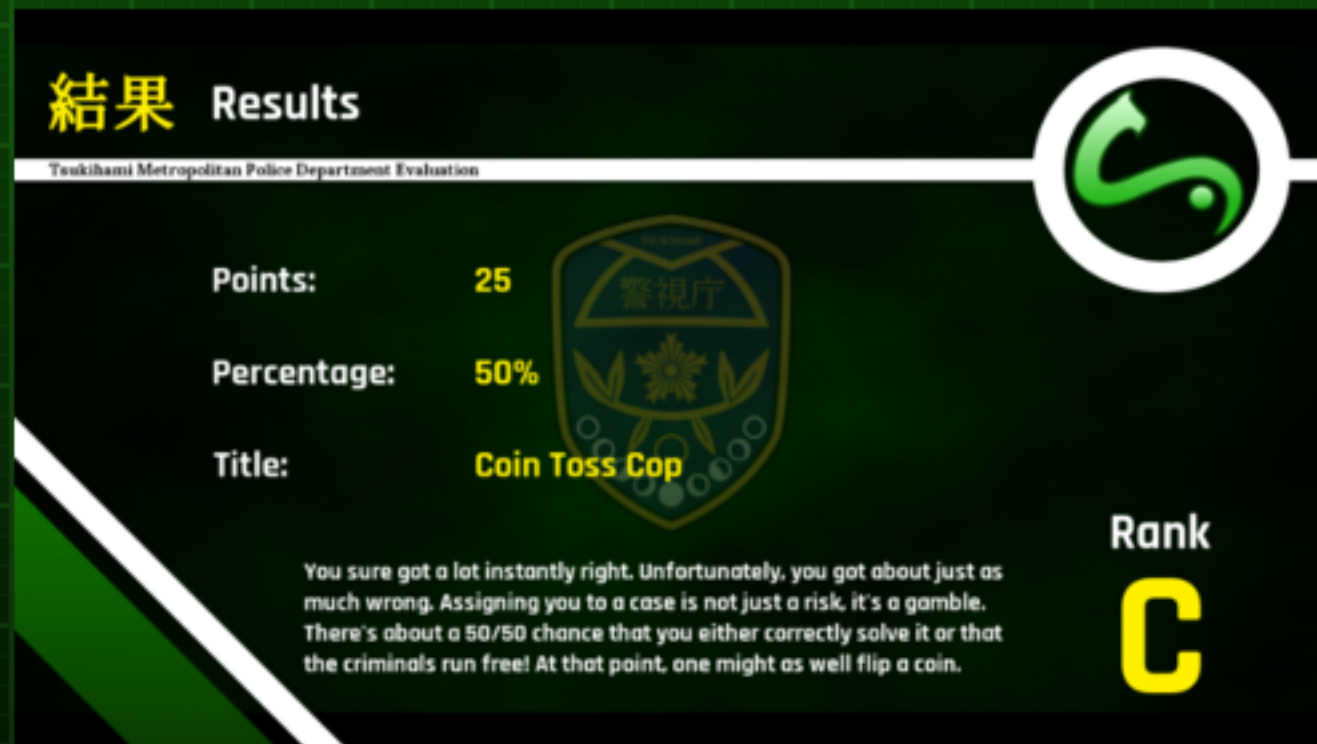You will clearly notice when the time for it comes!

In a few instances, the investigation will also require you to access a PC or search a database for info. Simply use your **keyboard** to type into the text field and confirm with **enter** or the **circular arrow button**.

Be mindful that inputs are **case-sensitive**, so if a password or search word doesn't seem to work, try capitalization!

Upon clearing the game, you will be shown a results screen that will tell you how many **Detective Points** (DP) you've earned and which rank and title you're awarded based on your score.

結果 Results

Tsukihami Metropolitan Police Department Evaluation

Points: **25**

Percentage: **50%**

Title: **Coin Toss Cop**

You sure got a lot instantly right. Unfortunately, you got about just as much wrong. Assigning you to a case is not just a risk, it's a gamble. There's about a 50/50 chance that you either correctly solve it or that the criminals run free! At that point, one might as well flip a coin.

Rank

C

There is a total of **seven ranks** ranging from **F** (0%) to **S** (100%). DP are earned by correctly answering case-relevant questions or presenting the right pieces of evidence **on your first try**.

Note: After viewing a **Hint** in an evidence presentation prompt, you will no longer be granted a DP for the correct answer, so do try to figure it out yourself!

While you can only gain a DP by showing the correct case file on your first attempt, picking the wrong one **won't cost you any DP**! So, if you really don't know the answer, you might as well take a shot in the dark before checking hints! Maybe your gut instinct turns out correct!

Some **bonus content** might require you to do more than just beating the game to unlock it. If you're still missing something, try spending more time with your teammates!

When you're searching the **database** with Shinketsu, try typing in all the names you've heard throughout the game and see what happens!

Save often! During critical decisions, saving is disabled, but Keiichi will let you know when those moments are close! So, if you think a big decision lies before you... better save real quick!

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

We truly hope that you will enjoy **GENBA no Kizuna**!

Notes

Contact

Want to learn even more about GENBA no Kizuna and other projects by Gosatsu Visual Novels? Visit our website: www.gosatsu.com! You can also find us here:

Twitter: @GosatsuVNs
Instagram: Gosatsu
Patreon: Gosatsu
YouTube: @GosatsuVNs

Credits:

GENBA no Kizuna is developed using the Ren'Py visual novel engine. For more information about Ren'Py visit: www.renpy.org

Manual written & designed by Gospel
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Chibi artist: SKredjun (check out her VN project Neko No Sentouki!)

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