GUST

KT

BLUE REFLECTION

Prologue & Characters
P.6~12

School Life
P.13~20

The Common
P.21~22

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P.23~27

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Design: Akiko Ishikawa

Screenshots are taken from a development version of the game.

The features described in this manual are subject to change.

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BLUE REFLECTION

Gamepad Controls

LT
Zoom In
(only in the Common)

RT
Zoom Out
(only in the Common)

LB
View School Map
Return to Reality
(only in the Common)

RB
Show "FreeSpace!"

X
Swing
(only in the Common)

Left stick
Move / Move Cursor

Y
Show Main Menu

Move Cursor

B
Cancel / Jump
(only in the Common)

Right stick
Move Camera
(only in the Common)

A
Confirm / Talk / Check
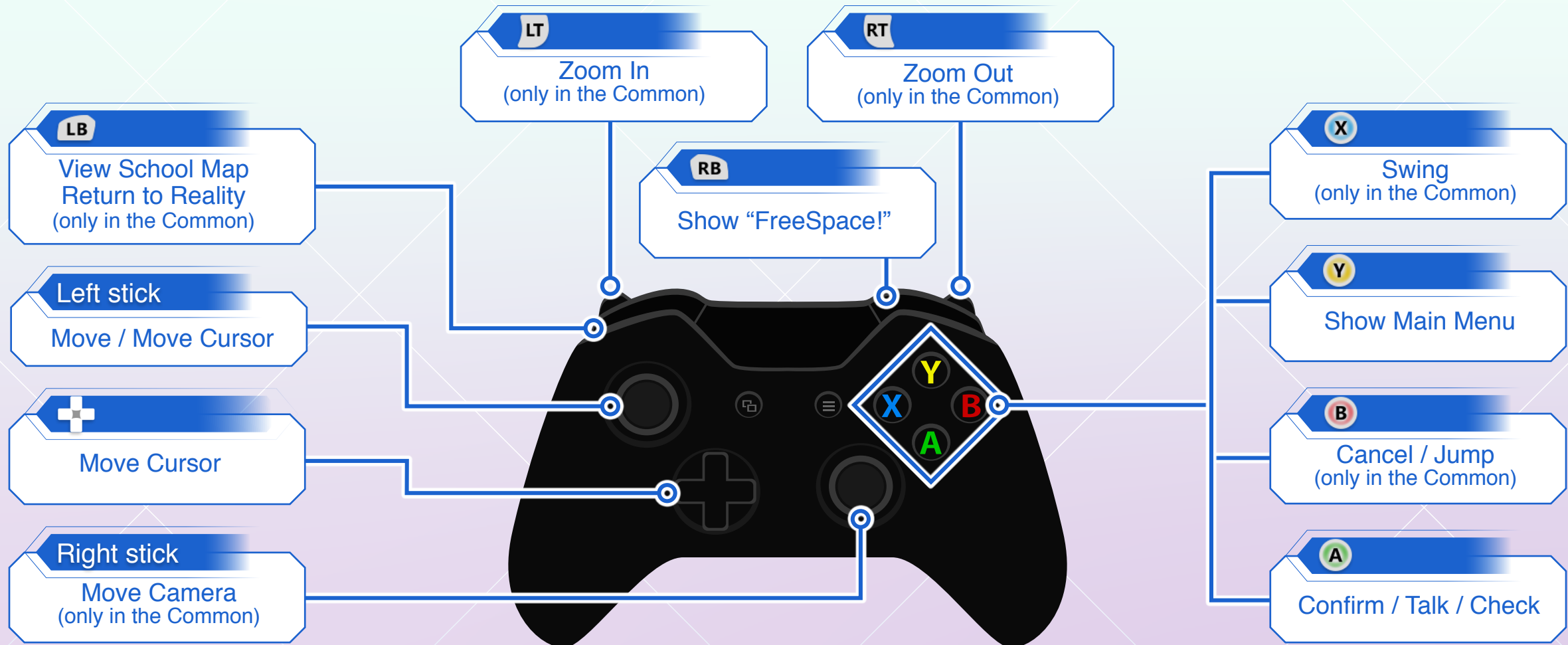
※ Be sure to check the in-game control prompts for more information.

Keyboard Controls

E
Show "FreeSpace!"

Q
View School Map
Return to Reality
(only in the Common)

W/A/S/D
Move / Move Cursor

R/T/Y/G
Move Camera
(only in the Common)

↑ / ↓ /←/→
Move Cursor

U
Zoom In
(only in the Common)

O
Zoom Out
(only in the Common)

J
Swing
(only in the Common)

I
Show Main Menu

L
Cancel / Jump
(only in the Common)

K
Confirm / Talk / Check
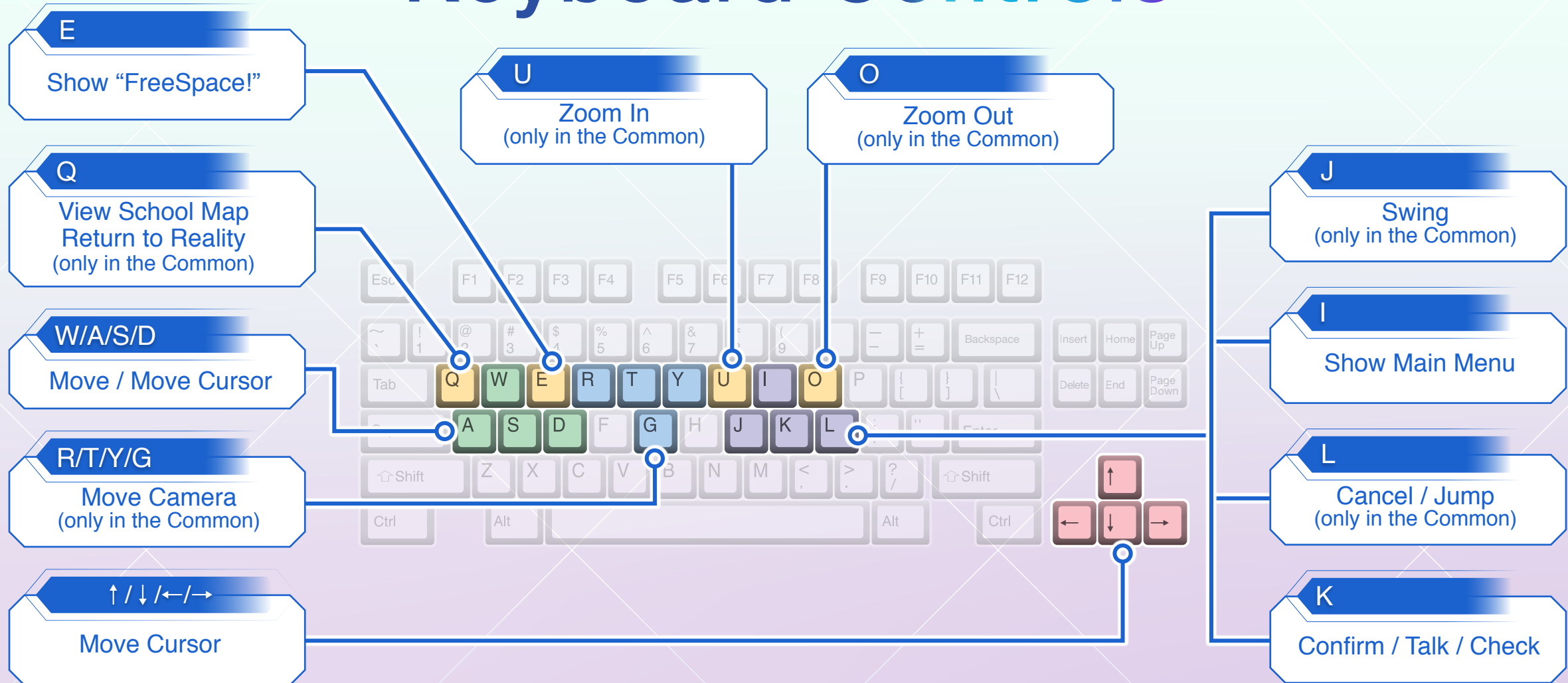
※ Be sure to check the in-game control prompts for more information.

Hoshinomiya Girls' High School -- one of the most prominent schools in the country, located on the outskirts of the city.

This school has two separate courses, the "Normal" one and the "Special" one. The special curriculum is designed to help nurture the gifted children from around the country.

The protagonist, Hinako Shirai, is one such girl. A ballet performer with a bright future ahead of her. Or so we thought...
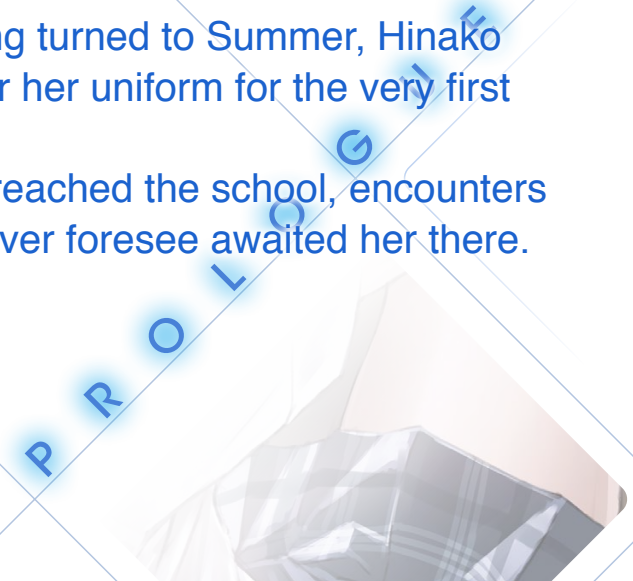
About one year ago, with a major ballet competition coming up, Hinako hurt her leg in a terrible accident, rendering her unable to take the stage again.

Her admittance into the Hoshinomiya Special Curriculum was redacted, and she was instead placed into the normal course. However, left unable to dance ever again, Hinako couldn't bring herself to go to school.

She spent her days fighting the despair, desperately trying to make her leg move again.

When the Spring turned to Summer, Hinako decided to wear her uniform for the very first time at last.
Yet, when she reached the school, encounters she could not ever foresee awaited her there.

PROLOGUE

CHARACTERS

HINAKO SHIRAI

A former ballet dancer, who gave up hope in the future

VA: Yuuki Takada

158cm / 44kg • Likes: Classical Music

The protagonist of our story. About one year ago, she was supposed to perform in a prestigious ballet competition, but suffered an injury to her leg in a terrible accident.

Left unable to perform, as a result of her trauma, she closed her heart to the world.

And yet, her body simply cannot forget the sensation of dancing, and she lives with the hope that one day she may be able to move like she once did.

YUZUKI SHIJOU

An innocent and energetic young girl

VA: Marika Kouno

147cm / 37kg • Likes: Chocolate

One of the mysterious girls who introduced
Hinako to the powers of "Reflectors."
She's bright with a sense of humor and is liked
by everyone who comes across her.

Though they only just met,
Hinako is one of her highest priorities.

Y U Z U K I S H I J O U

CHARACTERS

LIME SHIJOU

A realist who values results

VA: Sawako Hata

146cm / 36kg • Likes: Marshmallows

One of the mysterious girls who introduced Hinako to the powers of "Reflectors." She is in the same class as her sister, Yuzuki. But unlike Yuzuki, she believes in efficiency and results, and tends to prioritize her feelings over those of others.

However, she cares about Hinako as much as her sister does.

Lime Shijou

An honest and straight-forward girl

VA: Sayaka Senbongi

157cm / 48kg • Likes: Cooking

SANAE NISHIDA

She comes from the same middle school as Hinako. She knew about Hinako in middle school and continues to look out for her in high school.

A romantic with an appetite

VA: Haruka Ito

155cm / 53.5kg • Likes: Going out

RIN SANADA

A girl on the school's tennis team. She may seem indecisive at first, but she can be surprisingly driven, once her mind is made up. She currently hash a crush on a boy from another school.

An outgoing ballet prodigy

VA: Ai Kakuma

154cm / 41.5kg • Likes: Dancing

SARASA MORIKAWA

A fellow ballet dancer, who considered Hinako her rival in middle school. They have crossed paths several times. While her personality seems harsh on the surface, she's actually quite sociable.

A genius child actress with leadership qualities

VA: Yumi Uchiyama

170cm / 51kg • Likes: Training

MAO NINAGAWA

A famous actress, who has played several roles as a child. Quite sociable, and generally easy to spot as the center of attention.

An elder-sister type who looks out for everyone

VA: Sora Tokui
168cm / 50kg • Likes: Sports

Kei Narimiya

Many of her peers rely on her, and her maternal instincts to take care of those around her. She has a hard time leaving those in need alone.

A camerawoman looking to become a journalist.

VA: Yumiri Hanamori
149.7cm / 39kg • Likes: Money

Ako Ichinose

She loves the idea of money and profits, and one day hopes to become very wealthy herself. She is a member of the broadcasting club at her school, and wants to become a journalist.

A sexy beauty who likes everything pretty

VA: Mikako Komatsu
162cm / 47.5kg • Likes: Accessories

Shihori Sugamoto

A sexy beauty with a very unique "aura." Her looks often gather a lot of attention (and help) from the opposite sex. She has never struggled a day in her life.

A strange girl with a big heart

VA: Ayaka Suwa
152cm / 43kg • Likes: Flowers

Chihiro Inoue

A bizarre girl. She cares deeply for others, but often times expresses that feeling incorrectly and turns a situation worse.

A normal high school girl devoted to her club activities

VA: Ai Kayano

156cm / 47kg • Likes: Running

RIKA YOSHIMURA

A normal high school girl in the track and field club. She was in the same club as Kaori in middle school.

A flashy apathetic girl

VA: Ayaka Shimizu

164cm / 49kg • Likes: Fashion

KAORI MITSUI

She has a hard time diving into anything with 100% of her energy. While she was in the track and field club in middle school, she has not joined her high school club.

A pianist with peculiar taste

VA: Nao Shiraki

150cm / 35kg • Likes: Music

FUMIO TAYA

She has pitch-perfect hearing, and is in the "Special" curriculum. Her grandmother raised her very strictly, and she is continuing her piano classes in high school.

A genius girl who can see through everything

VA: Ayane Sakura

159cm / 45kg • Likes: Thinking

YURI SAIKI

A girl born with a gift. But at school, she tries to act as normal as possible. Other students simply think she's a bright student.

How to Play

Experience all Hoshinomiya has to offer in the shoes of the protagonist, Hinako Shirai.

Here you can meet and interact with other students and fulfill certain conditions to trigger events. The students here are going through a lot, and sometimes their emotions will run rampant.
When that happens, you'll need to enter "the Common" to calm them down.

School

Common

Transform into a Reflector and enter the Common to stabilize and retrieve Fragments that have gone rampant. But on your way, you'll be faced with demons who want Fragments just as badly as you do. Fight them off and retrieve the offending Fragment so you can return to school.

Growth

Your main characters can be improved with growth points, which are obtained both through missions and story progression. They can also equip Fragments to strengthen their skills. Fragments, in turn, can be strengthened with items.
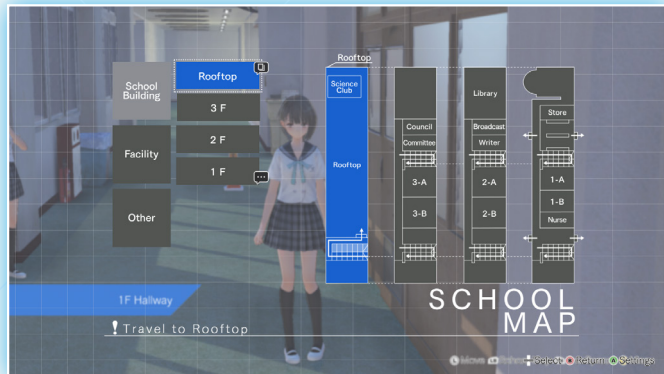
Saving and Loading

In order to Save or Load the Data, open the Main Menu with the (Y) button, and select SAVE/LOAD. You can also load your game from the title screen with "LOAD GAME."

※ You can also save the game at certain points in the story.
※ You cannot save the game during an event or in the "Common."

SAVE/LOAD

Save
Load
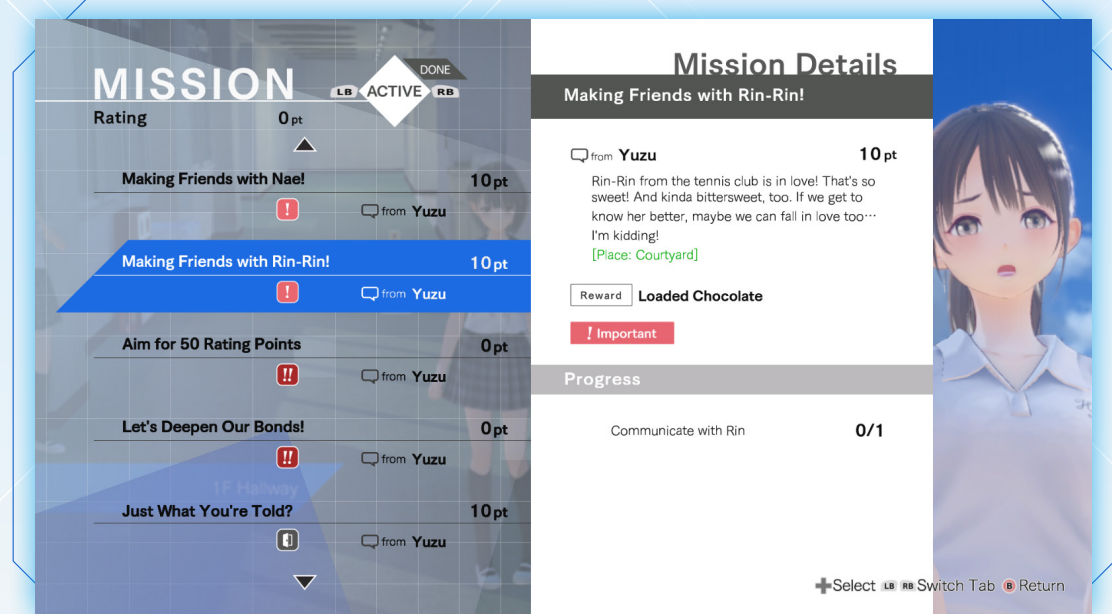Return to Title

Select Return Settings

Main Menu

Press the **Ⓨ** button to display the Main Menu. You can also confirm the characters' current information.

Parameters

ITEM
View the items you have collected. Materials for crafting can be used in a certain area of the Common to craft new items or enhance fragments.

MISSION **P.14**
View the Mission Rewards and progress.
When you complete certain missions and gain points, the story will progress.

STATUS **P.15**
View Hinako, Yuzuki and Lime's stats. Press the **LB** / **RB** to change characters.

GROWTH **P.16**
Distribute the growth points to increase levels and learn skills.

FRAGMENT **P.17**
Equip fragments.

SAVE/LOAD
Save and Load the game.
Cannot save during events and while in the Common.

DATABASE
View information on fragments, monsters, and items.
You can also view the Glossary of terminology.

SETTINGS
Adjust the game's settings and enemy difficulty. You can also set the game to Auto-play dialogue, etc.
Changing the game's difficulty will not only make the enemies stronger, but cause them to drop different loot.

Missions

Missions arise as the story progresses.
Each has its own specific conditions.
Fulfill those, and you'll receive rewards and
move the story forward.

MISSION LB ACTIVE RB DONE

Rating 0pt

Making Friends with Nae! 10pt
! from Yuzu

Making Friends with Rin-Rin! 10pt
! from Yuzu

Aim for 50 Rating Points 0pt
!! from Yuzu

Let's Deepen Our Bonds! 0pt
!! from Yuzu

Just What You're Told? 10pt
from Yuzu

Mission Details
Making Friends with Rin-Rin!

from **Yuzu** 10pt

Rin-Rin from the tennis club is in love! That's so
sweet! And kinda bittersweet, too. If we get to
know her better, maybe we can fall in love too···
I'm kidding!
[Place: Courtyard]

Reward Loaded Chocolate

! Important

Progress

Communicate with Rin 0/1

+Select LB RB Switch Tab B Return

Types of Missions

!! Vital

Missions essential to
progressing the story.

! Important

Missions that see you
interacting with other students.
Many of them will impact your
friendships with others.

Common Search

Missions focused on exploring
the Common. You'll have to
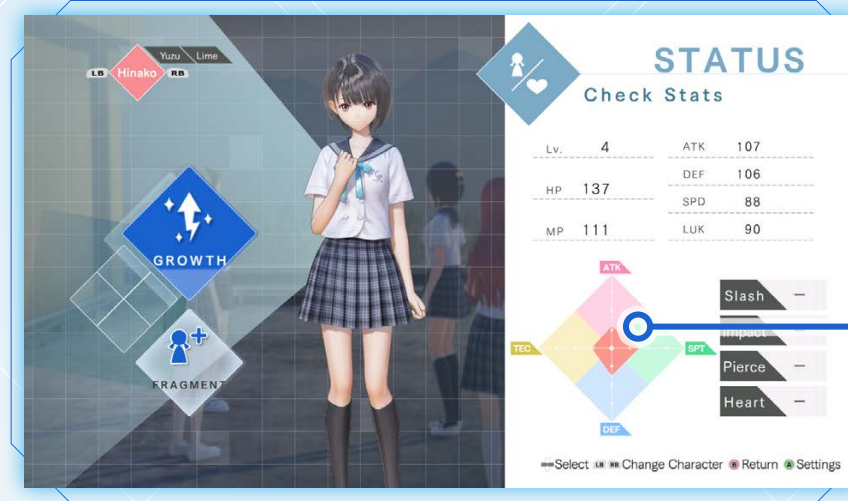defeat monsters and collect
certain items to clear them.

Item

Missions that require you
to obtain a certain item.

Status

View characters' parameters and skills they have learned. As your characters' levels increase, so do their stats.

STATUS
Check Stats

Lv.	4	ATK	107
HP	137	DEF	106
		SPD	88
MP	111	LUK	90

Slash —
Impact —
Pierce —
Heart —

Attributes

The equipped fragment can change the effect of your attacks.

Parameters

Lv.	The current level of each character. Distributing growth points to a character will increase their level.

HP	Characters will be unable to fight, if this number reaches zero.

MP	MP is depleted as you use Skills.

ATK	The higher this number, the more damage you can do to opponents.

DEF	The higher this number, the less damage you will receive from opponents.

| SPD	Affects the order of performing an action, chance of evasion, and ability to successfully escape.

LUK	Affects critical hit chance and evasion chance.

Attribute	Each Attribute: Slash, Heart, Impact and Pierce Attribute have strong and weak counterparts.

Level Up

You can grow the main characters under "STATUS" by distributing points you receive from completing missions or events.
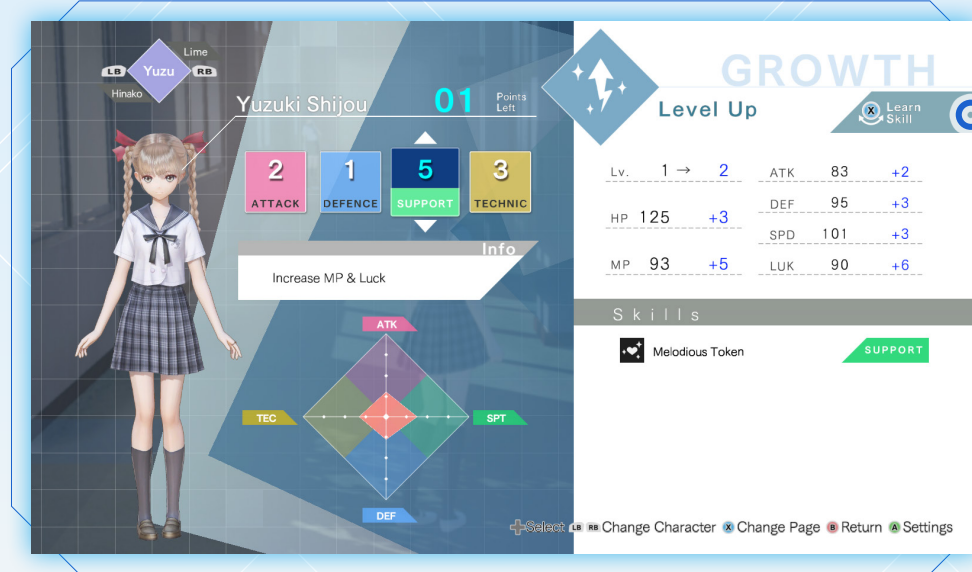
Learning Skills

By pressing the X button, you can confirm the necessary points to learn a skill.

Distributing Growth Points

Choose from 4 different items and distribute your points. The amount required to level up differs depending on the parameter. When a certain amount is reached, you will learn a new skill.

ATTACK
Grow the attack trait, improving attack and learning offensive skills.

DEFENCE
Grow the defence trait, improving regeneration and learning defensive skills.
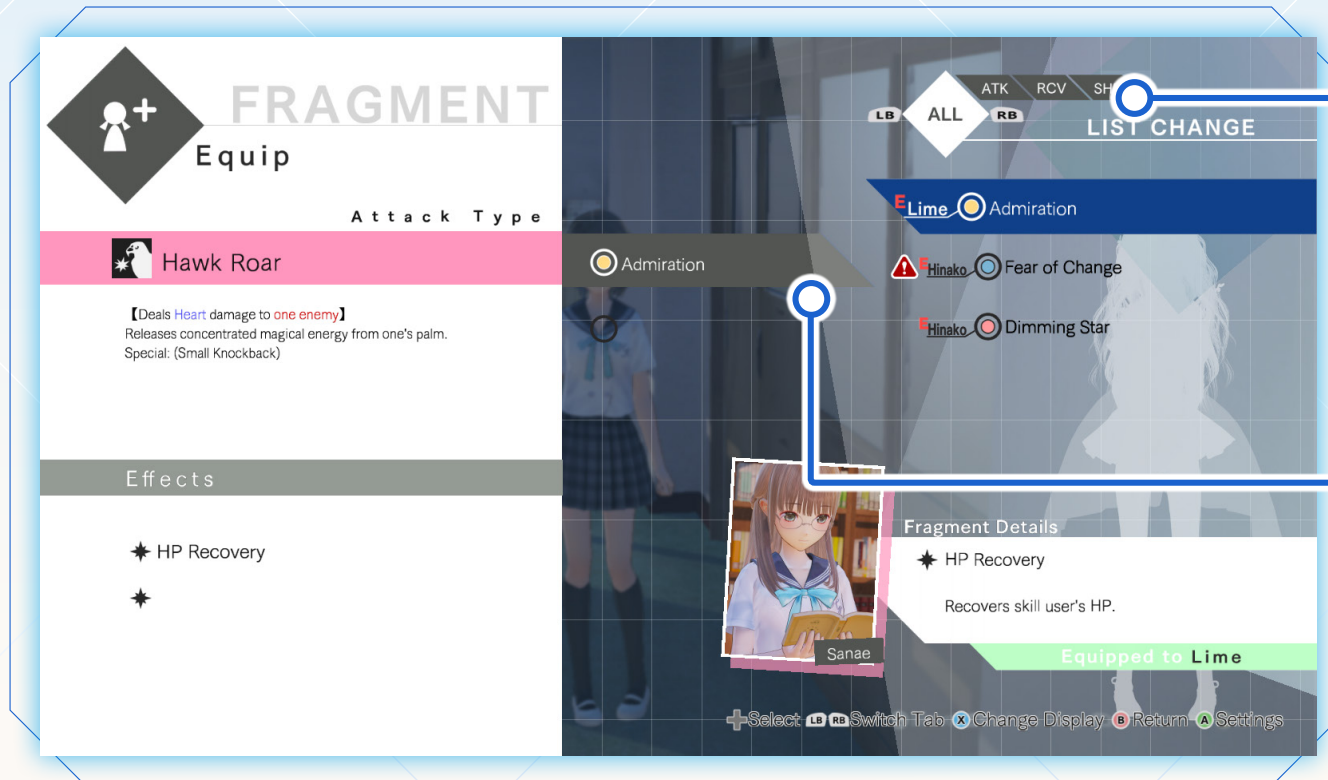
SUPPORT
Grow the luck trait, making it easier to learn skills that have to do with evasion and drops from enemies.

TECHNIC
Grow the agility trait, making it easier to learn skills related to regeneration and support.

Equipping Fragments

Choose "FRAGMENT" under "STATUS" to enhance the protagonist's skills. Fragments will only have an effect on the corresponding skills. Be sure to enhance the skills you use often.

FRAGMENT

Equip

Attack Type

Hawk Roar

【Deals Heart damage to one enemy】
Releases concentrated magical energy from one's palm.
Special: (Small Knockback)

Effects

✦ HP Recovery

✦

Admiration

ATK RCV SH
LB ALL RB   LIST CHANGE

E Lime ◉ Admiration

⚠ F Hinako ◉ Fear of Change

E Hinako ◉ Dimming Star

Fragment Details
✦ HP Recovery

Recovers skill user's HP.

Sanae

Equipped to Lime

Select LB RB Switch Tab X Change Display B Return A Settings
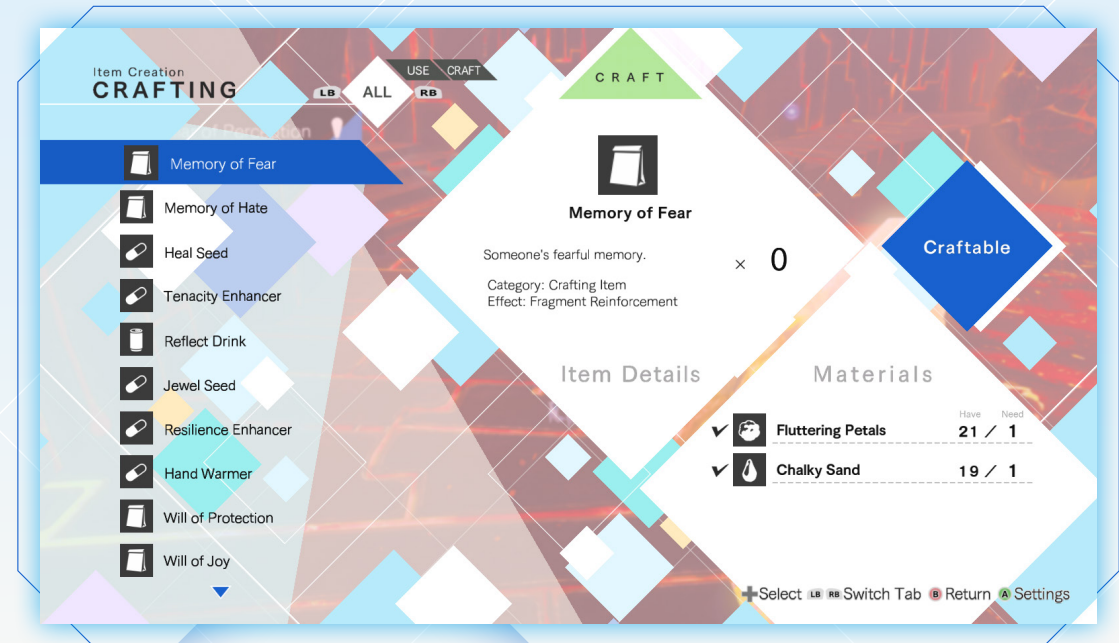
Types of Fragments

"Attack" will improve offensive skills, while "Recovery" type of fragments will affect healing skills. There are some fragments that can improve more than one.

Slot

You can equip as many fragments as you have slots.

Item Creation / Fragment Enhancement

"Item Creation" and "Fragment Enhancement" can be done by accessing certain locations in Common.

Item Creation

Combine different materials to create consumables (items that are used once for a momentary boost in stats). Items that you create can be used inside the school or in the Common.

Fragment Enhancement

Fragments can be enhanced by using certain items. Enhanced fragments will have a bigger affect on their corresponding stat.

Leaping to the Common

If students' emotions go out of control or they are distressed, you will be teleported (leap) to a different world known as the Common.

After you leap, you will be transformed into a Reflector.

Return to the Real World

You can return to the real world by pressing the **LB** . If you lose a battle while in the Common, your body in the real world will faint, and you'll be taken to the school nurse's office.
You won't lose the items you collected in the Common, but you will need to restart your exploration from the beginning.

※ You may not be able to return to the real world if you're in the middle of an event.

Objectives in the Common

Completing an objective in the Common takes research and exploration!
But once your objective is complete, you'll return to the real world.

Retrieving Fragments

To stabilize rampant emotions, you must collect a Fragment. However, before you can collect it, you must find it by trying to understand your friend's feelings. You'll also have to take down a few demons on the way.

Completing Missions

To solve someone's problems through a mission, you need to fulfill a variety of conditions, from defeating demons to collecting specific items.

Demons
Run into one of these and you'll have a battle on your hands.

Gathering Shards
Collect Emotion Shards with the Ⓐ button.

Battle

When coming into contact with a monster in the Common, you will enter a battle. If you swing with the ⓧ button before coming into contact, you can start the battle with an advantage.
In this instance, you will have more Ether at the start of battle.

RESULT

DROPPED ITEMS

Cooling Gel		2
Hidden Grudge		1
Roiling Hatred		2

Ⓐ Next

Victory and Defeat

When all the enemies' HP gauges reach zero, you will win the battle. Conversely, if your party members' HP reaches zero, you will lose.

When You Win

After defeating enemies, you can obtain the items that they drop. You will also regenerate your HP and MP.

Reading the Battle Screen

During battle, characters will be able to execute a selected command when it is their turn.

Commands

ATTACK — Select your attack skill and your target. Uses MP.

SUPPORT — Select a healing or support skill and its target. Uses MP.

**ESCAPE** — Escape from battle... if you are lucky.

OVERDRIVE — Use some Ether to select multiple skills to use consecutively. These use MP as usual.

ETHER CHARGE — Build Ether until your next turn, and recover some MP as well.

Timeline
Main characters move to the right, and enemies move to the left. They can take action when they reach the center. The numbers indicate the combat order.
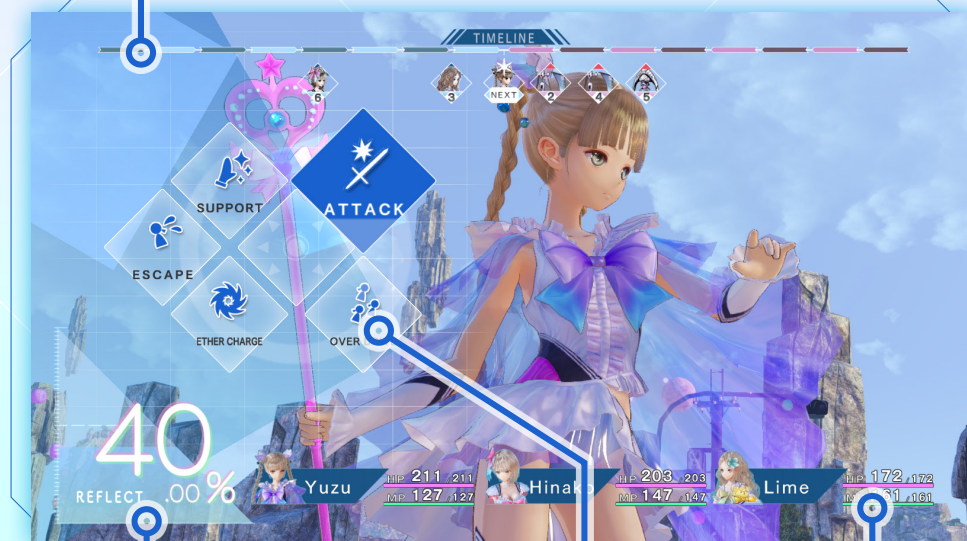
Ether
Required for Overdrive. Accumulated via Ether Charge.

Commands

Character Info

Ether Charge / Overdrive

Ether Charge

You can accumulate Ether until your next action. This will also regenerate MP. You will need MP to perform skills. If you run out of MP, remember to charge your Ether.

Overdrive

By using a certain amount of Ether, you can activate Overdrive. While in Overdrive, you can link several skills together. The 2nd skill's effects will be enhanced, while consuming less MP.

※ By progressing through the story, you will be able to chain more skills during Overdrive.

Active Commands / Supporting Allies

Active Commands

When the timeline is active (and no one is performing an action), use ✛ to perform an Active Command.
The timeline will progress, and when someone's turn comes around, the Active Command will deactivate.

Triggers allies' support effect sooner than normal.
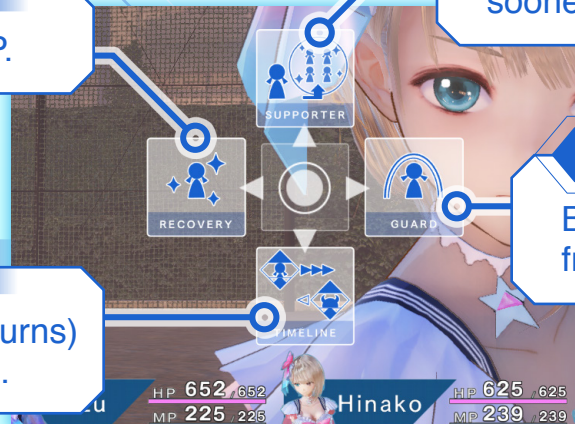
Recovers all the allies' HP.

Blocks incoming damage from enemies.

Causes the timeline (allies' turns) to come sooner than normal.

※ Progressing through the story will increase the types of Active Commands.

Ally Support

When fighting the Sephirot, your friends will support your attacks. By pressing the appropriate button, at the right moment, other characters will come in for support.

※ Allies will be able to support over time.
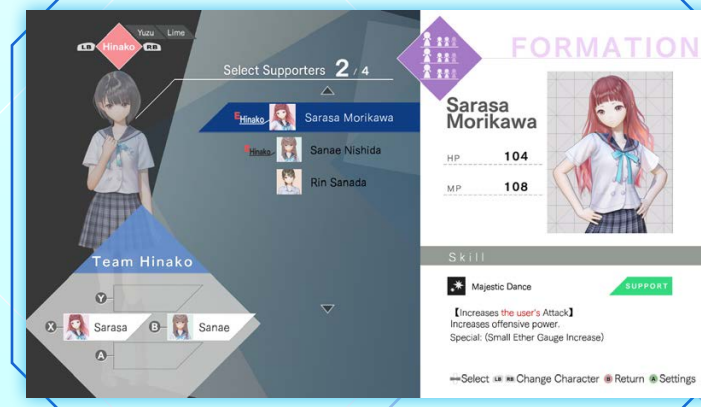
Fighting the Sephirot

Invasion of the Sephirot

When progressing through the story, the Sephirot will invade. They are attacking the school, which happens to be a singularity, and must be defeated.

The Core

After you deal a certain amount of damage to a Sephira, several cores will appear and attack you and your allies.

Repelling the Sephirot

When you deal a certain amount of damage to a Sephira's main body, the Reflect Counter will activate, and repel the Sephira.

※ Even after they are defeated, Sephira cores will regenerate when their turn comes around. But, their HP will be extremely low.

Using FreeSpace! (1)

By progressing through the story, you will be able to use the in-game app "FreeSpace!" Free Space is an app with several functions. Chat with your friends at the "Table Chat" or play your favorite tunes with the "Jukebox." There are several ways to enjoy your school life even more.

Talking with Friends

FreeSpace! users can chat with each other by registering them on their friend list. Don't be shy to use this to chat with your friends. While moving through the campus, if you receive a hint, you can contribute it to the conversation.
You may become really close with your friends, or discover a side of them you didn't know.

Yuzu

TABLE CHAT

Heya Hina!

Since we exchanged info, I figured we could give chatting a try!

dure

Dure? Is that a dialect or something?

Typo, sorry.

MEMBERS

Hinako   Yuzu

Ⓐ Next

Using FreeSpace! (2)

There are several functions inside FreeSpace! besides chatting with your friends. Understanding how to use the app is the key to an awesome school life.
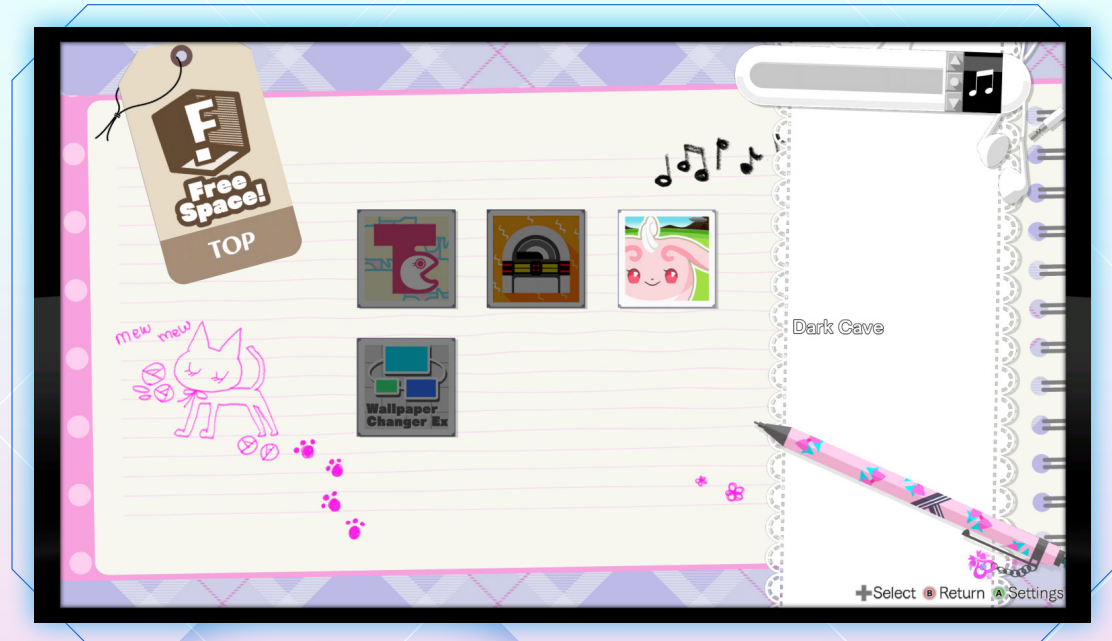
Use the Jukebox

You can change the in-game BGM by using FreeSpace!'s jukebox feature. Play the game while listening to your favorite tunes.

Change the Theme

The design of FreeSpace! can be customized to your liking. Enjoy chatting with your friends on the app with your favorite design.