



DRAMAtical Murder liner notes

Thank you for purchasing DRAMAtical Murder!

The production team would like to thank you from the bottom of our hearts.

Currently, we're all working hard on our next game.

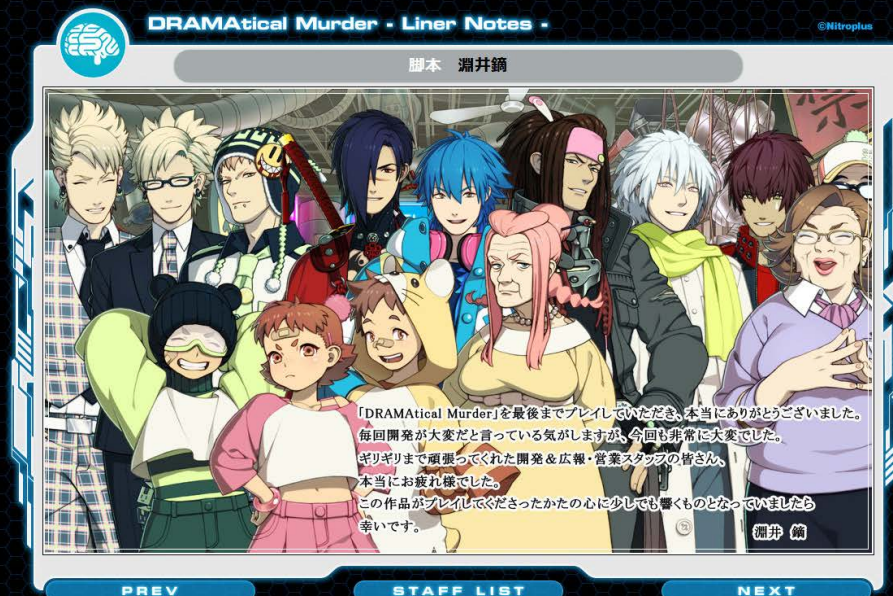
We hope you'll continue to support Nitro+CHiRAL!

*These notes are intended for players who have fully completed the story.

They may contain development anecdotes or other story spoilers.

We recommend you finish DRAMAtical Murder before continuing.

□ DRAMAtical Murder liner notes



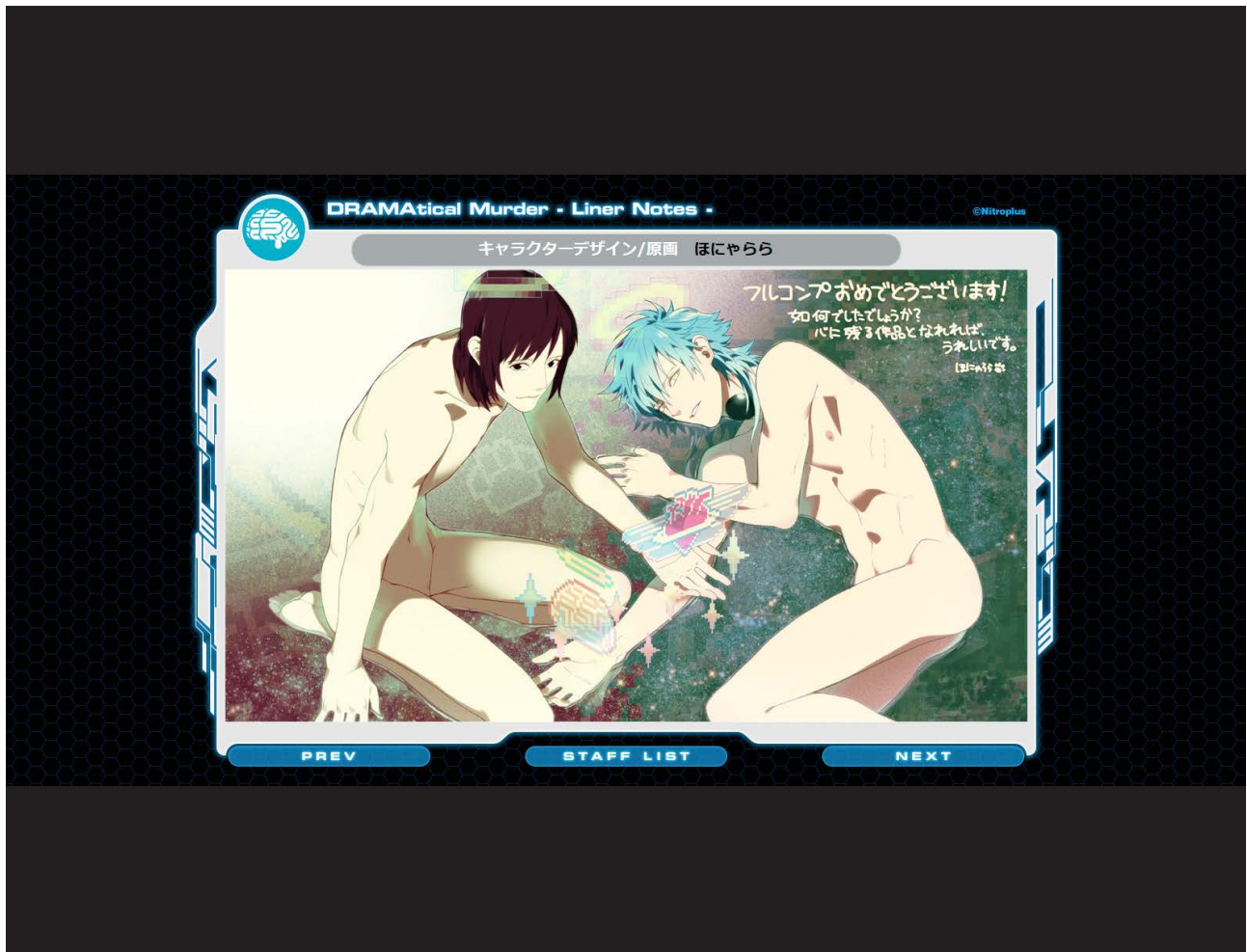
Scenario: Fuchii Kabura

Thank you so much for playing DRAMAtical Murder. I know I always talk about how much work making these games is, but this time it really was so much work.

I'd like to thank the dev and marketing teams, who kept working right up to the wire.

If some part of this game touched your heart, then I'm happy.

□ DRAMAtical Murder liner notes



Character Designs & Artwork: Honyarara

Congrats on finishing! What did you think? I hope it was an unforgettable experience.

□ DRAMAtical Murder liner notes



Staging: Akkyun

Thank you for playing all the way to the end. I'm Akkyun. I was in charge of staging what you might call the "manly" parts of the game, like the Coil display, the Rhyme battles, the Scrap scenes, basically the sort of stuff that Nitroplus is known for.

For this game, we did a fair amount of horror-style staging, particularly in the scenes where Aoba's other self makes his presence known. For example, there are parts where you'll hear a vibration that slowly gets louder. This isn't just for atmosphere. Since DMMd is a first-person game, we wanted you to feel what Aoba is feeling, the growing terror of having something inside your head. The horror style lent itself nicely to this, I think.

On to the next topic. As staging director, I was responsible for all of the sound effects in the game. When it came time to design the alarm you hear when Toue's tower is collapsing, I originally asked for something ultra realistic, like the alarm you hear before the last building explodes in a certain survival game. But after the earthquake, I felt it might not be a good idea to have the alarm be too real, so I asked the sound producer to make it just fake enough.

So you see, in addition to the big obvious set pieces, there are lots of little things that go into making a game that draws the player in. I don't want to give away all of them, so I hope you fans will see how many you can find yourselves. Now is the time to show your passion for this game.

Oh, there's one thing I wanted to do but couldn't. I wanted to make Mizuki's pupils quiver during the scene where he goes crazy. I had to give up on this for release, but maybe one day I'll secretly add it without telling anyone.

That's it. Thanks to all the players, and to everyone who worked on this game. I hope we meet again soon.

□ DRAMAtical Murder liner notes



2D Graphics Director: Yamada Uiro

Congratulations!
Did it melt your brain?

□ DRAMAtical Murder liner notes



2D Graphics Assistant Director: Mimori Shinov

How hard was that last choice, huh?
Talk about sadistic.

□ DRAMAtical Murder liner notes



2D Graphics: Ookuma Nekosuke

Thank you for buying DRAMAtical Murder! I hope DMMd will continue to entertain you for years to come. Maybe it'll get an anime...

□ DRAMAtical Murder liner notes



2D Graphics: Shima Udon

Congratulations.

□ DRAMAtical Murder liner notes



2D Graphics: Senkoudokki

Congrats on clearing the game!

I did some of the backgrounds! Wouldn't it be nice to see more of the DMMd world?

I hope you continue to enjoy DMMd no matter how many times you play it.

□ DRAMAtical Murder liner notes



2D Graphics: namanikuATK

(caption) Aoba sits seiza when reading.

How many years has it been since CHiRAL got started? I look away for a little while and so much has happened. It's hard to believe how far CHiRAL's come. I think I'm more surprised than the players.

I didn't do much for DMMd, just added some colors here and there, but I still felt like a proud parent when this game was released. I hope you can share in my joy.

□ DRAMAtical Murder liner notes



2D Graphics: minoa

Thank you for playing DRAMAtical Murder.

How was it? This was my first CHiRAL project, so it means a lot to me. I love all the characters! Please look forward to future developments from Nitro+CHiRAL!

□ DRAMAtical Murder liner notes



2D Graphics: Ringokikku

Hi. This is Ringokikku. If this is your first time reading one of my comments, nice to meet you!

When I saw the artwork for DMMd, I was impressed by how the world and tone of the story shone through. I had to work very hard not to ruin with my coloring what the artist had done.

It's really amazing how detailed the art is. Take a close look the next time you play!

□ DRAMAtical Murder liner notes



Art Director: WANAN

Thank you for playing all the way to the end. I'm WANAN, the art director.

Did you enjoy the world of DMMd? I hope it did its part to help bring these wonderful characters to life.

This time, we built a much bigger and more detailed world than for previous games. The part you saw was only a piece of the whole. Maybe one day we'll get to show everyone some more.

For example, this background is concept art for Black Valley from Mink's route. There's a lot more where this came from.

Thanks again for playing!

□ DRAMAtical Murder liner notes



3D Supervision: Doi Yosinao

My comment didn't make it in time...

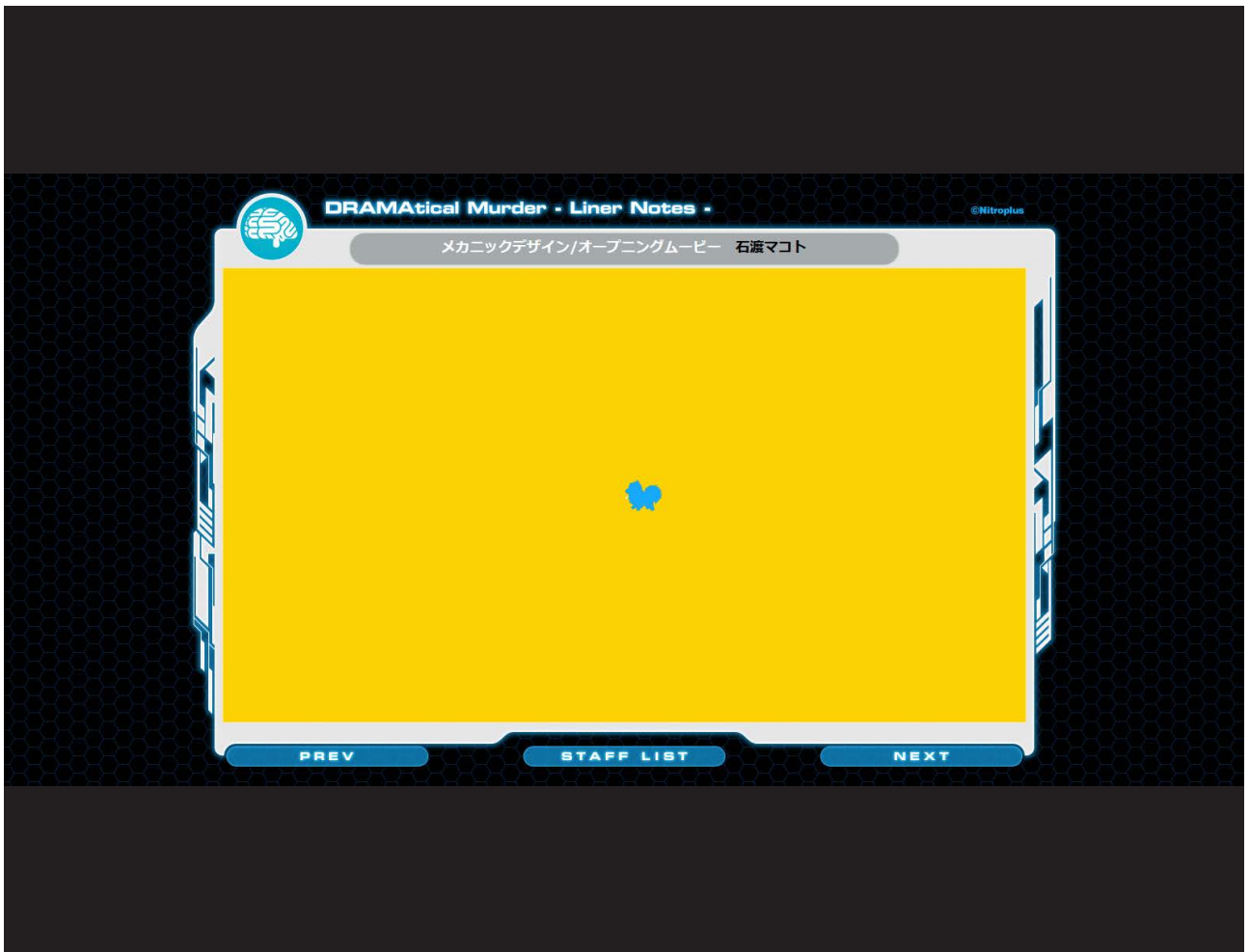
□ DRAMAtical Murder liner notes



3D CGI: Mr. K

Congratulations on finishing.

□ DRAMAtical Murder liner notes



Mechanical Design / Opening Video: Ishiwata Makoto

□ DRAMAtical Murder liner notes



Effect Video: Ogata Gakuo

You've done well to make it this far. Your reward is the privilege of a queezing my paws.

□ DRAMAtical Murder liner notes



Design Work: Pehara Tosou

This was my original design for the text window, but the rest of the dev team nixed it. The rounded design of the final version was what you might call backlash.

□ DRAMAtical Murder liner notes



Design Work / Editorial Design: Cynthia

Congratulations on finishing!!

This time, in addition to the print materials, I helped design the interface. What did you think of that "special" choice? When I got the outline, I was really impressed by how far the team would go to mess with players. That's what I'm talking about! Good stuff.

By the way, I want an Allmate. Fuzzy fuzzy Ren-kun.

□ DRAMAtical Murder liner notes



Lead Programmer: usao.exe

Thank you for purchasing DRAMAtical Murder, and congratulations on finishing.

I have to say, I'm really impressed with how this game turned out. In addition to great characters and a great story, it also has all these little details that really draw you in.

Here at the company, it's still the number one topic, and there are a lot of exciting rumors going 'round about what might happen next.

Personally, I'd like to see a story featuring Tae when she was just a young scientist. I can imagine her still awkward and inexperienced, in a lab coat too big for her size. Maybe she's the only woman in a lab full of men. I asked Ogami to draw me young Tae, but he said no. Darn. But I get it.

Please look forward to future releases from Nitro+CHiRAL.

□ DRAMAtical Murder liner notes



ADV Scripts: Araha

Thank you so much for purchasing DRAMAtical Murder. I'm Araha. Nice to meet you.

If you're reading this, it means that you've finished the game. What did you think? Did the trials and triumphs of these young men—who though rough-hewn are loyal, kind, and full of life—entrance you? I feel that any work which touches our hearts is worthy of acclaim. If this work was one such for you, please treasure it forever.

Okay. Now that I've gotten the mushy stuff out of the way, please store it wherever you put the pieces of Oval Tower. What I really want to talk about is how much I love Usui.

That's right, Usui. Toue's eight-armed Alimate, the final boss of DMd's Rhyme battles. Compared to Toue's dandyism and Ren's lovable furriness, I expect that for most of you Usui's impression was a little weak. Get it? Weak. "Usui" also means "weak." My goal is to turn that weak impression strong, and since "koi" means "strong" and "koi" also means "love" and "love" can be read "ren" and Ren is Aoba, what I'm really saying is that Usui is Ren is Aoba is Usui, which means Usui is the hero of the story. Impossible! No, really. The point of all this wordplay vomit is set up for a shot into the blue. Bear with me.

By now, you're probably trembling in horror at the vocabulary defying depth of my love for Usui. That is well. It all began a few days after I joined the project. The scenario was mostly complete, so I thought I'd check the graphical assets. I opened the folder and BAM, my world turned upside down. It was like one of those scenes from a 90s soap opera where the couple falls in love when they see each other at a stoplight, then run to each other and embrace in the middle of the crosswalk. That's how sappy it was. I mean, think about it. She has twintails. A veil. Eight arms. Imagine the possibilities!

For example, you're walking down the road hand in hand, an awkward new couple on your first date. The only sound you can hear is the pounding of your heart. You stare at your shadow stretching ahead, wishing this moment will last forever, and also fighting the urge to take off running, whooping and hollering with joy. Suddenly you look to the side, and there, through that veil, you see... those cold, beautiful features, staring straight ahead. The world ends. Is she bored? Looking back at the road, you wrack your brain for what you might have done wrong. But then, you realize that her shadow is moving. Her arms, the seven that aren't joined to your hand, are wriggling restlessly, almost as if... You look up again, and this time, she meets your eyes and smiles. "I'm a little shy," she says. "How about you?"

Wait! Here's another! You're in the rain together, beneath the same umbrella, about to share your first kiss. The wet air, the drumming rain, the croaking frogs. The world is full of sounds and smells, but all fade in the presence of Usui's scent and Usui's breath. Her hair is a little wet. I should have covered her better, you think, and lean forward. Your faces near, but then you realize... that her veil is in the way. You need to lift it, but your hands are full. One with the umbrella, the other with her bag. What do I do, you wonder, but just then, two of Usui's hands reach out to snatch the bag and umbrella away. And then, with her other hands clasped tightly in front of her chest, she says, "I'm ready."

Last one! You wake up one morning in spring to find Usui sleeping beside you. Her veil is off and her hair is down. It spreads in shimmering rivers on the sheets. Perhaps a lock of hair is tickling her face, because as you watch, she fidgets slightly. You blow on it. She giggles softly in her sleep. And then her eyes snap open. You watch as step by step, she processes the situation. Her lack of veil, her disheveled appearance, her eight arms embracing you. A blush rises to her cheeks. She sits up and starts frantically fixing her clothes, hiding her face with a handful of hair. "If you could turn away while I get ready," she says. "I won't be a minute. I promise. These arms aren't for show."

And well, there you have it. When you reach my level, falling in love with a single CG is no problem at all. And my feelings just kept growing, with an intensity that probably would've landed me in jail if she hadn't been 2D. I'm not exaggerating when I say that Usui got me through the hardest parts of this project. Every time I felt like I couldn't go on, I would look at her CGs and know that everything would be all right. Sometimes I would get funny looks from the other staff—usually after I muttered something about Usui being cute—but whatever. I finished the script.

Now it was time for debugging. I planned to go for Noiz first, but of course, my real goal was Usui. How much longer until we'd meet? While racing through those early scenes, I realized that I'd never heard her voice. What would it be like, I wondered. Surely as beautiful as her.

And then, we met. I heard it.

""PLAYER VERSUS ROUTE 44!!!!""

Huh? That was my reaction. Huh?

At first I was sure it was some kind of mistake. Or maybe it wasn't supposed to be Usui talking, but a separate announcer DJ character. I checked the speaker tag. USUI.

OH CRAP! We'd recorded the wrong voice. What now? Would we have to call the actors back? We'd never make it in time!

But while freaking out, my fingers had kept advancing the text. And that's how I realized the truth.

The eight-armed woman is Usui, who presides over all Rhyme battles. I say woman, but for some reason, it has a deep, manly voice.

I say woman, but for some reason, it has a deep, manly voice.

...it has a deep, manly voice.

...What?

There was a sound like shattering glass. I could hear, literally *hear* my fantasies being overwritten.

Walking hand in hand in the sunset: "I'M A LITTLE SHY! HOW 'BOUT YOU!?"

Beneath an umbrella in the rain: "READY TO GO!"

On a beautiful spring morning: "LOOKS LIKE PLAYER ONE IS FINISHED! LET'S SEE IF I CAN MAKE IT!"

And then I knew. This is how it feels to be Scrapped.

I spent the next several minutes face down on my desk.

Still, the fact is I wouldn't have made it through without Usui, and any emotion that could make that possible has to be worth something. Right?

I love you forever, Usui! DJ voice and all! Promise!

Anyway. My point is that when a work of fiction moves you, it's always a wonderful thing. Even the silliest misunderstandings and overreactions, when you look back on them in time, can bring warmth to your heart. So let me close by saying as I did at the start, but hopefully—hopefully—with more credibility, that if this work touched you, please treasure it forever.

□ DRAMAtical Murder liner notes



ADV Scripts: cono

Thanks for playing Dramatical Murder! I'm cono. I helped put the scenes together.

Remember these two cool dudes from Beni-Shigure? Well it might surprise you to learn they have names. The one on the left with the wild hair is Kou. The one on the right with the neat Daruma necklace is Hagima. I remember thinking their names were cute when I saw them in the data. Unfortunately, when it came time to put them into the game, they became plain old Beni-Shigure A and B. Maybe one day they'll get Koujaku to call them by name...

□ DRAMAtical Murder liner notes



ADV Scripts: Shima Nagare

Thank you for playing. I did a little of the scripting for Dramatical Murder. In fact, this was my first time scripting for a BL game. I definitely enjoyed it! I hope I was able to cover up my inexperience, and that you enjoyed it too.

My personal favorite character is Akushima. He looks like a bad guy, has "bad" (aku) in his name, and guess what? Turns out he really is just a bad guy! That's integrity. Too bad he doesn't have any CGs... Maybe one day there'll be an Akushima route!

□ DRAMAtical Murder liner notes



ADV Scripts: Ogami Keichi

I'm Aoba. I walk.

Congratulations on finishing.

□ DRAMAtical Murder liner notes



System Scripts: Toho Juppun

Hello! This is Toho Juppun, your neighborhood Coil dealer. Look forward to more from the Dramatical Murder universe!

(Mr. Haga) What was that about my hair!?

(bottom caption) A new Allmate appears!? Junker gets an upgrade!? Next issue features a full color spread!

□ DRAMAtical Murder liner notes



System Scripts: Ikkun

Congratulations on finishing Dramatical Murder. I'm Ikkun. I worked on the system scripts. That means I didn't have much to do with the actual content, but I hope you enjoyed it all the same. My favorite routes were Noiz and Mink. What were yours?

So I thought I'd talk about a scene from Mink's route that really made an impression on me. I'm speaking, of course, about that death defying motorcycle leap!

To be honest, I was shocked when I first saw this scene. Not by Mink's daring or control. That's all good. No, by the fact that they aren't wearing helmets!

"Hey, that's illegal!!" I thought, and immediately looked up the relevant law, which says that helmets are mandatory when driving on a public road.

Oh. I guess midair isn't a public road. It's okay then! And I went back to playing.

In all seriousness, though, it's still dangerous. So please don't try it at home!

□ DRAMAtical Murder liner notes



Debugging: Kukuruna

Thank you for playing Dramatical Murder all the way to the end. I'm Kukuruna. I handled testing and other miscellaneous tasks for this project. I have a lot—a *lot*—of feelings about this game, so I'll just leave you with the strongest of all.

Virus and Trip are too cool for words!

□ DRAMAtical Murder liner notes



Debugging: Arudonte

Nice to meet you. I'm Arudonte. I worked on various parts of this game, including the sound effects.

My favorite character is Mink, but I felt bad for Mizuki so I drew him instead. The Morphine version, though!

□ DRAMAtical Murder liner notes



A&R Director: Minamino Shingo

Thank you for playing Dramatical Murder. I was in charge of producing the music. Listening to the tracks we made in game, I'm reminded once again of the amazing power of music. Every artist, from Goatbed and Ito Kanako to Kimura Seiji and Verteux, has a unique sound, but this game brings them all together into something more than the sum of its parts.

I hope Dramatical Murder and its music have found a place in your heart.

□ DRAMAtical Murder liner notes



PR Manager: CHiRAL Kun

Thanks for playing. I'm CHiRAL Kun, in charge of PR. It's been 3 years since our last game, sweet pool. In that time, we've developed many new and exciting ways to bring our worlds to life. I hope you enjoyed the latest CHiRAL experience. And please look forward to the next!

□ DRAMAtical Murder liner notes



Public Relations: Joy Max

Imagine waking up one morning to find a Ren in your bed. What would you do? I'd play with him all day.

Imagine a world where Allmates are real. Which would you buy? I'd buy a Ren.

□ DRAMAtical Murder liner notes



PR: Desyun

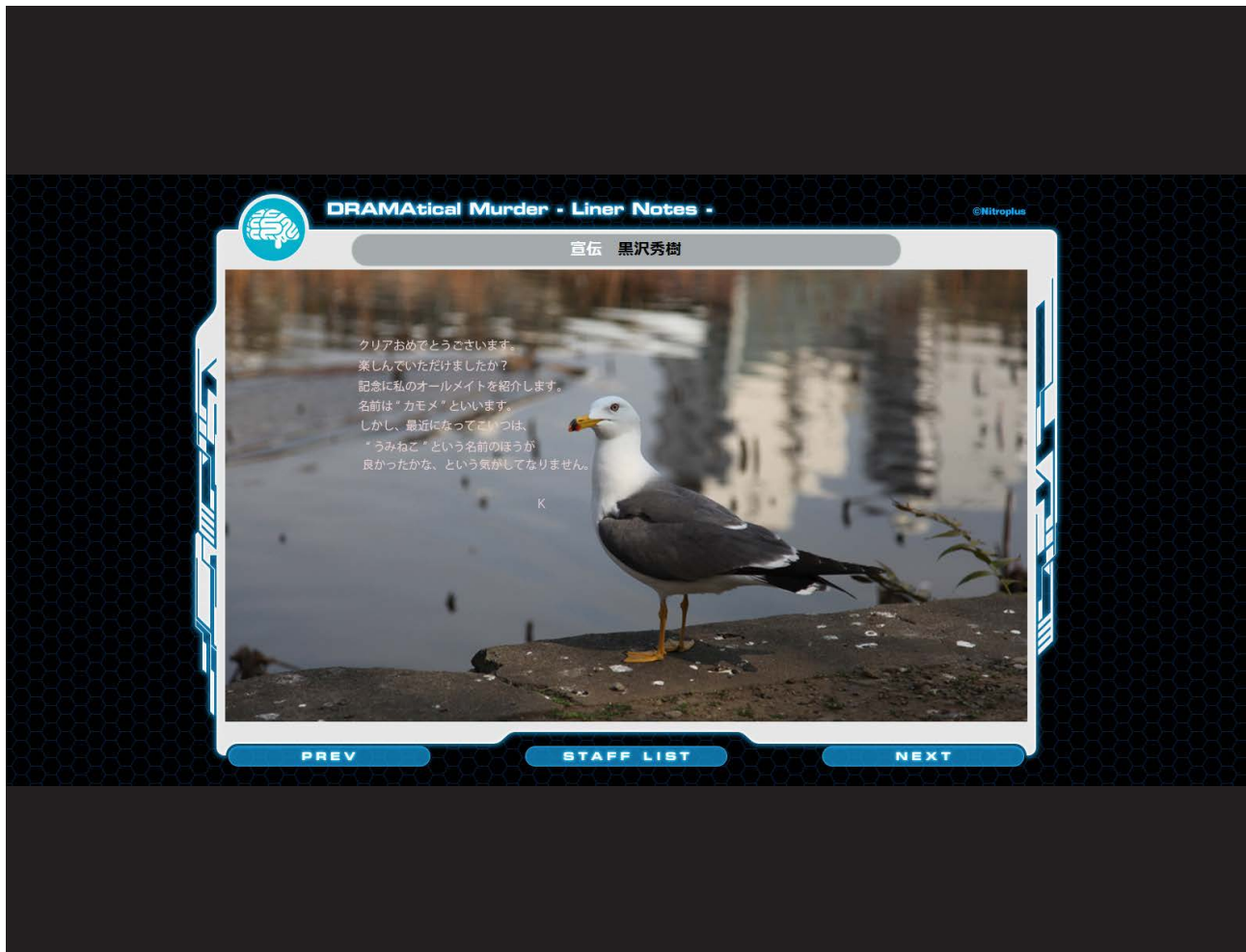
I'm Desyun, in charge of events! They also call me The Artist. You can see why! Yes, I'm a terrible artist. But I love this game so much, I just had to draw it!

So what did you think of the game? I felt that even with new art and new music, it still had the same CHiRAL spirit. Things have changed, but definitely for the better.

How did DRAMAtical Murder make you feel? Which route was your favorite? I hope you'll share your thoughts with your CHiRAL-loving friends. And if you don't have any, just come to one of our events and talk to the person next to you. I promise they'll also be full of feelings they're just dying to share. It's my hope that in this way, adult BL will be accepted as something that brings people together.

Thank you for reading. And thank you for playing DRAMAtical Murder. Please look forward to future releases from Nitro+CHiRAL.

□ DRAMAtical Murder liner notes



PR: Kurosawa Hideki

Congratulations on finishing! Did you enjoy it?

I thought I'd share a picture of my Allmate. I named him Kamome. But now I'm thinking I should have named him Umineko.

(Kamome: Common gull. Umineko: Black-tailed gull.)

□ DRAMAtical Murder liner notes



PR: Satoyuu

Congratulations!

Now that you've finished, how about some karaoke? You can sing the DRAMAtical Murder opening to video from the game! Search "Nitroplus Song Festival" for details.

□ DRAMAtical Murder liner notes



PR: PR A

Congratulations on finishing!

All the Allmates are adorable!

□ DRAMAtical Murder liner notes



Sales Representative: Miura Manabu

Hi. Nice to see you again. I'm the sales guy who can't sing or dance. I'd like to share my top three memories of working on DRAMAtical Murder.

1. The storefront display contest! When I saw this plan, I had this weird feeling like I'd dreamt of something like it before... There's something nice about a well put together display, don't you think? I hope we'll be able to do more store collaborations like this in the future.

Also, doesn't the word "contest" get your blood pumping? No? It's just me?

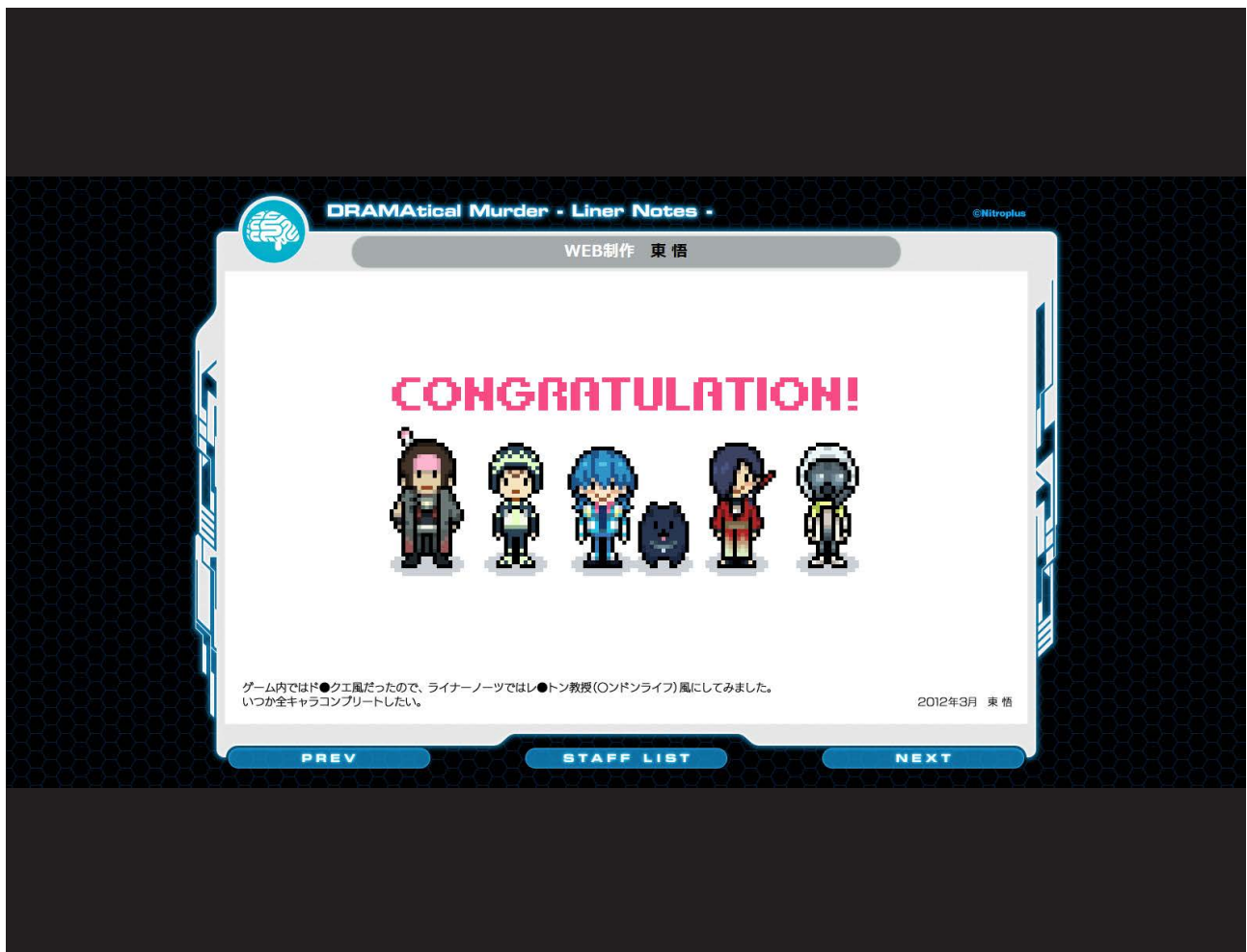
2. The vanishing posters. When I got the release schedule from the team, I made sure to print a lot of posters and flyers. But then they all disappeared at Comiket! Has that ever happened before? Maybe once in Nitro+ history? I definitely wasn't expecting to run out before release.

Still, when we finished handing them out, I felt a kind of peace, like everything would be alright... until the producer announced that release was delayed!

3. The fanbook wars. If you've been following the otome and BL game industries, you might know that things have at times been a bit weird on the fanbook front. Still, I think we managed to put together a book that will satisfy—and maybe also surprise—everyone. It's all thanks to the support of our partners and the talent and dedication of the CHiRAL team. Magic and miracles really do exist!

So I can safely say that I have no regrets regarding this project. And if you enjoyed the game too, nothing would make me happier.

□ DRAMAtical Murder liner notes



Web Design: Azuma Satoru

Instead of the usual Dragon Quest style pixel art, I did these ones like Professor Layton. I'd like to do all the characters one day.

□ DRAMAtical Murder liner notes



Web Design: 4403

You saying blue dogs're better!?! Huh!?! This is dogism!

Congratulations on finishing DRAMAtical Murder. Y-san from the Nitro+ game Axanael has a message for you.

(This message approved by Shimokura Vio.)

□ DRAMAtical Murder liner notes



Production Manager: Adamlovin

Congratulations on finishing!

Do you like the limited edition keychain? I was worried when the factory in China went on holiday for the Lunar New Year, but we managed to get them in time. Phew!

□ DRAMAtical Murder liner notes



Project Manager: Moo

Congratulations on finishing!

Hi. I'm the project manager, Moo. It was a rough ride like always, but we got the game done! It's all thanks to the support of our fans and the tireless effort of the dev team.

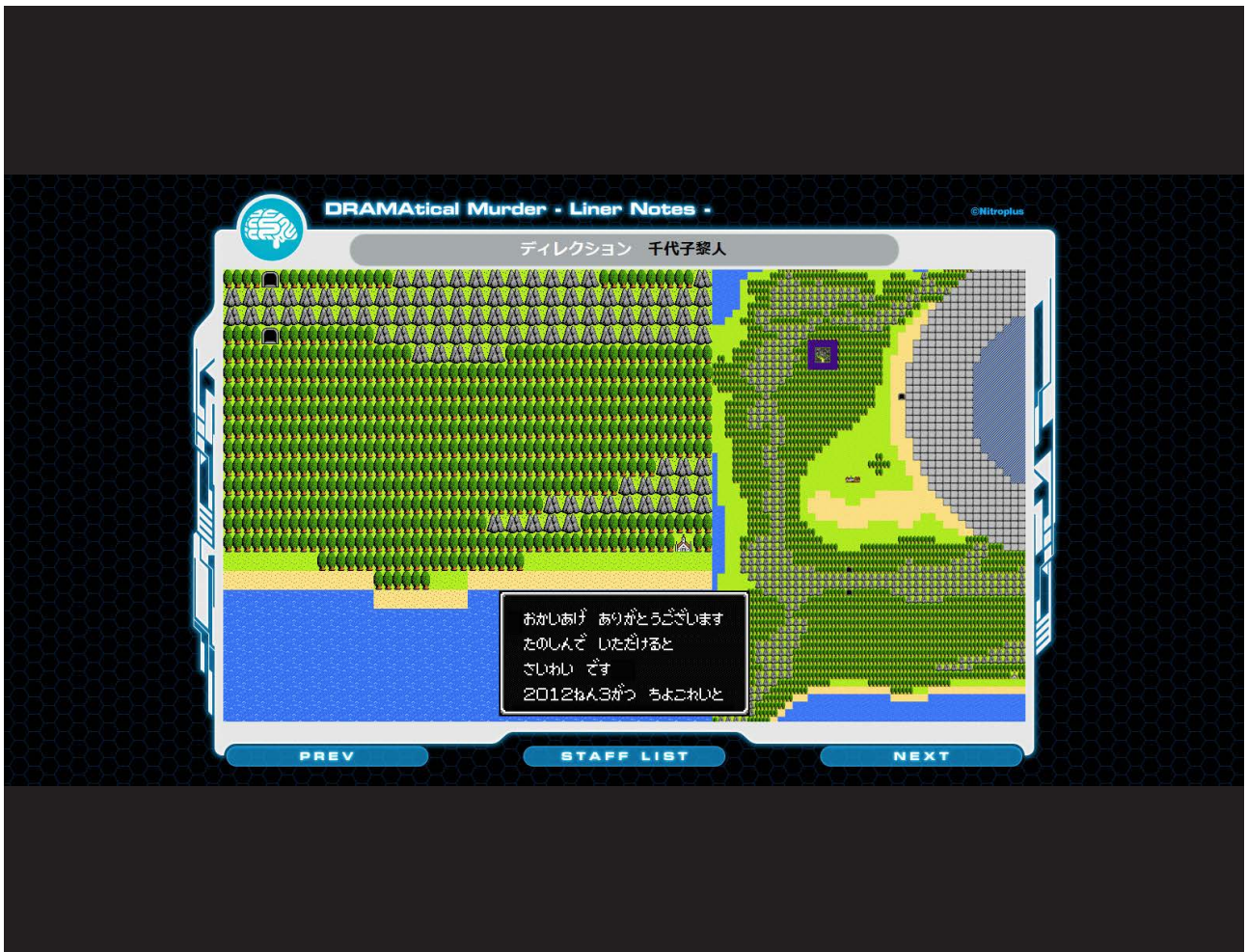
...Okay. Now that the serious stuff is out of the way, I'd like to share a story from behind the scenes.

I'm sure you know this, since you've probably seen all the endings, but DRAMAtical Murder has a truly diverse cast of characters. Aoba, Koujaku, Noiz, Clear, Virus and Trip. They're all unique and full of life. But my favorite is definitely Mink! It's not just how he looks, but his personality, his drive, his dialogue, his voice! It's all so cool! I fell in love at first sight. (Don't read too much into that.) But even this manliest of men has a scene where he shows affection to Aoba. Remember? It's when puts Aoba in bed after beating him up. Remember where he strokes Aoba's hair? I got so many feelings, I immediately went and found Fuchii and spewed them all over her for an hour straight. "I knew Mink was like that! A true man doesn't need sappy displays of affection! This scene is the true climax of his route!" Etcetera.

That wasn't very behind-the-scenes at all, was it? Anyway, I'm just grateful to the team for bringing these wonderful characters and their world to life, and I hope you'll all keep this game in your hearts.

Look forward to our next game, which I'm sure will be full of cool older men for me to swoon over! (Lies.)

□ DRAMAtical Murder liner notes



Director: Chiyoko Reito

Thank you for purchasing Dramatical Murder. I hope you enjoyed the game.

□ DRAMAtical Murder liner notes



Producer: Digitarou

The first Nitro+CHiRAL game, *Togainu no Chi*, was released in February 2005. It's been seven years since then, and this, *DRAMAtical Murder*, is our fourth release. Three years and three months is a long time between releases, but I assure you that CHiRAL's staff spent that time fighting to make a game that would surpass its predecessors.

In the same way that *Demonbane* became an even bigger hit than *Phantom*, I'm sure that *DMMd* will be CHiRAL's greatest success yet, a game loved by many for years to come.

In the future, I hope to bring this world to life in other ways as well. Please look forward to it.

(My Allmate, Mel-kun.)