

KONSAIRI Manual Book

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STORY



The inhabitants have lost their energy and disease has begun to spread.

With the power of INARI, Halma uses the art of rice fertility to trade a special MEDICINE with her neighbors.

Halma tried to get Ruth to take over INARI as his successor, but she was unable to do so.

The inheritance of INARI was too much for young Ruth to focus on as she was too young to carry the load.

Ruth came to her old home to distract herself. However, she is attacked by a virus.



Ruth escapes

and gets lost, but at the same time she wakes up to the "KONPSI".

Using the power of the veggie with the "KONPSI", she begins an adventure to return to her own nest while helping the inhabitants.

Control sheet

TITLE SCREEN



GAME START CONTINUE



SYSTEM MENU



(hold on button)



REMOVE DATA

Remove the save data!

OPTIONS

Check the sound ON/OFF and key placement.

TITLE

Return to the title screen.

RESET CART

Return immediately after switching carts.

QUIT

Quit the game.

Control sheet

ADVENTURE SCREEN



MOVE



SIT DOWN



(SLIDE DOWN ON SLOPE)



SWIM



(KEEP DEPTH IN WATER)



JUMP



GO DOWN



(STAIRS AND
HANGING FLOOR)



Control sheet

ADVENTURE SCREEN



PULL UP



On STALK &



KONPSI!



Grab VEGGIE &



THROW



In the case
of the left



TOSS



SOWING VEGGIE SEEDS



(With  in hand
, and on )



Control sheet

ADVENTURE SCREEN

🌟 Open the map screen 🌟



ADVICE!



- * VEGGIEs you pull out will grow back when you harvest them in other areas.
- * "BEET" KONPSI wakes up the sleeping residents. Don't forget to meal!
- * To dive into the water, you need "SWIMMING" of 2 or more.
- * Defeating viruses (enemies) will not give you any money or experience.
- * The save is done when the action screen starts.
- * You will receive "BELL" when the health of the inhabitants is high enough.
- * You will receive "VEGGIE seeds" when the health of the inhabitants of the area is high enough.

Control sheet

ADVENTURE SCREEN



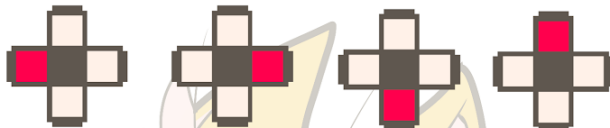
OPEN INVENTORY



The inventory shows the VEGGIEs and BELLs you've gotten.



MOVE THE CURSOR



CHOOSE AND HOLD A VEGGIE



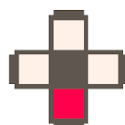
CLOSE INVENTORY



or



MEAL WITH NPC



(NEAR THE POT)

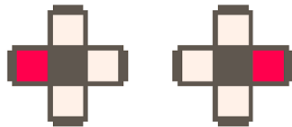


Control sheet

MEAL SCREEN

CHANGE

THE VEGGIE



PUT THE VEGGIE

ON BOARD



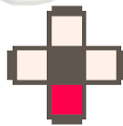
LOWER THE VEGGIE

ON BOARD



SEE INFO

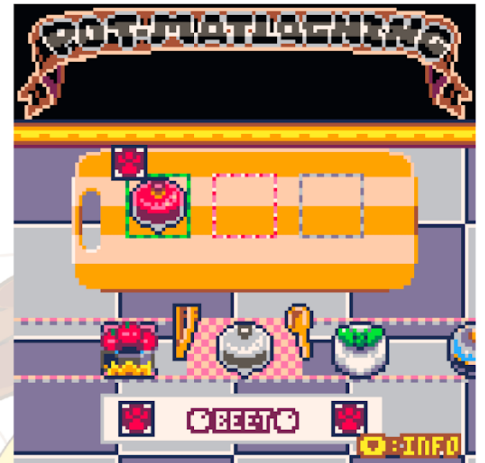
THE VEGGIE



START COOKING



(With  Selected)



Take the VEGGIEs you've got and put them on the cutting board and let's cook!



Check out our newly acquired VEGGIEs on INFO!

Control sheet

MEAL SCREEN

Exit a meal

 (With  Selected)

Decision

 Hold a key

Cut the VEGGIE

Skip the direction



When this dialog appears, press and hold until the mark reaches "DECIDE".



Press the button at the right moment to aim at the place where the knife overlaps the red line!
Going for ALL 3 stars!

Control sheet

MEAL SCREEN



MEAL RESULTS



NPC's HEALTH



The following results are displayed.

- * Health values for residents who ate
- * Health value per VEGGIE
- * How well it's cut, stars



STATUSES



The following results are displayed.

- * The current status values of each
- * Green: Increased status
- * Red: Decreased status
- * Yellow: status that could not be raised

When residents are healthy enough.
"BELL" and "VEGGIE SEEDs"
seeds are falling.
(You'll have them.)

You can have the same ingredients stacked on top of each other without getting bored, depending on your cooking skills!



Get directions on a map



You will always be taught the first time.



Resume the action screen



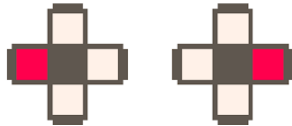
The residents gave me directions after meal!
Let's go for the 🌱 pin mark!
From there to a new area.
You can go.

Control sheet

MAP SCREEN



Select an area



Exit the map screen



The path that was taught to me just before is indicated by a 🌱 pin.



(Select current area)



Start reordering the BELL



ICONS



* VEGGIE: the area in which the seeds of VEGGIES are planted.

*  : Selected area

*  : Current location

*  : Path to the Other area

*  : Path to the Room

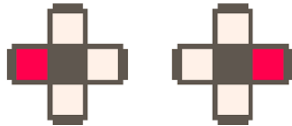
*  : Path to the Dungeon



Control sheet

FAST TRAVEL SCREEN

Change
destination area



Jump to the
selected area



Start reordering
the BELL





Use the "LOTUS" KONPSI
and fly high!
Looking down on the island
from above.

- * Areas you can TRAVEL JUMP must be visited once.
- * Some areas will require a BELL each.



ICONS



- * VEGGIE: the area in which the seeds of VEGGIES are planted.
- *  : Selected area
- *  : Current location
- * The status of the NPC is displayed below the area name.



WHILE ASLEEP
(SICKNESS)



WAKING UP
(CONVALESCENCE)



RECOVERING
(MICRO HEALTH)

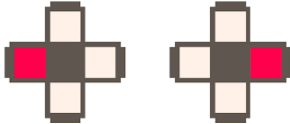


ENERGISH!!
(HEALTHY)

Control sheet

BELLS SORTING SCREEN

Change the position
of the replacement




Replacing
the BELL position



Finish sorting



The Mystery of KONSAIRI

- *  The triangle icon indicates the first one.
- * Hints to the order seem to be hidden in the dungeon.
- * All BELLS must be collected to sort them correctly.
- * BELL material is also pot material.
- * Don't ask people to tell you the order of the materials.
- * When you reorder them in the correct order and return to the previous screen, you will hear a sound.

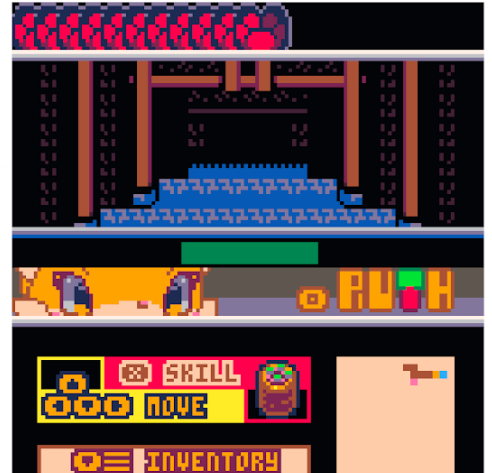
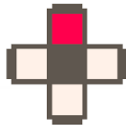


The one that knows
the line of BELL.
Awaken to the path
of the true KONSAIRI...
"Hmmm, what do you mean?"

Control sheet

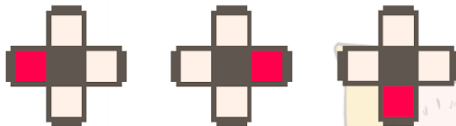
DUNGEON SCREEN

MOVE ON



Once in the dungeon,
it's too dimly lit to see clearly.

TURN AROUND



FORWARD STEP



and



(Two steps forward)

STEP MOVE



and



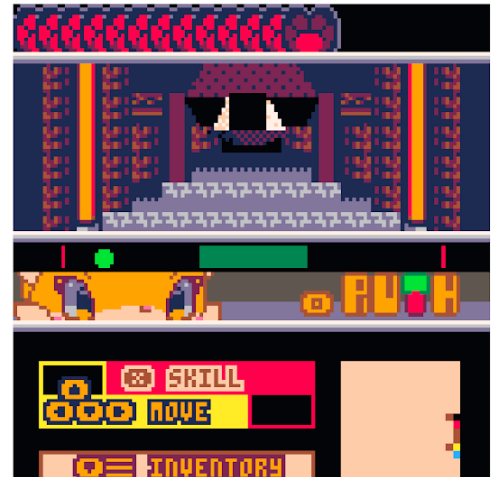
Open Inventory



Control sheet

DUNGEON SCREEN

Encountered the virus!
How do you handle it?



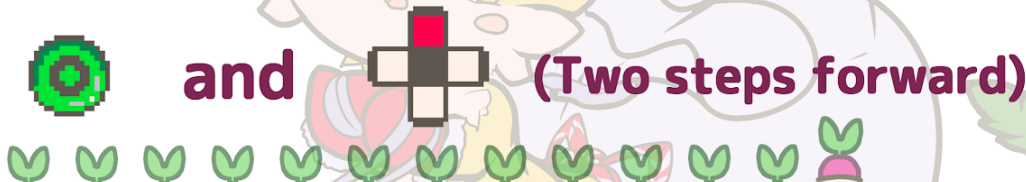
A virus that appears
out of nowhere!
Let's breathe and deal with it.



★ THROW a VEGGIE ★





★ GOES THROUGH ★



★ BREAK AWAY ★

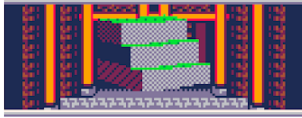


- * When  and  are overlapped, you can get through the virus by doing "Step Forward".
- * If the red frame extends to the outside of the screen, your life will decrease.
- * If you move away from the virus, you can move away from the danger.



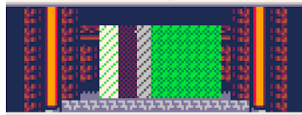
Object sheet

DUNGEON SCREEN



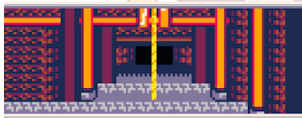
STAIRS

The doorway that connects the dungeon to the outside. Look forward and climb up.



DOOR

Doors that open and close at KONPSI in "FENNEL".



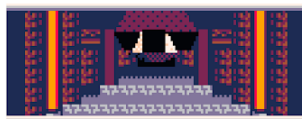
GOLDEN PILLER

Build a pillar with KONPSI in "BURDOCK" to light up the dungeon.



CRYSTAL MONUMENT

The monument that lies in the dungeon. It resonates with "BELL" of the same material.

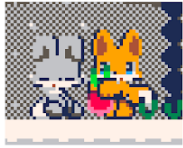


VIRUS

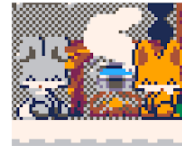
They are lurking all over the dungeon. Be careful not to bump into them.



Item sheet



Effect when raised



Effect when eaten

BEET



Wake up
a sleeping residents



[VITALITY]

Increases maximum life

FENNEL



Open or close
the door



[AGILITY]

Action is faster

PARSNIP



Will make the
wind blow upward
& forward



[VELOCITY]

Move faster

POTATO



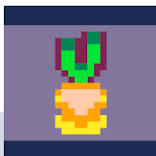
Makes bouncing blocks
appear at
player's feet



[JUMPING]

Jumps are higher

LOTUS



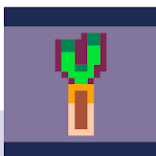
Move quickly to
another area



[SWIMMING]

Swim better

BURDOCK



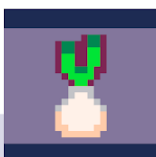
Pile the blocks
from the ground
for scaffolding



[CLIMBING]

Stronger on uphill

GARLIC



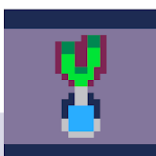
Takes no damage from
enemies for a while



[WARINESS]

It makes it easier
to notice signs

KUWAI



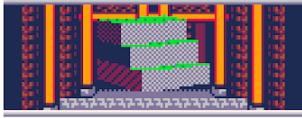
Look around the area
and use the © button
to find the residents



[CAPACITY]

The number that can carry
VEGGIES increases

Item sheet



Effects in the dungeon

BEET



Will awaken something in the dungeon

FENNEL



Open and close the door

PARSNIP



No effect

POTATO



No effect

LOTUS



Go through the dungeon
and move quickly to another area

BURDOCK



Light up the dungeon by building a golden pillar
one square in front of you to find a hidden passage

GARLIC



It won't be damaged by the virus for a while

KUWAI



Can look over the dungeon mini-map
in a 16x16 range

Golden Dishes

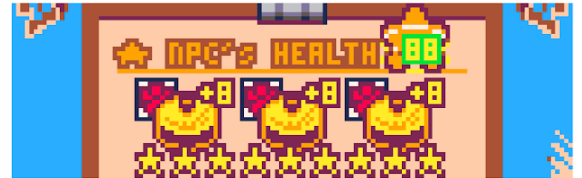


Effects of Golden Dish



Golden Recipe Ingredients

The ingredients in the Golden Recipe become glowing "Golden Dishes"!



Ruth's hair ornament will change by one level!

The effect is that when Ruth's life runs out, she can be revived on the spot!



Golden Dish conditions



If you combine three certain ingredients to achieve a 3-star perfect, you've got yourself a "Golden Dish" !



Golden Recipe Notebook



SWEET SOUP



SPICY ROAST



Recipe combinations.
Let's find out!



Credit



Total Production : shiftalow / bitchunk

Cover art : nokoyama

PICO-8 : lexaloffle.com



contact : contact@mail.bitchunk.net

