3Dライフシミュレーション
Roomガール
ROOM GIRL
9月30日(金) 発売予定!

Guide in - Room Girl [R1] [Illusion]\manual

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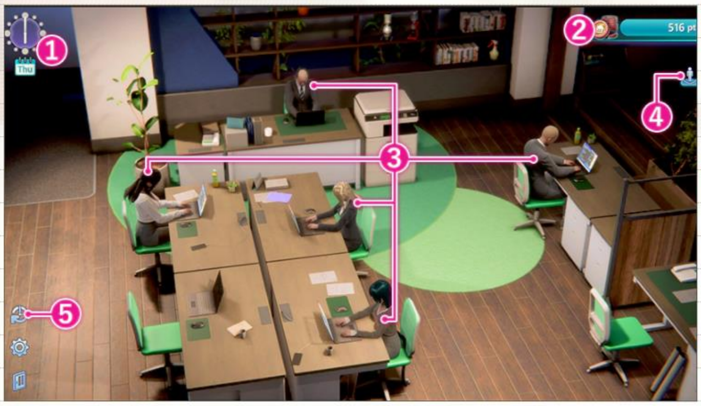
I want to make the character get along, I want to make H
keyboard shortcut keys

action scene

on top

action scene

You can issue action instructions to characters in the facility.



① Time

It shows the current time zone and day of the week.

*The time zone will change if you issue action instructions to the character 36 times.

*Character placement changes depending on type, day of the week, time of day, and mood.

② Room Point

It is a point that can be obtained by satisfying the character.

You can purchase items with special effects that make it easier to progress through the game at the "Shop". ▶

③ Character

A character on the current map.

If you select it, you can check the status and issue action instructions. ▶

④ Character list

Displays a list of characters on the current map.

You can also select a character from the list and issue action instructions.

⑤ Advance time

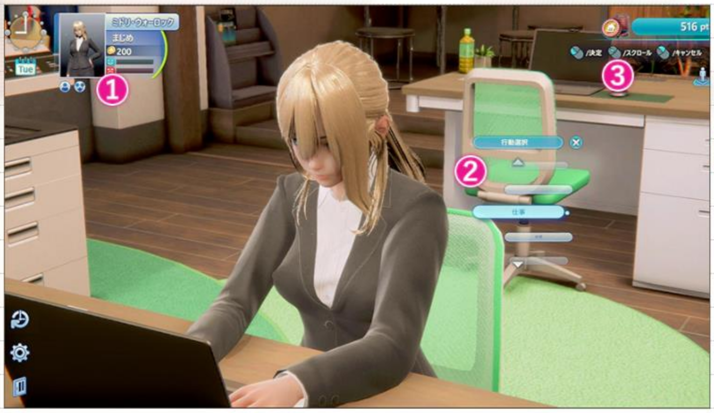
Advance the time for one action without issuing action instructions to the character.

*We will act according to our own judgment.

Character confirmation/action instruction screen

on top

● **Character confirmation/action instruction screen** : You can check the character's status and issue action instructions.



① Status

Information about the currently selected character.

You can see the details of the status and the character correlation chart. ▶

② Action Palette

Gives action instructions to the selected character. Depending on the action instructions, the character's growth and friendships will change. * If the status level is insufficient, the action may fail. * When an action instruction is issued, the time for one action will pass. Other characters also act according to their own judgment. ▶

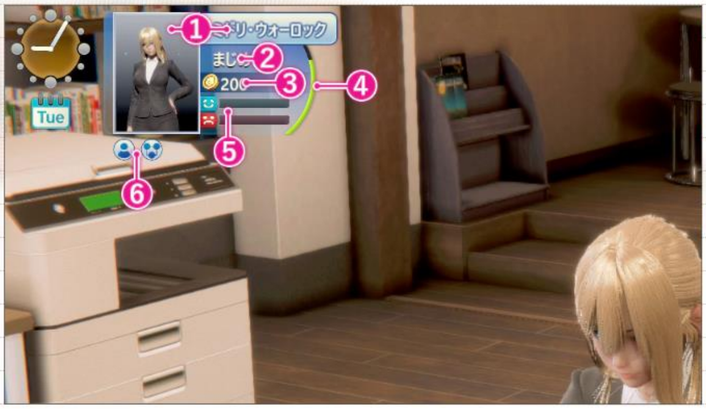
③ Operation guide

Operation method is displayed.

status screen

on top

● Status screen



① Character image/name

The image and name of the selected character are displayed.

② Current nature

The character's behavior tendency is displayed. ▶

③ Possessed money

Money owned by a character. Consumed when taking a break or using paid facilities.

* Income will be added at the end of the day.

* Since it is different from room points, it cannot be used at the "shop".

④ Stamina

It is consumed each time you instruct an action. When the gauge reaches 0, you can no longer issue commands.

* It will recover when the time zone changes.

⑤ Satisfaction

Increases or decreases as a result of actions.

satisfaction gauge : It increases when you are satisfied with the results of your actions.

  * "Room points" will be added for the increased amount.

  * If you accumulate more than a certain amount, the character's own room will be released.

dissatisfaction gauge : It increases when you are unsatisfied with the results of your actions, or when there are things you dislike.

As the dissatisfaction gauge increases, you can call up to two bad friends.

When the gauge reaches MAX, this character will leave the town.

  * Please note that the training data of the character who left will be lost.

⑥ Status details

Displays detailed information about the character.

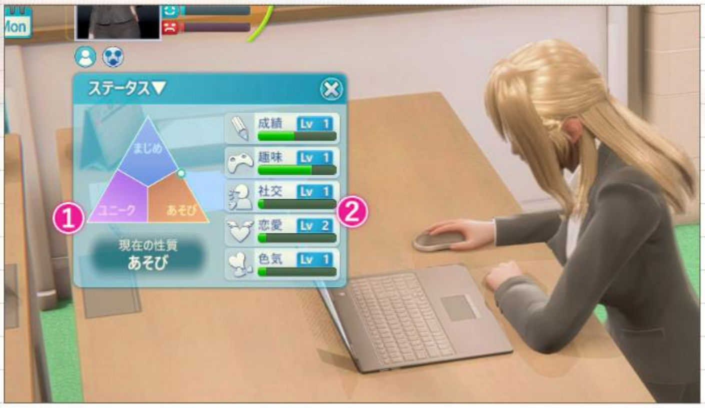
status : Shows your character's tendencies and properties, as well as their current level. ▶

Friendship : Displays people who are related to the character, as well as current relationships. ▶

Status details

on top

● Status details


Mon
ステータス▼
まじめ
ユニーク
あそび
①
②
現在の性質
あそび
成績 Lv 1
趣味 Lv 1
社交 Lv 1
恋愛 Lv 2
色気 Lv 1

① Trends and current nature

You can check the character status and changes. Prioritized behavior changes depending on nature.

- **Serious** : I'm going to prioritize work-related actions.
- **Play** : It will give priority to playful behavior.
- **unique** : Gives priority to unique actions.

② Level

The level will change depending on the commanded action.

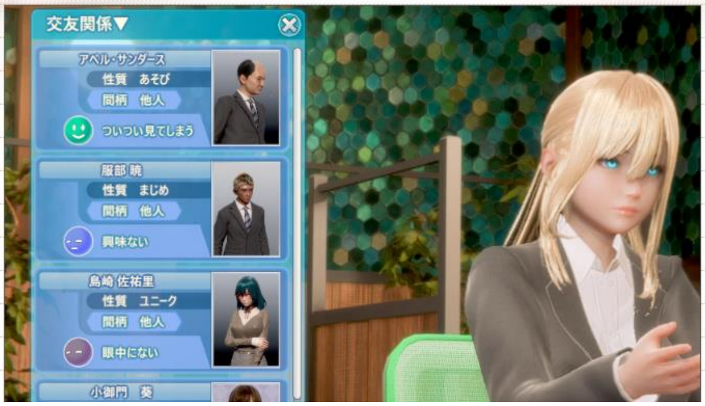
The higher the level, the more advantageous your actions will be, and the more money you can receive.

It affects your work, your studies and your income.
Grades :
hobby: It affects play, rest and gambling.
It affects the relationship between characters and the cost reduction.
socializing:
love : Affects unique behavior and interest between characters.
sex Affects unique acts and temptations.
appeal :

friendships

on top

● friendships


交友関係▼
アベル・サンダース
性質 あそび
間柄 他人
ついつい見てしまう
服部 暁
性質 まじめ
間柄 他人
興味ない
島崎 佐祐里
性質 ユニーク
間柄 他人
眼中にない
小御門 葵

You can check the character's relationship and interest level.

*Characters with whom you have spoken are automatically registered.

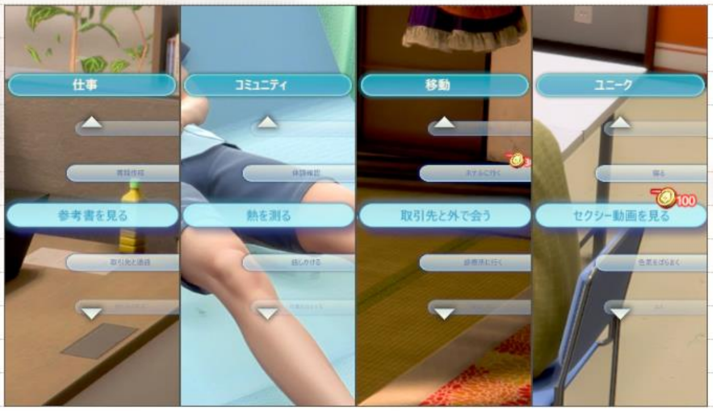
*Except for some characters, only characters registered in the same facility can talk.

* The higher the interest, the higher the success rate of the action.

Action Palette

on top

● Action Palette



The items displayed in the action palette change depending on the selected character's state and the surrounding environment.

Depending on the action instructions, the character's growth and friendships will change.

* If the status level is insufficient, the action may fail.

* When an action instruction is issued, one action's worth of time will elapse. Other characters also act according to their own judgment.

・Work, Rest, Unique, Other : Give instructions on what to do on the spot.

・Movement : It is used for communication instructions such as moving inside and outside the map and talking. ▶

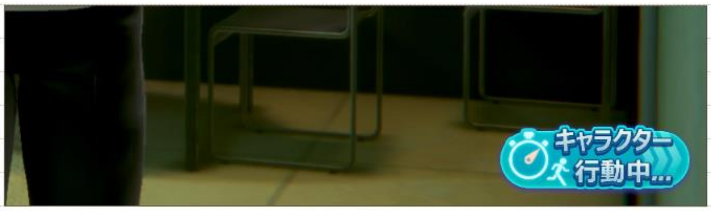
·community : This item can be selected when the characters are talking to each other.

* The character you select when performing actions such as conversation and confession will be treated as the leader.

*** Paid action :** When selected, the character's money will be consumed by the number written next to the icon.

*You cannot select this option if you do not have enough money.

● Action Palette: During character action

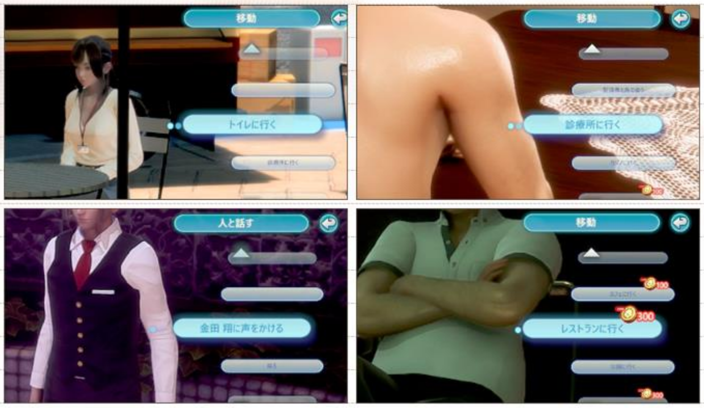


When you issue an action instruction, the characters will start to act.

During the action, "Character in action" is displayed at the bottom right of the screen.

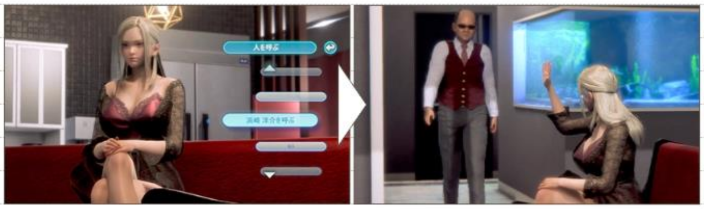
While this is displayed, some actions such as movement are performed, so please wait until it disappears.

● Action Palette: Move



It is used for communication instructions such as moving inside and outside the map and talking.

● Action Palette: Move - Call People



You can summon a character who has a relationship of more than a friend at work or in your room.

***About bad friends :** Each workplace has its own bad friend character.

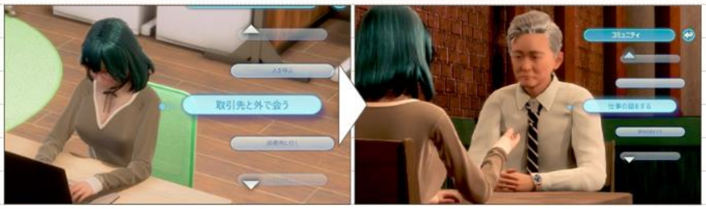
Bad friend characters are sub-characters that can be summoned when a registered character's dissatisfaction gauge accumulates or when a specific status level rises.

Up to two people can be added, and each additional character will have an adverse effect on the character being operated.

Behavior Palette

on top

● Behavior Palette: Move - Meet with Business Partners Outside


取引先と外で会う
コミュニティ
仕事の話をする

Each workplace has its own trading partners.

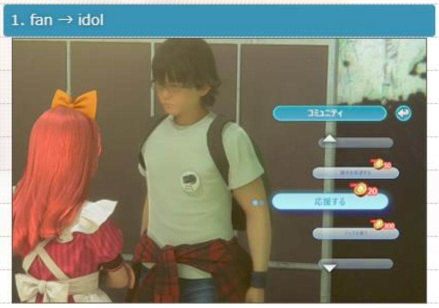
Communicating with business partners will increase the growth speed of "Social".

Action instruction example

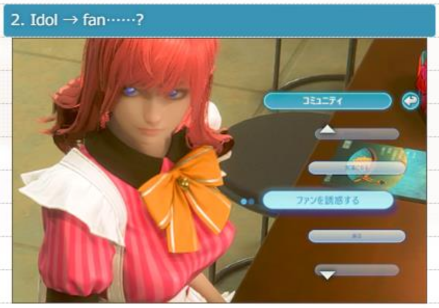
on top

● Action instruction example: Underground idols and fans

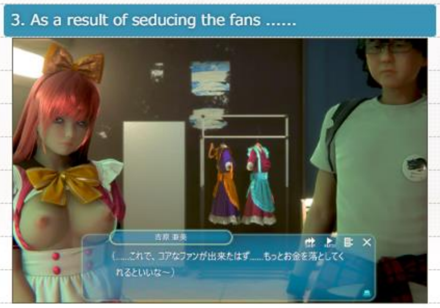
1. fan → idol


コミュニティ
応援する

2. Idol → fan……?


コミュニティ
ファンを誘惑する

3. As a result of seducing the fans ......

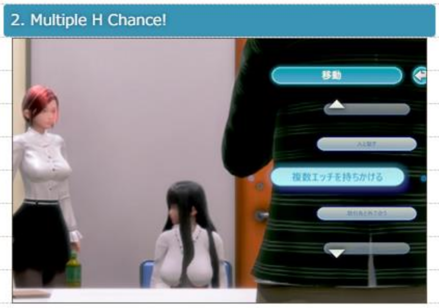


(……これで、コアなファンが出来たはず……もっとお金を落としてく れるといいな〜)

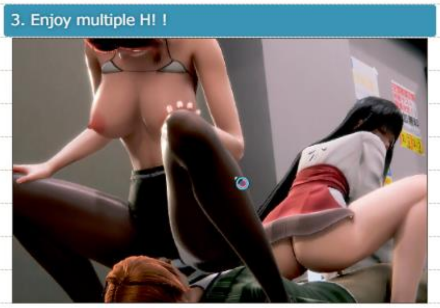
● Action instruction example: Three good friends

1. If two people who are on good terms are having a chat...

2. Multiple H Chance!


移動
複数エッチを持ちかける

3. Enjoy multiple H! !



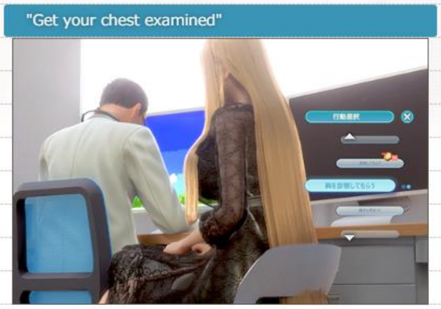
In addition, various action instructions can be issued.

Daily life of an unemployed girl

リラックス
お菓子を食べる

manager's job

"Get your chest examined"



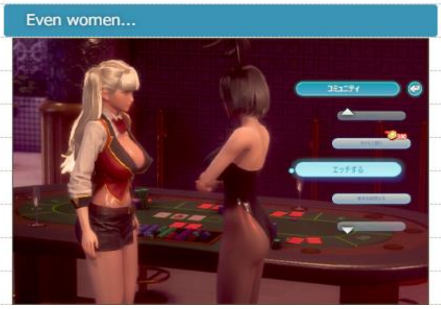
Cheating isn't good...

コミュニティ
浮気をばらす

Date even between men! ?

コミュニティ
デートに誘う

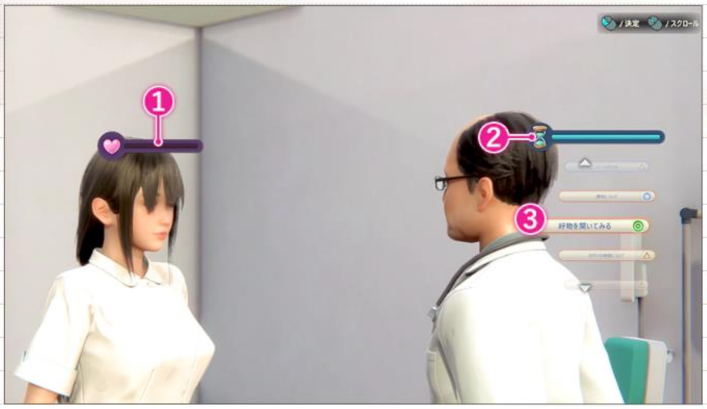
Even women...


コミュニティ
エッチする

Intimacy mode

on top

● Intimacy mode: Occurs when developing relationships such as "becoming friends" and "confessing".



You can have a conversation with the other character within the time limit, and if you succeed, you can get along better.

① Favor Gauge

By maxing out the gauge, you will succeed and the relationship will progress.

* By choosing conversation content that sticks to the other party, the gauge will accumulate more.

② Time limit gauge

It is a gauge that is consumed each time you have a conversation.

If the favorability gauge becomes zero while it is not full, it will be a failure and the intimate mode will end.

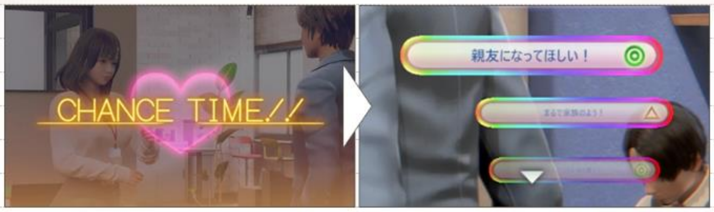
③ Conversation content

It will be a list of conversation contents that can be selected in intimate mode.

* You can judge whether the topic is sticking by the icon written in the conversation content.

◎ **stabbed**	: Greatly increases the favorability gauge.
○ **so-so**	: Moderately increases the favorability gauge.
△ **does not sting**	: Slightly increases the favorability gauge.

By raising the status level, the conversation contents that can be used will increase. Also, with some exceptions, it can only be used once. ▶



● Chance time

Occurs when the time limit is less than half and you have "Special Conversation".

You will be able to select a special conversation that greatly increases the favorability gauge.

You can only choose once in Intimacy Mode, so choose carefully.

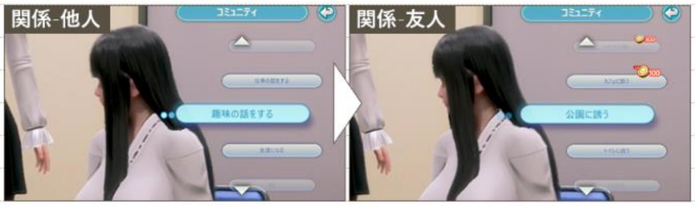
* "Special conversations" will increase as you raise your status level.

* Chance time will not occur if you do not have "Special Conversation".

I want to make the character get along, I want to make H

on top

● I want to make the character get along, I want to make H



If the relationship becomes "friend" or higher, there will be more actions to choose from, such as dating and H, so let's aim for "friend".

"Friends" progresses by clearing "Intimate Mode" with the action "Community - Become Friends".

The following points are important to clear "intimacy mode".

① Have a normal conversation and increase your "interest".

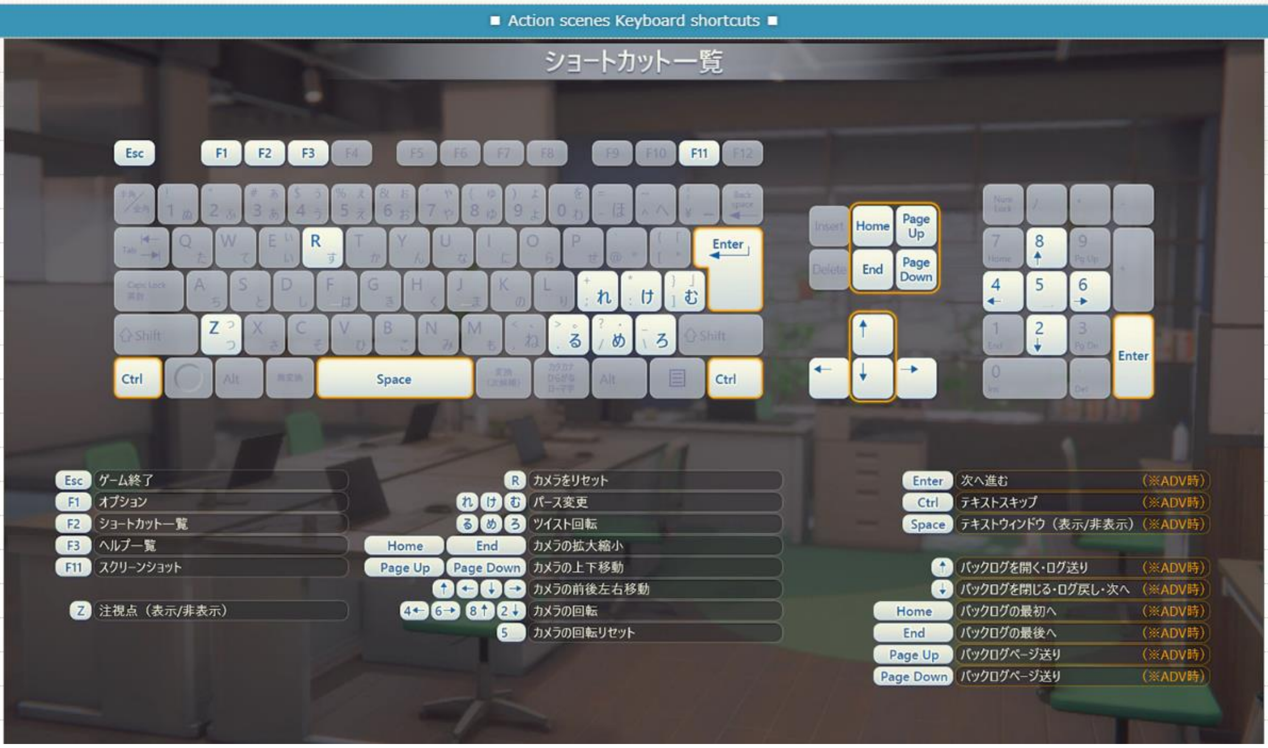
② Raise the status level of grades, hobbies, etc.

on top

keyboard shortcut keys

Press the "F2" key on the keyboard to display the shortcut key list.

■ Action scenes Keyboard shortcuts ■



ショートカット一覧

Esc	ゲーム終了
F1	オプション
F2	ショートカット一覧
F3	ヘルプ一覧
F11	スクリーンショット
Z	注視点（表示/非表示）

R	カメラをリセット
れ け む	パース変更
る め ろ	ツイスト回転
Home End	カメラの拡大縮小
Page Up Page Down	カメラの上下移動
↑ ← ↓ →	カメラの前後左右移動
4← 6→ 8↑ 2↓	カメラの回転
5	カメラの回転リセット

Enter	次へ進む	（※ADV時）
Ctrl	テキストスキップ	（※ADV時）
Space	テキストウィンドウ（表示/非表示）	（※ADV時）
↑	バックログを開く・ログ送り	（※ADV時）
↓	バックログを閉じる・ログ戻し・次へ	（※ADV時）
Home	バックログの最初へ	（※ADV時）
End	バックログの最後へ	（※ADV時）
Page Up	バックログページ送り	（※ADV時）
Page Down	バックログページ送り	（※ADV時）