



User Manual

The Title Screen

This is the title screen for vivid/stasis.

As the text says, you can press any key to progress to the main menu.

Except for Escape. That closes the game.

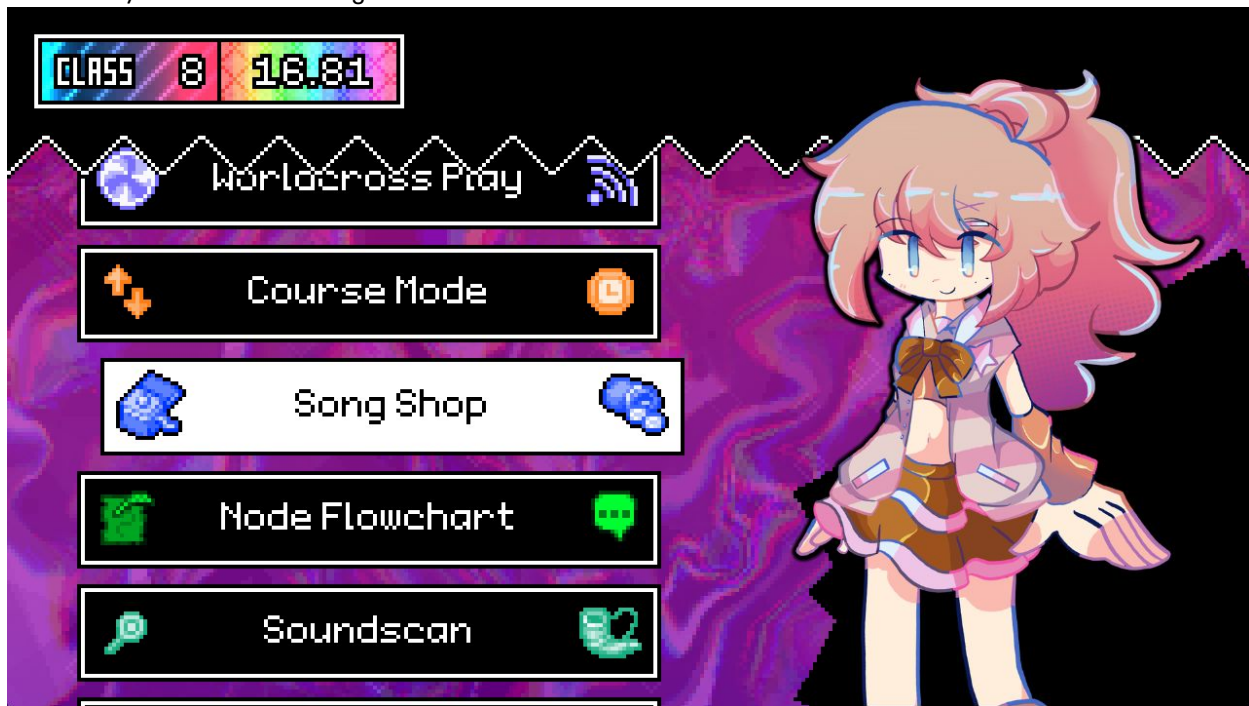


The Main Menu

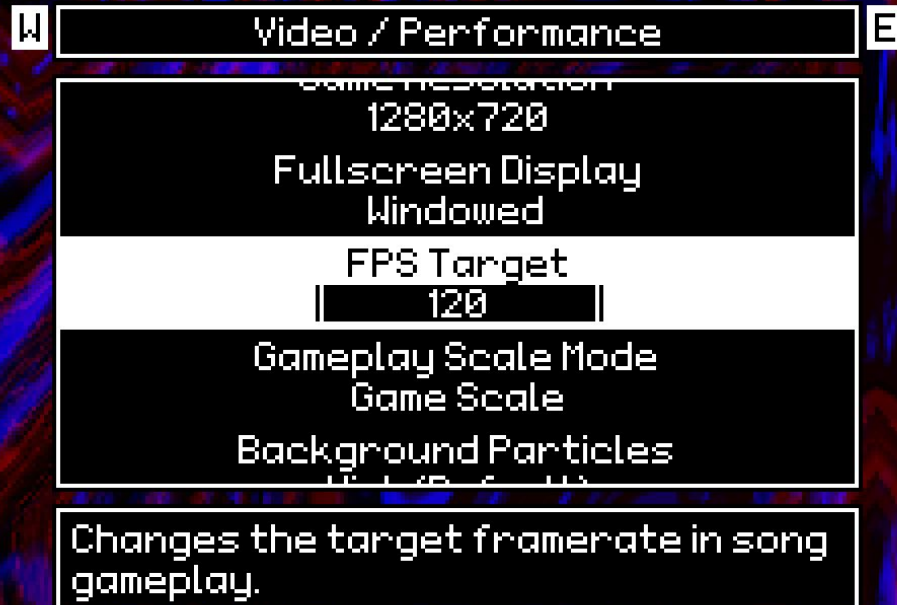
This is the main menu for vivid/stasis. From it, you'll be able to select a variety of options:

- Rhythm Play
- Worldcross Play
- Course Mode
 - unlocks after Chapter 2*
- Song Shop
 - unlocks after Chapter 1*
- Node Flowchart
- Soundscan
 - unlocks after Chapter 3*
- Profile
- Rating List
- Character Change
- User Manual (you're here!)
- System Options
- Credits

This is a simplified version of the user profile.
It shows your Class and Rating.



System Options



This is the System Options menu.

Everything here is pretty self-explanatory, save for one thing: you can adjust finer values by holding the SHIFT key.

Rhythm Play Menu

The Rhythm Play menu is where you can choose songs to play.

Use the UP and DOWN arrow keys to move through the menu.
Use the LEFT and RIGHT arrow keys to change the difficulty.

If you hold SHIFT and press LEFT or RIGHT, you can select multiple difficulties at once to be displayed.

If Finale (the red difficulty) is selected and RIGHT is held, the difficulty select will force itself into Encore.

Class / Player Rating

Song Title / Artist

Asymmetry (takehirotei remix) SiLiS / takehirotei

CLASS 8 16.81 F3 12

10 ENERGY SYNERGY MATRIX

8 WATAGASHI RUSH V+ FC

9 Asymmetry (takehirotei remix)

9+ Random E

10+ The Next Arcady SS FC

W [ALL] Single Collection E

S

0 25



RECORD 0

COMBO RECORD 0

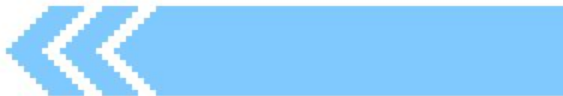
BPM 177

NOTES 689

Song Folder

Currency

Rhythm Play Diagram



- A. Leaderboards prompt
- B. Difficulty selector
- C. Difficulty of song object
- D. Grade
- E. Clear Type Indicator (Full Combo, All Critical)
- F. Highscore on the shown chart
- G. Highest combo achieved on shown chart
- H. Tempo (BPM) of the selected song
- I. Amount of notes in the shown chart

You can also press SHIFT to display technical stats for the shown chart. (See Technical Song Stats slide)

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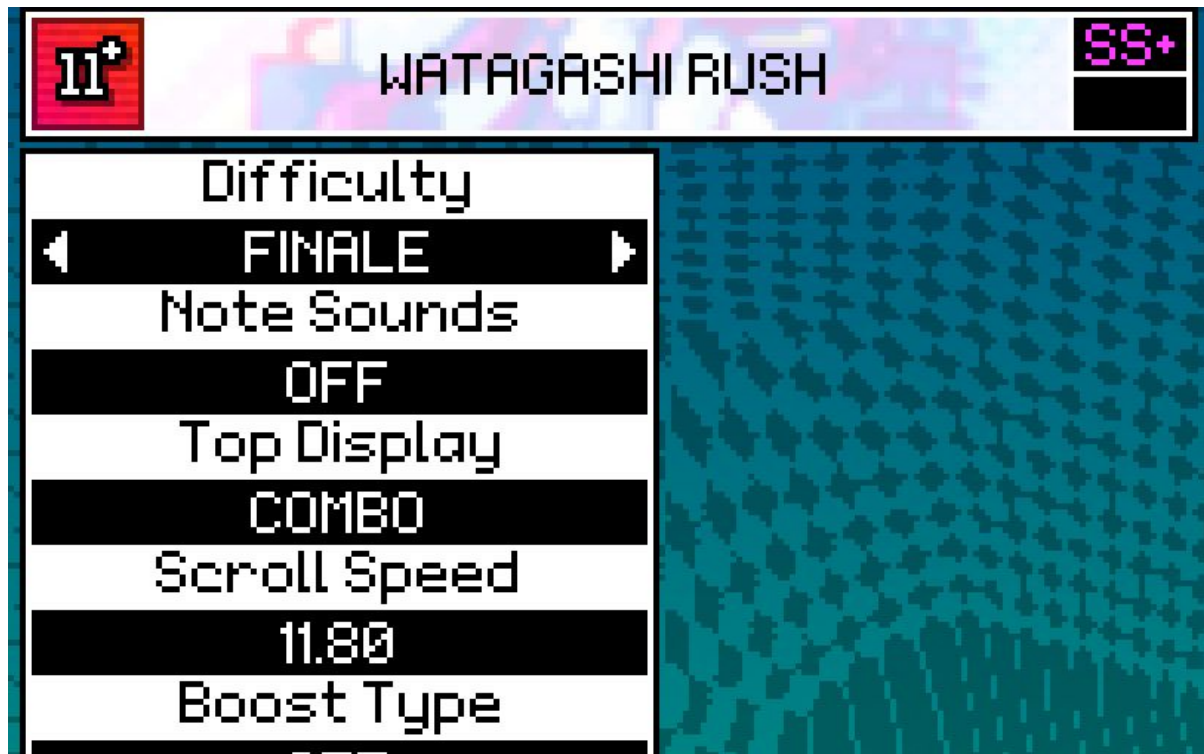
Technical Song Stats



Technical Song Stats is an optional window that can be brought up by pressing the assigned key (default: TAB) on the Song Select Menu. It shows a variety of statistics for the chart for the selected song and difficulty. These statistics are determined as follows:

- **CHIP:** Dependent on how heavily the chart is weighted in favor of normal (non-bumper/hold) notes
- **TECH:** Dependent on how heavily the chart is weighted in favor of "Tech" notes (bumper notes and hold notes), as well as the amount of jackhammer and chain patterns.
- **STREAM:** Dependent on the average note density of the chart
- **CHORD:** Dependent on how heavily the chart is weighted in favor of pressing multiple buttons at once
- **BURST:** Dependent on the peak density of a set amount of beats in a chart

Song Confirmation Menu



The Song Confirmation menu appears after choosing a song in the Rhythm Play menu. From here you can configure five options on the right, which are as follows:

- **Difficulty**
(You can change between available difficulties here.)
- **Note Sounds**
(You can change which sound plays when a note is hit in gameplay.)
- **Top Display**
(See the dedicated Top Display page.)
- **Scroll Speed**
(A higher value means notes will move quicker in gameplay.)
- **Boost Type**
(Determines whether you will earn more Points or Battery for your play.)
- **Gauge Type**
(Changes the difficulty of the health bar, or disabled it.)

After configuring your options, you can press CONFIRM to begin.

Top Display



Top Display is an option that's toggleable from the Song Confirmation menu. It allows the player to change the value that's displayed at the top middle of the playfield in gameplay.



Combo

The value displays your combo. Combo breaks when you get a FAILED judgement, and increases when you get a GREAT, CRITICAL, or A-CRITICAL.



EX Score

The value displays your EX Score. EX Score is an alternative scoring method where different judgements award a set amount of points, and is not dependent on notecount.



Score

The value displays your Score. Your score is dependent on your accuracy in a chart, with 1,010,000 being the maximum for every chart.



Max Score

The value displays your max possible score given your playthrough of the chart so far. It decreases with poor timing.



Points and Battery



vivid/stasis uses two separate in-game currencies. These are Points and Battery, both of which can only be earned by completing a song. You can choose which one you'd like to aim for the most by selecting a Boost Type.

Points is the currency primarily used in the Song Shop to unlock new songs for the Single Collection pack.

Battery is the currency primarily used in the Node Flowchart to unlock new episodes of the story, and Chapter-related songs.



Gauge Style



Gauge Style (formerly Decryption Style) determines how intense the health bar is during a song.

- BASIC style: The default play mode of vivid/stasis. The health bar is disabled.
- CHARGE style: The easiest challenge gauge difficulty.
- HARMONY style: A harder variation of CHARGE style. Losses are more strict and recovery is harder.
- ULTIMATE style: Up for the ultimate challenge? Miss a single note in this mode and you'll instantly fail the song.

ENCORE Difficulty

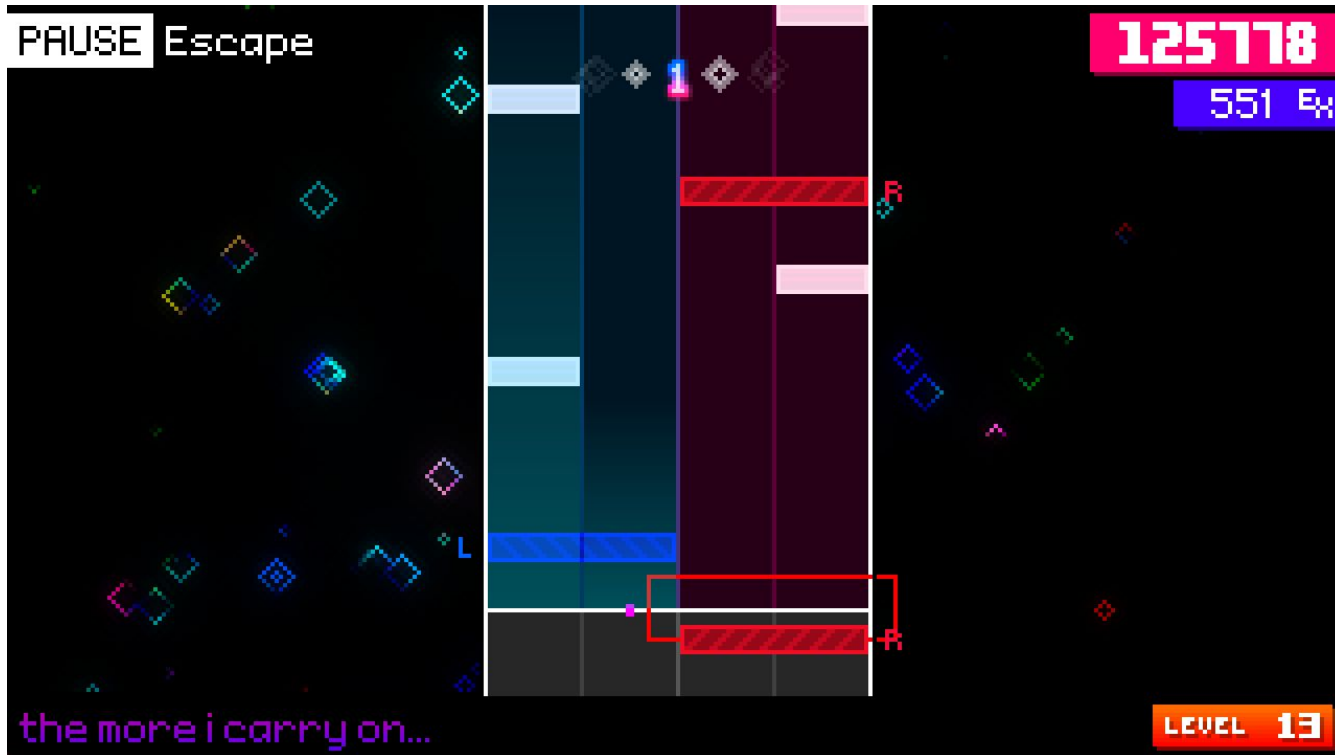
ENCORE is an optional fourth difficulty only present in certain songs.

To unlock a song's ENCORE difficulty, you'll need to score a high enough rank on the song's FINALE chart.

ENCORE charts can be the toughest charts in the game, so be prepared!



Playing the Game



An average gameplay session of vivid/stasis will look like this.

There are three separate types of notes, which will be outlined in the following page.

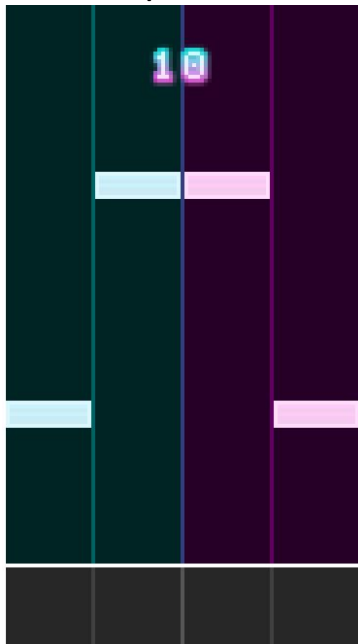
- Chip Notes
- Bumper Notes
- Hold Notes

Your score is displayed in the top right, with both Accuracy Score and EX Score.

The song name and difficulty level are also displayed.

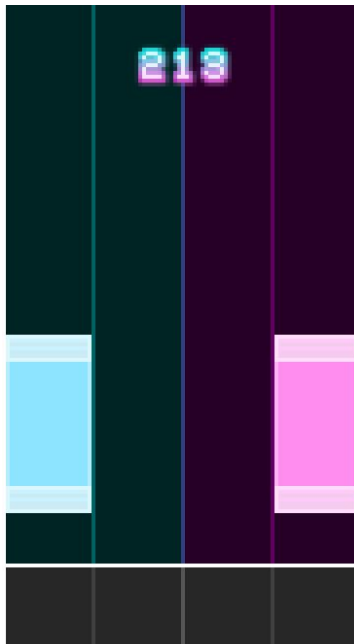
Note Types

Chip Notes



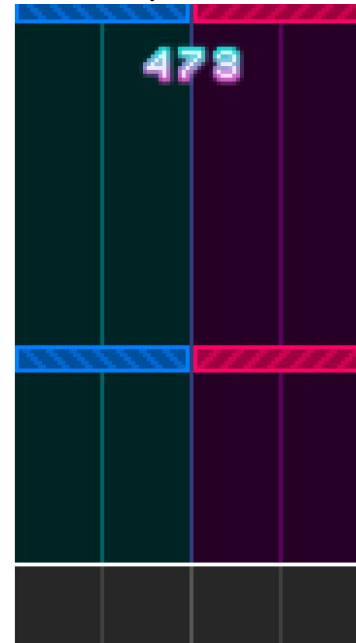
The most basic type of note. When the note falls by the white judgement line, press the key associated with the lane.

Hold Notes



These notes require you to hold the associated key from the time the start passes over the line until the end has passed it.

Bumper Notes



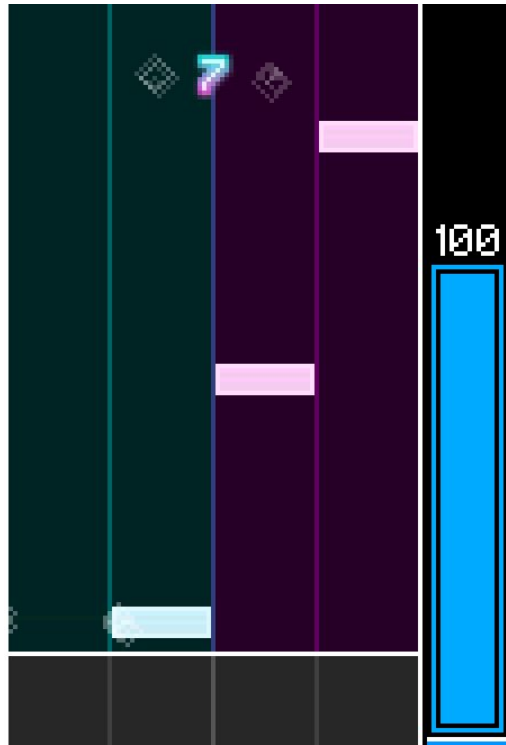
A unique note type. When these pass the line, hit either of the keys associated with the lanes it covers. For example, left bumpers could be hit with the lane 1 key or the lane 2 key.

The Challenge Gauge

In some circumstances, like playing in Course Mode or using a Decryption Style, a colored gauge will appear at the right side of the playfield.

This is the Challenge Gauge, a health bar that decreases when you miss, and recovers when you correctly hit notes. It can appear in three colors, blue (for Gauge Styles) red (for Course Mode / Boss Challenges), and Green (for Soundscan) .

If the gauge hits 0, you will fail out of the song, and gain no reward.



Worldcross Mode

Worldcross is vivid/stasis' multiplayer mode. In it, you can create lobbies of up to 6 players and play songs at the same time.

Note that all players need to have a chart unlocked to play it.

At the end of a match, the person with the most score will be declared the Big Winner.



Course Mode

Course Mode is an optional play mode that exists to test your skill level. From the Course Mode menu, you can select a Class level. You will have to play through four songs of increasing difficulty level, with the Challenge Gauge active. If you reach the end of the course without failing out, your Class indicator will be updated to display your new highest class reached.

Ollie **Testprofile** **CLASS 8** **16029**

Chronomia	
1004700	

GOODRAGE	
998889	

F1055	
997773	

HTTPS	
1003318	

CRITICAL	
5641	

GREAT	
37	

GOOD	
26	

FAILED	
24	

EARLY	LATE
345	121

EARNINGS

DECRYPTION TYPE

COURSE

@Points	x1	224
□ Batt.	x1	60

100

SS **4004679** **16557**

RECORD: 0 **MAX: 17184**

MAX COMBO
678/1474

AUG. DELAY
-12.09 ms

PLAY RATE
0

Character Change



The Character Change menu allows you to customize which character you have showing on the main menu.

This is purely cosmetic! But you can unlock alternate outfits and arts to show through various methods, such as:

- Unlocking certain songs
- Soundscan
- Completing certain story moments

Find the character that vibes with you the most!

The Song Shop



This is the song shop menu. From here you can use the Points currency earned through playing songs to purchase a variety of things.

The items that can be purchased in the song shop include:

SONG PACKS

Packs of a few songs each. You can also choose to buy individual songs, and the pack will be discounted to reflect that.

OUTFITS

New character arts for the main menu.

TITLES

Titles to be displayed in your player profile. Some titles might be time-exclusive, so check often!

Every three days, a discount will be applied to an item. You can also talk to the shopkeeper, Tori, each day for new dialogue.

Soundscan

Soundscan is an alternative progression system mainly used for collaboration projects with other games and properties.

In Soundscan, you'll progress through "Maps", earning a set amount of Event Points each play to unlock various rewards.



Soundscan Paths

When you select a map in Soundscan, you'll be presented with three paths to choose from.

LIGHT PATH: An easier song, for less rewards.

HEAVY PATH: A harder song, for more rewards.

CHALLENGE PATH: The same as Heavy path, but with an added (usually difficult) challenge.

The screenshot shows the Soundscan menu with three paths available for selection. At the top, a 'MIDDLE' button is highlighted with a double arrow. To its right, a 'SHIFT Reroll (150P / 2340P)' button is visible. The three paths are displayed in separate boxes:

- LIGHT PATH:** WATAGASHI RUSH, MIDDLE 8, 113% completion.
- HEAVY PATH:** lone, FINALE 11+, 142% completion.
- CHALLENGE PATH:** LET THE CREATION BEGIN, MIDDLE 11, Song plays at 125% speed, 265% completion.

At the bottom, a summary bar shows:

- Total EP: 11277
- Next Reward at: 13000
- Remaining Rewards: 174P

Player Rating

Ratingscore is a value that *roughly* measures your skill level in the game.

It is calculated with the results of your 30 best plays, dependent on score and difficulty.

The Rating List window is a way for you to check which scores are used in the calculation of your Ratingscore.



TOP 1-10 RATINGScore					RATING EXPLANATION				
#	SONG NAME	LEVEL	SCORE	RATE					
11	F1055	12.6	1002453	14753					
12	Nhelw	12.5	1003931	14746					
13	HTTPS	12.7	1000617	14739					
14	-1	12.6	1002219	14739					
15	GOODRAGE	12.3	1004963	14610					
16	QUASAR	13.0	991961	14598					
17	BADSECRET	12.2	1005278	14530					
18	Fixations Toward the Stars	12.4	1000865	14454					
19	Chronomia	12.1	1005285	14430					
20	F1055	12.8	992013	14401					

The Node Flowchart

The Node Flowchart is the story progression system in vivid/stasis. As you play songs and earn Battery, you can spend it on Nodes in this menu to unlock new Story and Songs.



Node Types



Pathway Node (No Reward)



Music Node (Unlocks Song)



Novel Node (Unlocks Story)

Unlocking any kind of Node uses up Battery. To unlock a node, you must first have that amount of Battery, and it is consumed upon unlock.

Viewing the Story



This is the basic view of the story.

This is a purely kinetic visual novel, so there isn't much interactivity with the story itself.

Text can be advanced by pressing the confirm key (default: ENTER), and the same can also be used to draw an entire textbox at once if it is still scrolling.

You can hold CTRL to skip through very fast.

To exit the story, press the cancel button to open the Exit Menu.

Resume Story

Exit to Flowchart

This is the Exit Menu. It largely speaks for itself.