

Letter

since 1999 from Shimane Root Letter

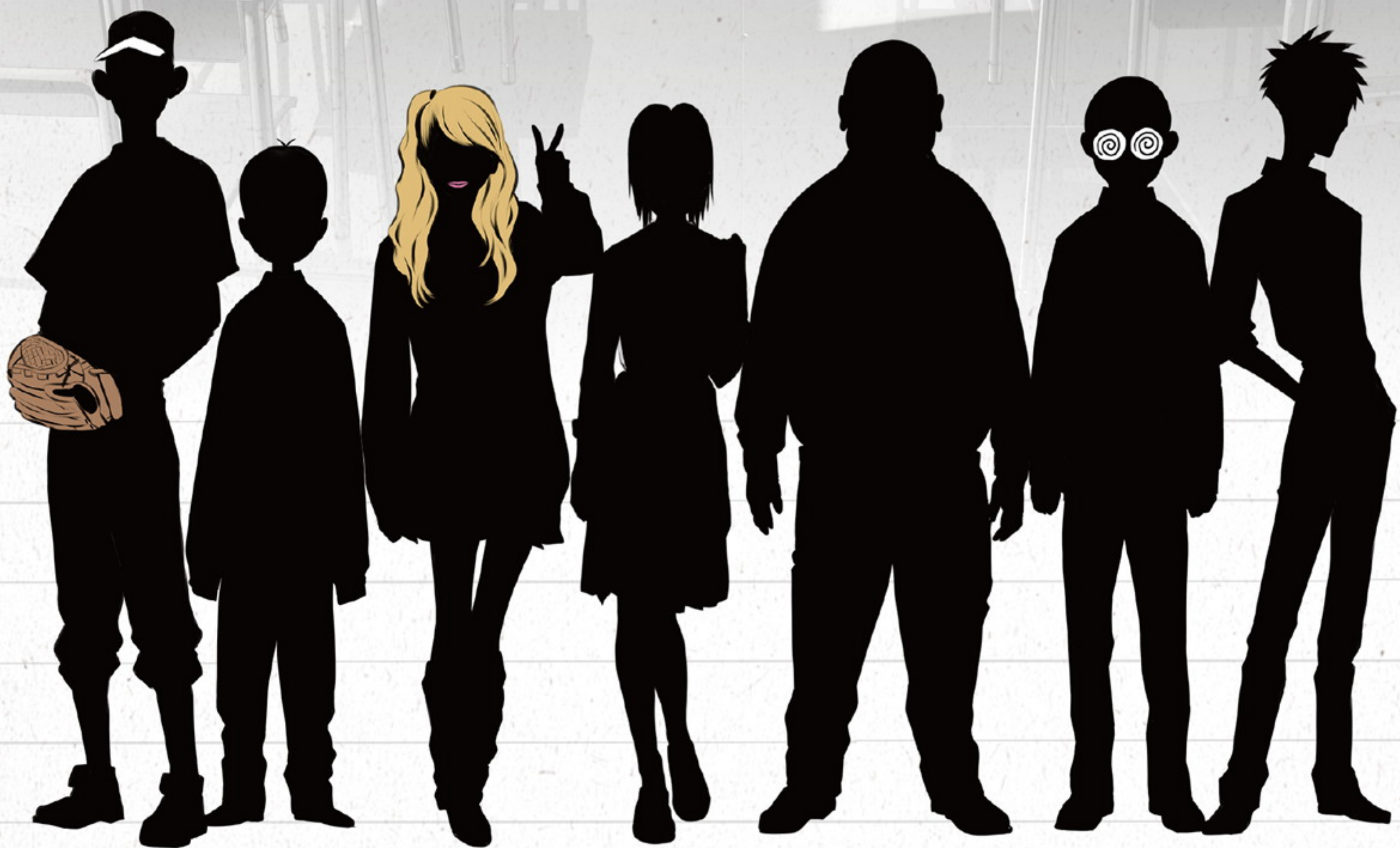


角川ゲームミステリー

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Prologue



When I was a third-year in high school I had a penpal.
I was studying for exams then and her letters revitalized me.
Gazing at her smiling face in the photo, I felt the stirrings of love.
But just around graduation, her letters stopped.
Fifteen years later, I found her last letter to me.
One I did not know she sent.
"I killed someone. I must atone for my sins. This is farewell. Goodbye."

What happened to her?

I travelled to Matsue to try to see my penpal but her house had burned down
in a fire fifteen years ago.

Now I have only her photo and eleven letters to unravel the mystery.
The seven classmates she mentioned in her letters are very tight-lipped.
Was her life at school and her classmates a fabrication?

Slowly, the truth that her classmates try to hide comes to light.

Fifteen years earlier, she was involved in an incident.

What is the true message of her last letter?

Who is she really?

Will I be able to solve the entire mystery
and come face-to-face with her?

Aya Fumino

At that time, fifteen years ago, Aya Fumino was a
third-year student at Oba High School in Shimane Prefecture.
She is the penpal with whom the protagonist had exchanged
letters tinged with a budding love.



What is Root Letter?

Set in Shimane Prefecture, the land of gods, Root Letter is a game of mystery and adventure that sets you out in search of the truth about a girl you once knew during your high school days.

Armed with eleven letters, you travel through historical and cultural ruins to unravel seven mysteries.



Starting the Game



Start

Select "Start" to begin your adventure in the Shimane Prefecture!

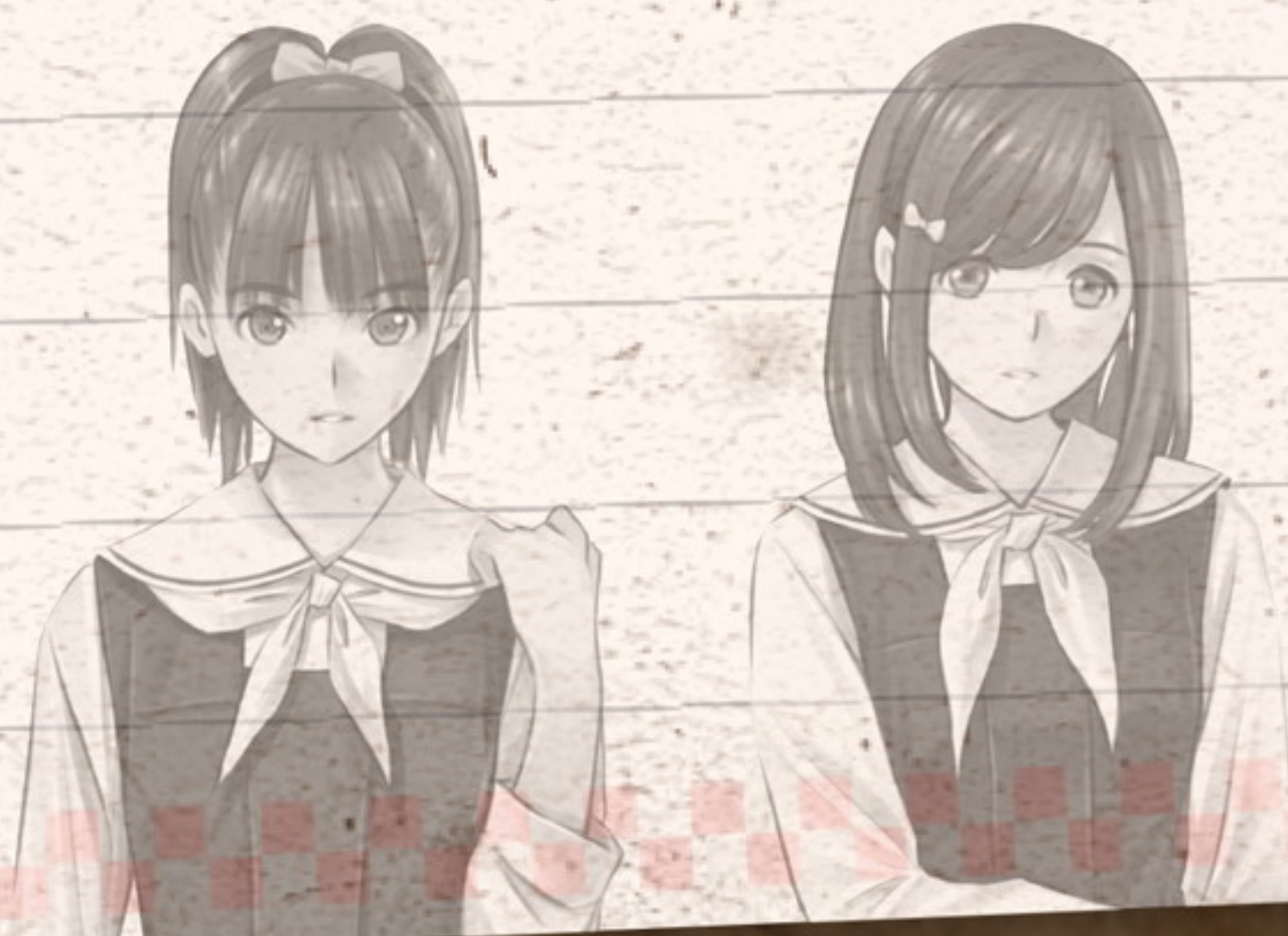
Continue

Select "Continue" to load a previous save and continue your investigation!



Options

Open option screen for key config, volume and other game settings.



Controls

Default setting

Mouse/Keyboard	Gamepad	Action
↑	Up	Up
↓	Down	Down
←	Left	Left
→	Right	Right
Left Click/Enter	Button3	Confirm
Right Click/Esc	Button2	Cancel
Q	Button5	Change page left
E	Button6	Change page right
Num +	Button1	Zoom In
Num —	Button4	Zoom Out
B	Button1	Backlog
LeftControl	Button6	Skip on/off
C	Button4	Skip mode switching
Mouse Wheel	—	Toggle selection

Interface



① Move

Move to another location.

Depending on the situation, the places you can move to can change.

② Ask

Talk to a person of interest.

Depending on the situation, the questions you can ask may change.

③ Check

Investigate things on screen that concern you.

④ Inventory

Use an item you acquired.

⑤ Think

An idea appears on screen that can help move the situation forward.

⑥ Guidebook

Read descriptions about your current location and its surroundings.

Reading this may help the progress of the story.

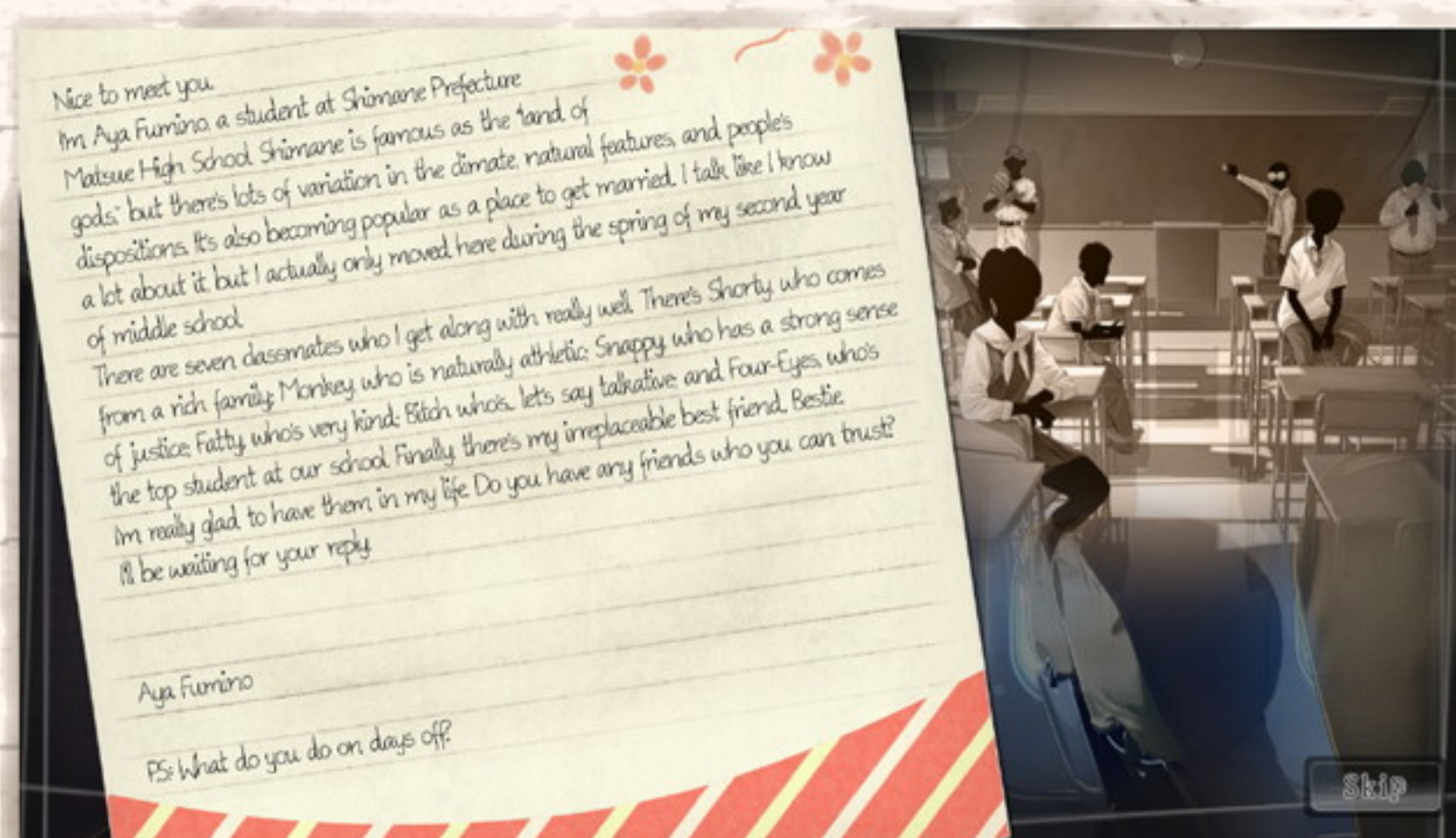
⑦ Smartphone

Aside from being able to see the list of inventory items, it is possible to SAVE, LOAD, and change OPTIONS settings.

Game Progression

Based mainly in Matsue City in Shimane Prefecture, the game progresses as you gather evidence and testimonies in pursuit of seven childhood friends.

The Letters



Read the letters from Aya, each of which contains a hidden clue to solving the mystery. The story develops as you follow the contents of each one.



Gathering Evidence and Testimonies



Use features like "Investigate" and "Ask" to collect evidence and testimonies from people. Casual rumours and items may be helpful in your pursuit, so make sure you thoroughly investigate even places and things that seem to be irrelevant.

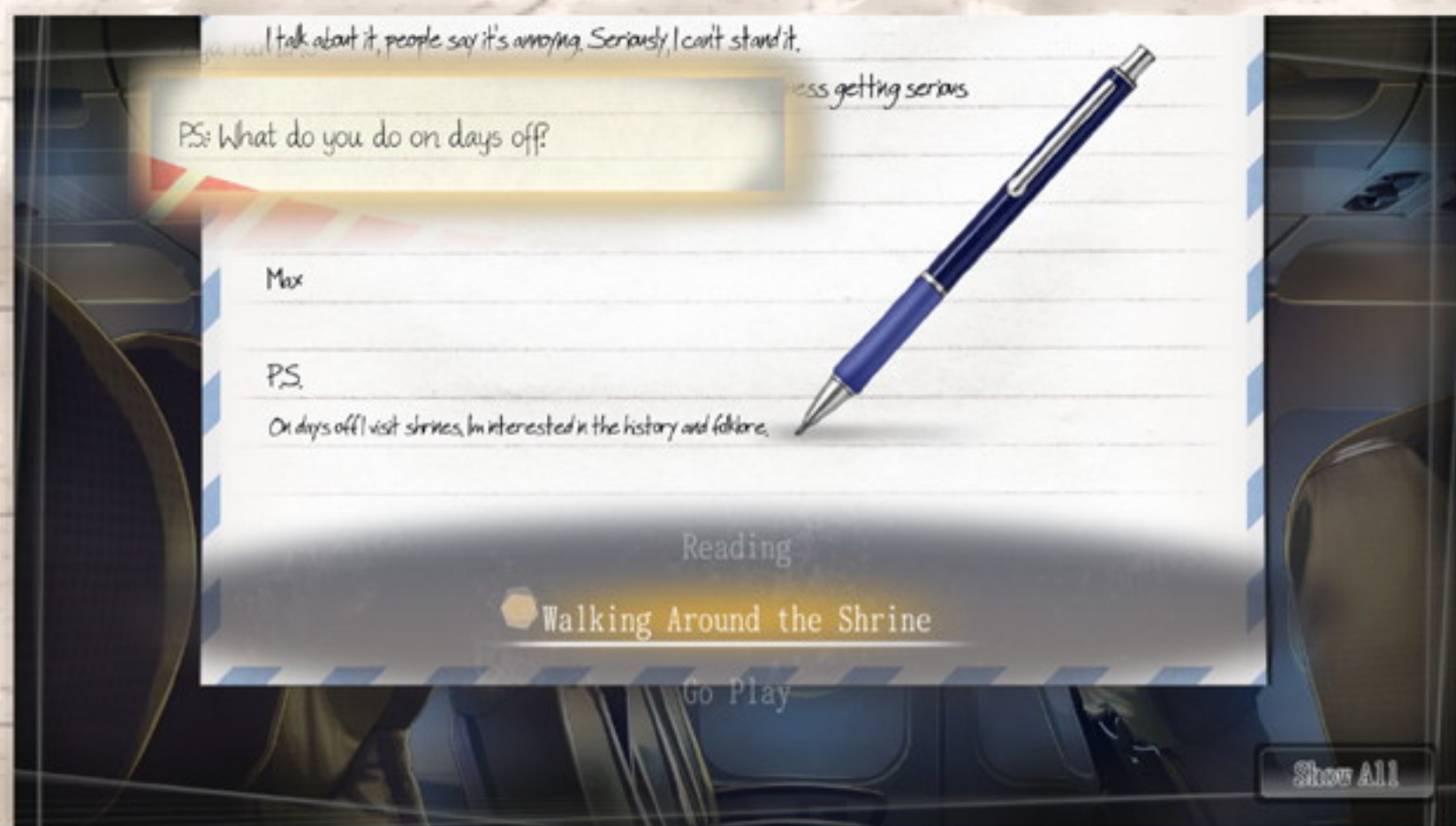
The Investigation



Base your investigation on the evidence and testimonies you gather, and close in on the truth. What you choose to say and the inventory you reveal will be crucial.

Letters

Questions from Aya



At each level, the protagonist reads a letter from Aya and goes in search of the friend who may provide clues. In the postscript, you can select the questions to ask her as well as the answers. Your interactions here will determine the outcome of the story. The closer you, the protagonist, get to know how Aya feels, the closer you will get to the truth.

Investigation

Speak to people and confront him/her with the testimonies and evidence you have gathered.

When timed just right, you can jolt that friend and "Max Mode" will occur.



Max Mode



The higher the level, the more intense the dialogue. You will have to decide whether to go along with the other person and go easy, or be bullish and go on the offensive.

Helpful Hints

If You Run Into a Dead-End

As you play the game, you may run into a dead-end and not know what to do or where to go. If this happens, try the things below. Situations may develop and allow you to proceed in another direction.



Think

There may be murmurings that provide the protagonist with a hint or new choices. So when you run into a dead-end, try to “think” your way out.



Investigate

When the cursor turns red anywhere on the screen, you can investigate it. Even if it seems totally unimportant, investigate. You may turn up an unexpected clue.

Look at the Backlog

If you press the  icon, the backlog will appear on screen and you can review the conversation that you have had. Look them over to see if you are missing any clues that can lead to new developments.

★Second playthrough advise

In your second play-through, you can skip dialogues clicking the  icon to proceed in the game at a faster pace. Pressing  icon, you can also choose to skip through already read sentences or skip the entire conversation entirely.

Here are some tourist spots around Shimane Prefecture in Root Letter, meow!



For example, in Lake Shinji, its "su-mo-u-a-shi-ko-shi" Check it out during the game, meow. Especially if you are a foodie, meow!



Yaegaki Shrine's Mirror Pond is popular with women for its marriage divination. You place a sheet of paper on the pond surface and The rest is a secret, meow!



Please take the Pleasure Boat that shows around Matsue Castle when you come to Matsue, meow!

