

## スロウ・ダメージ ライナーノーツ

この度は『スロウ・ダメージ』をお買い上げいただき、ありがとうございます。  
制作スタッフ一同、心からお礼を申し上げます。

このページは物語のエンディングを迎えられた方に向けてご用意いたしました。  
ここから先はネタバレおよび制作秘話等が含まれておりますので、『スロウ・ダメージ』のエンディングを迎えられてから  
ご覧になることをお勧めいたします。

Enter

スロウ・ダメージ ライナーノーツ

©Nitroplus

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# Slow Damage Liner Notes

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Thank you for purchasing Slow Damage!

We, the dev team, would like to thank you from the bottom of our hearts.

This section is intended for players who have fully completed the story.

These notes include development anecdotes and story spoilers, so we strongly recommend  
you finish Slow Damage before continuing.

Enter

## □ Slow Damage Liner Notes

脚本/ディレクション 淵井 繪

「スロウ・ダメージ」をプレイして頂きまして、本当にありがとうございます。

最後までプレイするのは色々な意味で大変だったと思います。

この作品は「傷」と「幸せ」の物語として書きました。

幸せとは何か。トワにとっての、攻略キャラクターたちにとっての幸せとは、

それは全ての存在に対して投げかけられる問いで、

榊、摩耶にとっての幸せとは何なのか？

叶うか叶わないか、またその内容が良いものなのか悪いものなのか、

もっと他の道があったのではないかな等は置いておくとしても、

キャラクターの数だけ「幸せ」がある。

内容的には「傷」を押し出して書いているので、

受け入れられないという人も少なくないだろうと思いながら作っていました。

途中で目を背けたくなる、ただ嫌悪感が湧かないなど、

様々な感想を抱かれたかと思います。

どのように感じられたとしても全て正解で、間違いはありません。

今回はコロナの影響や諸々の事情から、本当に厳しい開発となりました。

特にコアとなるスタッフが少なく、スタッフロールに記載されていない部分で

1人で何役も兼ねるような状況となり、一時は開発中止になるのではないかと

思うこともありましたが、こうして無事、形にすることができて

ほっとしています。

作中、主に終盤で女性のコーラスが入るBGMがいくつかあったと思うのですが、それらはほとんど、1人の女性社員のかたに歌って頂きました。

複数のコーラスを録音して、重ねて使用しています。

学生時代にオペラを学ばれていたということだったのでお願いしたところ、迫力ある素晴らしいBGMが生まれました。

特に、トワが摩耶の洋館で過去を思い出そうな時にかかるBGM「支配」は仮歌などもない状態で「魔女が歌い狂っているような感じで」という思いつきの無茶なオーダーをしたのですが、

見事に一発で歌い上げてくれました。

他にも繁華街でかかっているBGM……というよりSEの「ミント」と

歌っている声は、一部のかたはご存知のスタッフが参加しています。

この作品に関わってくれたスタッフのみんなに心から感謝します。

そして、最後までプレイして下さった皆様、本当にありがとうございました。

淵井 繪

## Scenario & Director: Fuchii Kabura

Thank you so much for playing Slow Damage! I imagine it must have been difficult to complete, and in more ways than one.

This is a story about scars and happiness. But what is happiness? How does Towa see it, and how do the love interests see it?

This question applies to every character in the story. What is happiness to Sakaki and Maya? Can they achieve it? Should they achieve it?

Setting aside the "what if" scenarios—for every character, happiness takes a different form.

The content of the story places scars and trauma at the forefront, and as I worked on it, I could tell that it would make a lot of people uncomfortable. While playing, did you ever feel disgusted, or avert your eyes? No matter how you felt about the game, you were right to feel that way. No wrong answers here.

During the development of this game, we struggled with severe hardships brought about by the coronavirus pandemic. A lot of our core staff members were missing, often resulting in a single person juggling several different jobs, none of which have a place in the game's credits. At one point, I honestly thought we'd have to postpone development completely. But thankfully, to my great relief, we managed to finish the game.

Throughout the game but especially at the climax, there are a few music tracks that feature a female chorus. Most of them were actually the work of a single female employee; we simply layered her voice together to create a chorus effect. She told me she studied opera in school, so I had her sing for us, and the end result was some truly beautiful and powerful music.

Of special note is "Control," the track that plays when Towa's on the cusp of regaining his memories at Maya's mansion. On a whim, I asked her to "try to sing like a witch gone mad" without any references to explain what I meant! And yet, in the face of this unreasonable request, she nailed it on the very first try.

Not to mention "Mint," the song—er, more like SFX—that plays downtown. Some of the voices you hear on that track are CHIRAL employees!

To everyone who worked on this game with me, I'd like to thank you from the very bottom of my heart.

And a big thank you to all of you out there who played it through to the very end.

## □ Slow Damage Liner Notes



### Character Designs & Artwork: Yamada Uiro

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From the bottom of my heart, I'd like to thank all the people who helped me, not to mention everyone who has played the game! Thank you so much!

I think Towa would make a sexy gang leader... but I guess he wouldn't be interested in the gig. Truly a shame. After all, with these four as his executives, he'd be unstoppable...

Yamada Uiro

## □ Slow Damage Liner Notes



## Staging : Toho Juppun

Dev Diary  
Toho Juppun

The event that impacted me the most during development of Slow Damage was the story of a cat.

"One day, I spotted our lead artist, who we'll call Y, looking deeply conflicted. I figured it was work stuff as usual, but this time, Y was looking at a cat fostering website, murmuring and staring at one specific cat—with a single hazel eye. This one already stood out as the lone adult cat amid a swarm of kitten listings, but most striking of all was the missing eye, reportedly lost in an accident.

Y had been open to the possibility of adopting another cat into the family, and just like that, there he was. He was located fairly close by, too. Then Y checked the details... and saw that the cat's name was Towa. It was fate. Thus, Y immediately made plans to meet him in person."

After a brief trial period, Y knew it was meant to be, and Towa was officially adopted! He's really, really, REALLY shy, but very attached to his new owner. I'm so glad these two are happy together!

□ Slow Damage Liner Notes



ゲームクリア

おめでとうございます!

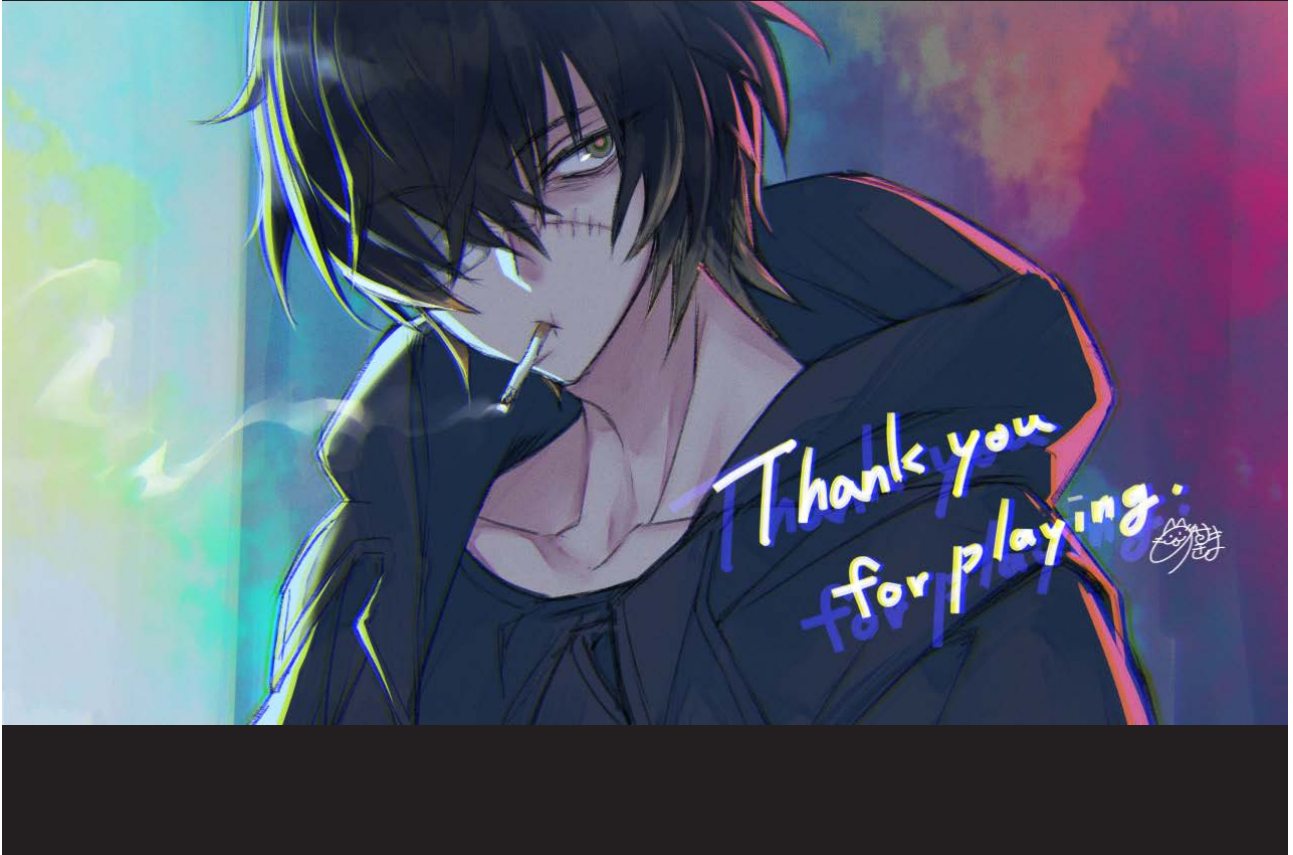
海老

**2D Graphics Secondary Director: Minamoto Satoru**

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Congrats on completing the game! Minamoto Satoru

Slow Damage Liner Notes



**2D Graphics: Nekokanmasshigura**

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Thank you for playing.

□ Slow Damage Liner Notes

「スロウ・ダメージ」プレイしていただき  
ありがとうございます！！



COVID-19を予防するには……？

★ひきこもってゲームをしよう!!!



★お買い上げいただき最後までプレイしていただきありがとうございます。  
★登場人物をオマージュしての過激な飲酒や喫煙にはご注意ください。

柘 穂 新 八

## 2D Graphics & Background Illustrations: Tsuge Shinpachi

THANK YOU FOR PLAYING  
SLOW DAMAGE!!

Q: How can I protect myself from COVID-19?

★By hiding indoors and playing video games!!!

★Thank you for buying our game and playing it to the very end.

★Now remember, kids, don't drink or smoke to excess just because a hot anime boy does it!

Tsuge Shinpachi

□ Slow Damage Liner Notes



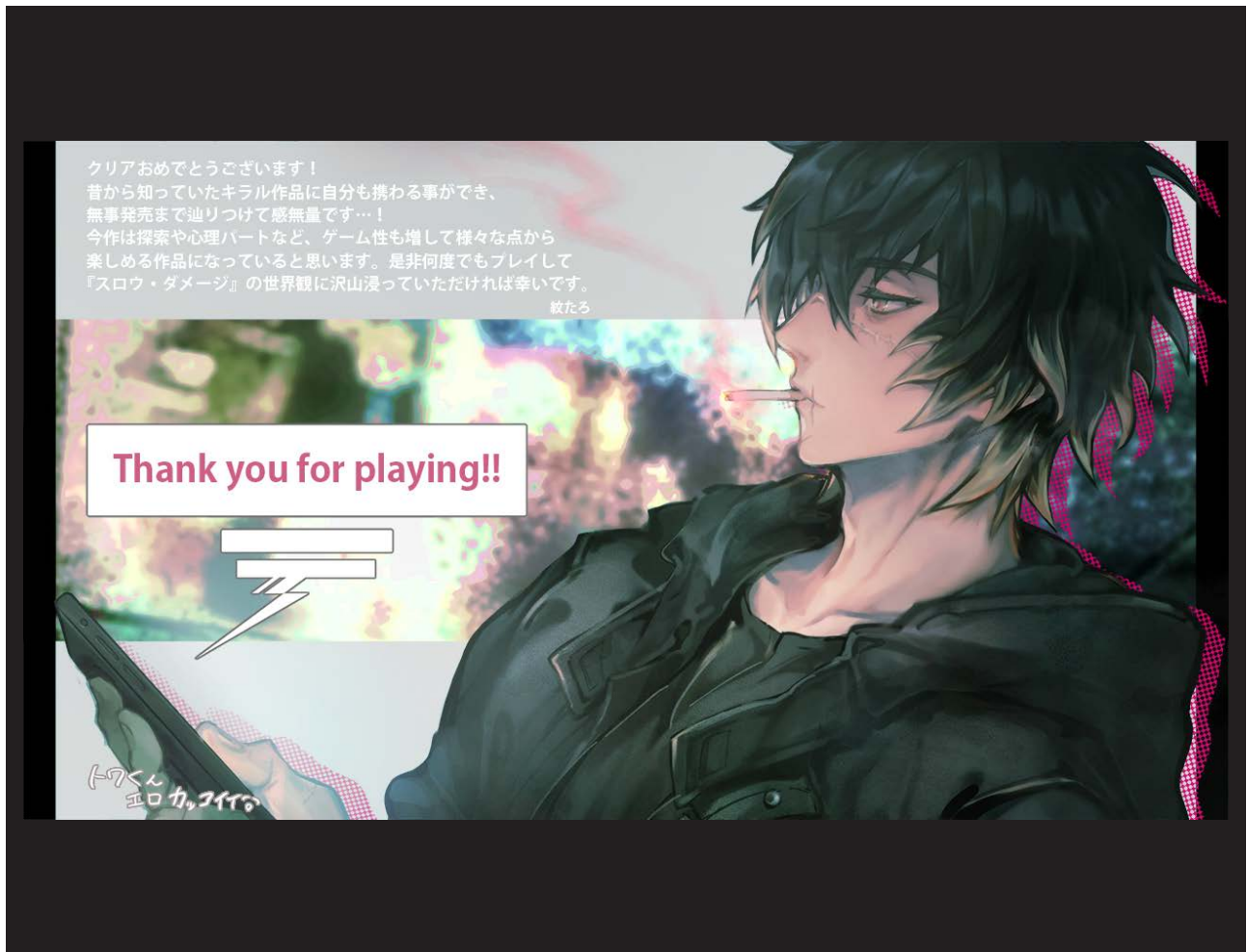
**2D Graphics: Ringo Kick**

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Congratulations on clearing!!  
ringokick.



## □ Slow Damage Liner Notes



### 2D Graphics: Montaro

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Congrats on clearing the game! As a longtime CHiRAL fan, words cannot describe how it feels to work on one of these games and see it through to release day! With the increased focus on gameplay elements like Exploration and Interrogation, Slow Damage is a total blast in more ways than one. I encourage you to play it over and over and fully immerse yourself in the world-building!

Montaro

Thank you for playing!!  
Towa's so cool and sexy.

## □ Slow Damage Liner Notes



## 2D Graphics: Mendoukotetsu

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Congrats on clearing the game!

Nice to meet you. My name is Mendoukotetsu.

My work on Slow Damage includes scripting, debugging, creating faceless silhouettes in the background, and other small details.

I'm not the only one who was completely infuriated by Rei's father while playing, right?! Whenever I got mad, my cats (pictured left) helped me de-stress.

Go to hell, Mr. Izumi...

Mendoukotetsu

□ Slow Damage Liner Notes



2D Graphics: Yupon

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## □ Slow Damage Liner Notes



### 3D Director: Ogata Gakuo

It's been 9 years since Dramatical Murder... and 16 years since Togainu no Chi...? When I stop to think about it, we've really come a long way.

In Slow Damage, a portion of the background CG uses Unreal Engine 4, the same engine used in modern AAA games! 3D graphics are really evolving—I'd love it if you'd stop to examine these details as you play.

Ogata Gakuo

## □ Slow Damage Liner Notes



3DCGI: Ellie DB

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Slow Damage Liner Notes



**3DCGI: Mr.K**

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## □ Slow Damage Liner Notes



### 3DCGI: zakoNE

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Congratulations on

Completing the Game!

For the first time in my life, they're putting my name in the credits of a video game...! I'm so happy I could contribute to this amazing game.

@zako\_nee

As you play Slow Damage, the characters change in interesting ways from route to route... which reminds me, Towa never got a haircut in any of the routes, did he?

Thank You For Playing

Slow Damage Liner Notes



**Background Illustrations : y.ish**

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## □ Slow Damage Liner Notes



## Background Illustrations & ADV Scripting: Shimashimanekoneko

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Congratulations!!

Nice to meet you! My name is Shimashimanekoneko and I was in charge of background illustrations and scripting. How did you like Slow Damage? The game is inlaid with such an incredible amount of attention to detail, I guarantee you'll make new discoveries every time you play, so I encourage you to revisit it sometime!

Truth be told, when Slow Damage was first announced as an upcoming title, I never would have dreamed that I, as a fan, would get the chance to take part in its creation. With help from dozens of different people, I gave it my best and sincerely hope that my contributions have improved the game in some small way. Please continue to show Nitro+CHIRAL all your support!

Shimashimanekoneko

Slow Damage Liner Notes



**THANK YOU  
FOR PLAYING!!**

クリアおめでとうございます！  
お気に入りの一作となれたら光栄です

作中に美味しそうなものが  
沢山出てくるのでお腹すきました。  
自分が新神海に住むなら柳川珈琲店の  
近くがいいな。ハニートースト食べたい…

茶虎

### Background Illustrations & ADV Scripting: Chatora

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THANK YOU FOR PLAYING!!

Congrats on clearing the game! I would be honored if this game makes it into your all-time favorites.

There's a lot of appetizing food in this game and it made me hungry. If I lived in Shinkoumi, I'd want to live near Yanagawa Cafe. Gimme that honey toast...

Chatora

□ Slow Damage Liner Notes

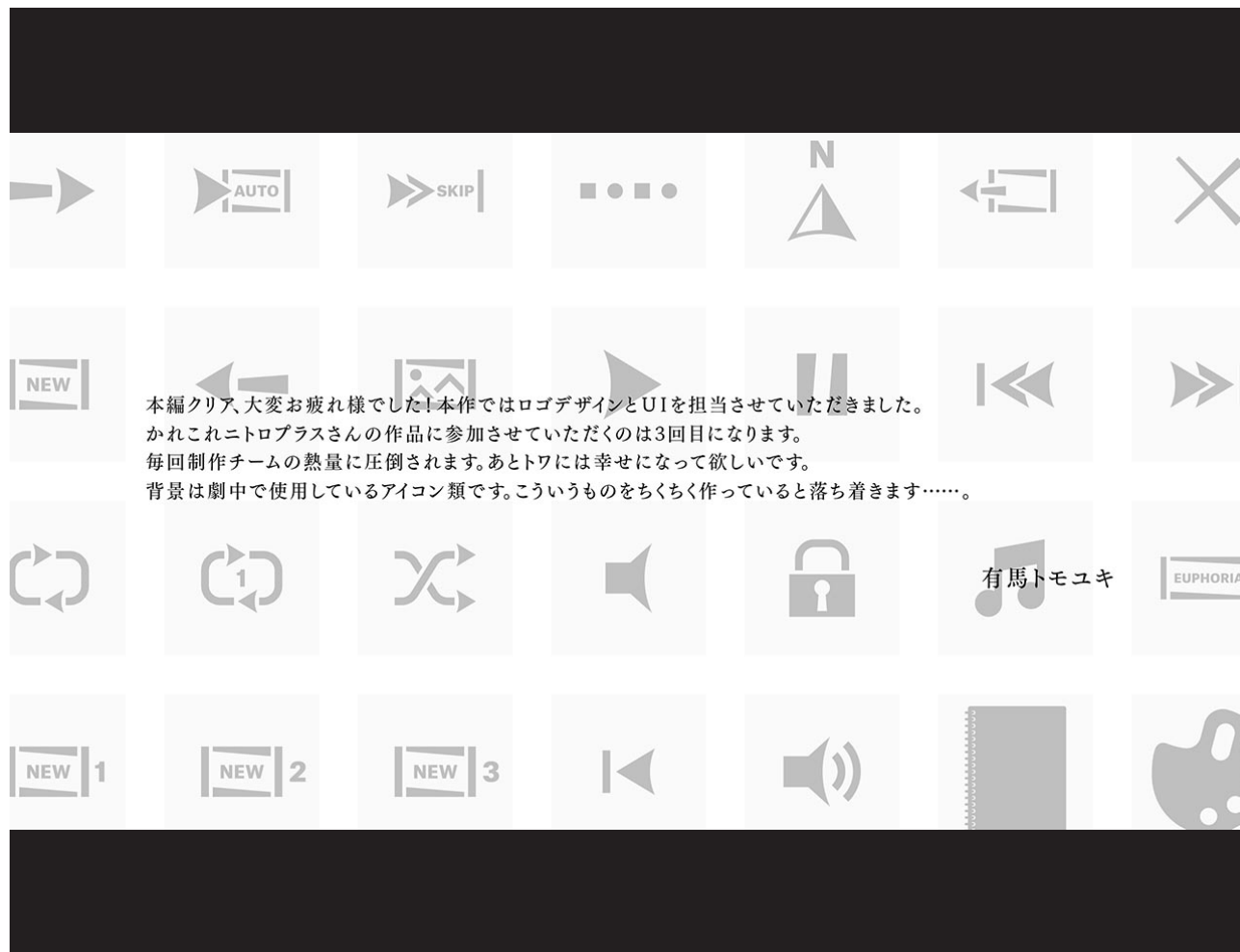


**Reporting Partner: Shimokura Vio**

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I had fun location scouting

## □ Slow Damage Liner Notes



## Design Work: Arima Tomoyuki

Give yourself a pat on the back for clearing the game! For this title, I handled UI and logo design. This is my third time assisting with a Nitroplus project, and I find myself overwhelmed by the dev team's raw passion each and every time. I just want Towa to live happily ever after...

For this image, I used all the different icons from the game. Making these little things always puts me at ease...

## ☐ Slow Damage Liner Notes



### Design Work : Miyazaki Shinichirou

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Thank you!!

Miyazaki Shinichirou

## □ Slow Damage Liner Notes

*Congratulations!*

お買い上げいただき、ありがとうございました。  
作中の素材デザインとパッケージデザイン諸々を担当しております。

制作初期の頃、スロダメの差し込み広告を作っていたのが遠い記憶のようで  
こうして皆さんにお届け出来る事を大変嬉しく思います。  
待望の最新作となりましたが、お楽しみいただけましたでしょうか？  
お待たせした分、ご期待に添える仕上がりになっていれば幸いです。

En

## Design Work & Editorial Design : En

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Congratulations!

Thank you for your purchase. I was in charge of designing the game package as well as the assets used throughout the game.

It feels like an eternity has passed since I made those insert ads back at the beginning of development. I'm so, so glad we managed to ship this game out to all of you. So, was the long wait worth it? Did you enjoy our latest release? I hope the hard work we put into Slow Damage has exceeded your expectations.

En

## □ Slow Damage Liner Notes



### Opening Video : Nanagi

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Congrats on clearing the game!

My name is Nanagi and I was in charge of producing the opening video, among other things. This image is one of the mockup designs that never made it into the final cut! Someday, if I ever get the chance, I'd love to make an entire video with this theme. Keep it up, Slow Damage fandom!

## □ Slow Damage Liner Notes

メインプログラム 発情アニマル

スロウ・ダメージをプレイしていただき、ありがとうございます。  
今作の開発は例のウィルス等の影響で今までにない苦労があり大変でした。  
そんなこんなで開発したスロウ・ダメージ。皆さんに楽しんでいただけたなら幸いです。

発情アニマル

### Lead Programmer: Hatsujyo Animal

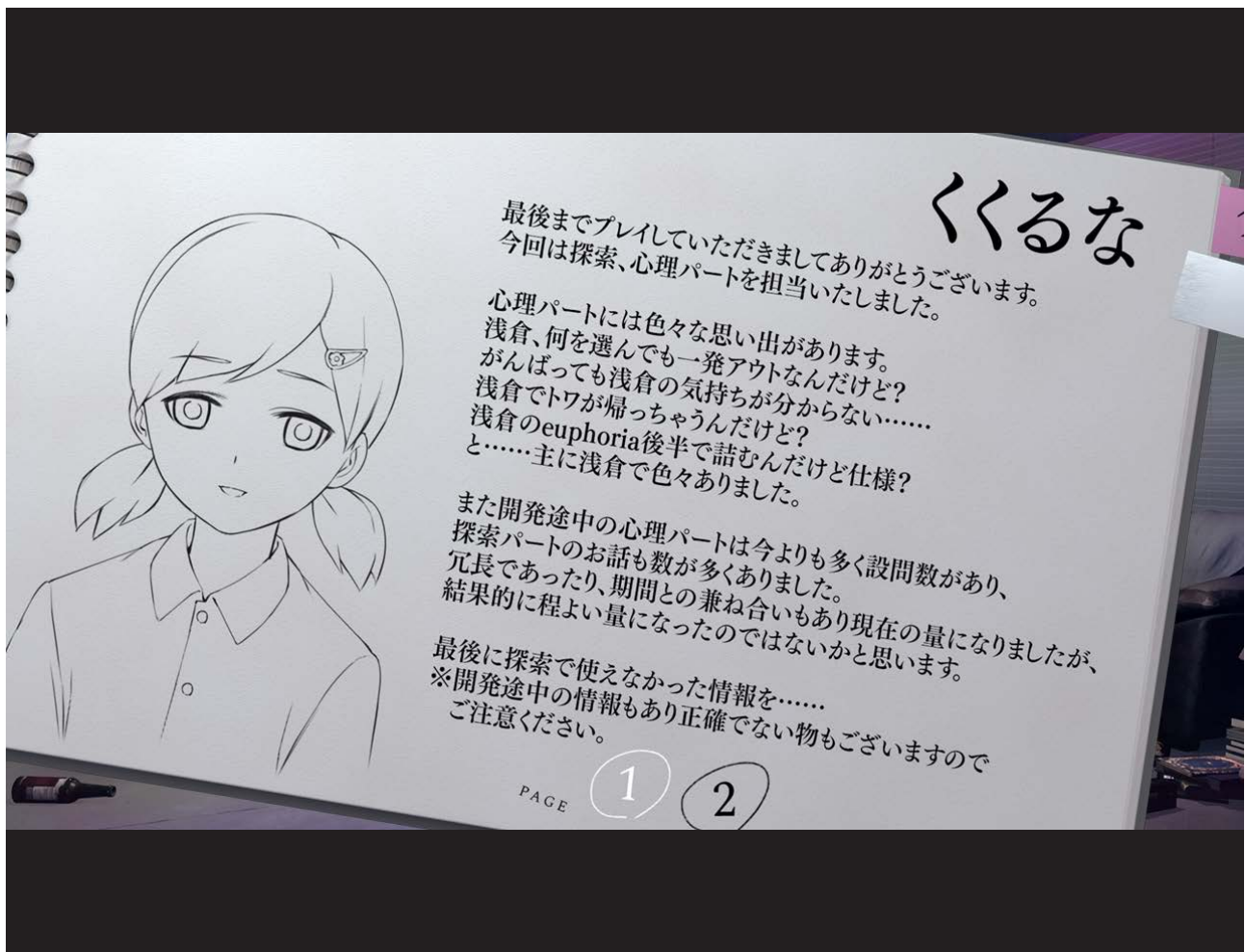
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Thank you for playing Slow Damage. The development of this game was impacted like never before, all thanks to a certain virus I could name. Despite the many snags we hit during development, I hope you all enjoyed the game.

Hatsujyo Animal



## □ Slow Damage Liner Notes



### Gameplay Scripting : Kukuruna

Kukuruna

Thank you for playing all the way through to the end of the game. I was in charge of the Exploration and Interrogation segments.

I made a lot of memories working on Interrogation. Like hey, how come I fail Asakura instantly after one choice, no matter what? How come I can't understand Asakura's feelings no matter how hard I try? How come Towa always ditches Asakura? Why do I get stuck in the second half of Asakura's euphoric episode—is that a bug or a feature? ...Looking back, most of my problems were with Asakura.

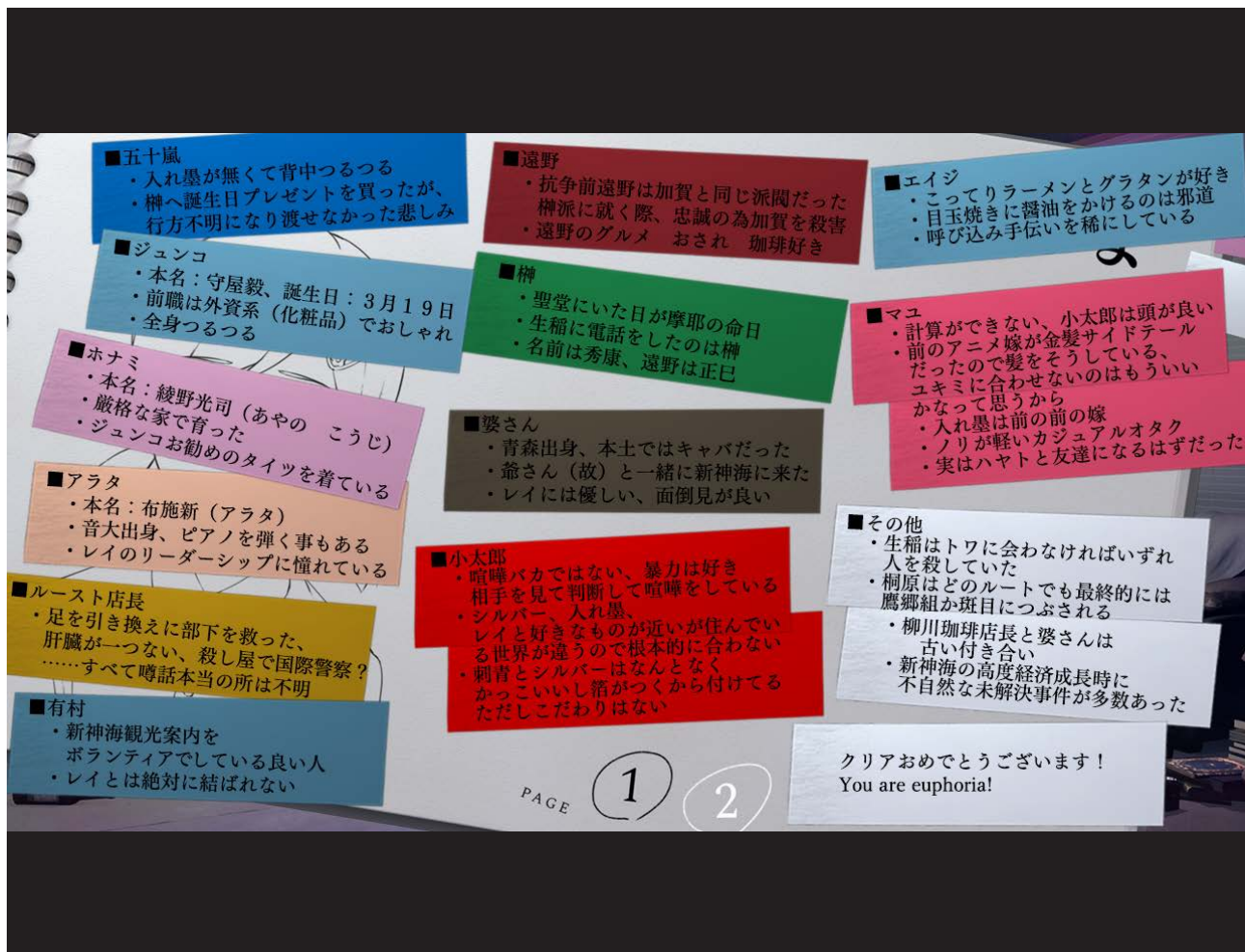
Also, during development, the Interrogations had a lot more choice points and the Explorations had more people to talk to. But it ended up being too wordy and repetitive, so we trimmed it down to its current size, which I think is much better.

Lastly, here's some tidbits that never made it into the Exploration segments...

CAUTION: These are dev notes, so not all of them are canonical.

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## □ Slow Damage Liner Notes



## Gameplay Scripting : Kukuruna

### ■ Igarashi

- No yakuza tattoos whatsoever
- He bought Sakaki a birthday present, but after Sakaki went missing, he lamented missing his chance to give the gift

### ■ Junko

- Legal name: Moriya Tsuyoshi. Birthdate: March 19th
- Previously worked at a fancy foreign makeup company
- No body hair, no tattoos

### ■ Honami

- Legal name: Ayano Kouji
- Raised by strict parents
- Wears tights that Junko picked out

### ■ Arata

- Legal name: Fuse Arata
- Majored in music and can play the piano
- Admires Rei's leadership

### ■ Roost Manager

- Lost a foot saving his subordinate, missing a kidney, worked as an assassin for Interpol...? All rumors, none of which are confirmed

### ■ Arimura

- A good Samaritan who does volunteer work at the local tourist attractions
- Will never get with Rei

### ■ Toono

- Allied with Kaga's faction before the internal conflict. When he joined Sakaki's side, he killed Kaga as a gesture of his loyalty
- Loves fine food, luxury, and coffee

### ■ Sakaki

- Visited the cathedral on the anniversary of Maya's death
- It was Sakaki who called Ikuina
- His given name is Hideyasu (and Toono's is Masami)

### ■ Old Lady

- Born in Aomori prefecture, where she used to work as a nightclub hostess
- Then she and her late husband moved to Shinkoumi
- Has a soft spot for Rei, who she likes to cuddle

### ■ Kotarou

- Not a hot-blooded moron—he just loves violence. He's a calm, calculated fighter
- Has a lot in common with Rei, but their lives hardly ever intersect
- Loves tattoos and bling and considers them a status symbol... but isn't actually all that choosy about them

### ■ Eiji

- Loves carbby foods like ramen and potatoes au gratin
- Addicted to putting soy sauce on his eggs
- On rare occasions, can be seen working on the street as a barker

### ■ Mayu

- Bad at math (Kotarou is the math guy)
- Copied his hairstyle from his previous anime waifu, who had blonde hair worn in a side ponytail. Too lazy to change it to look like Yukimi instead
- Has a tattoo from two waifus ago
- Casual anime otaku who doesn't take it too seriously
- Was originally going to make friends with Hayato"

### ■ Misc.

- If Ikuina had never met Towa, he would have eventually murdered someone
- Kirihara is killed in every route, either by Madarama or the Takasato-gumi
- The manager at Yanagawa Cafe and the owner of Tajima's have known each other for years
- At the peak of Shinkoumi's economic prosperity, there were a lot of mysterious accidents that were never solved

Congrats on clearing the game!  
You are Euphoria!

## □ Slow Damage Liner Notes

# Congratulations!

コンプリートおめでとうございます！

主に探索パートのスク립トを担当しましたマツモトです。

『スロウ・ダメージ』楽しんでいただけましたでしょうか。探索パートでは新神海のいろいろな場所に行けるので、さながら観光気分で作業していました。

昼は黄王通りで食べ歩いたり、夜は臨海公園で夜景を楽しんだり……

治安がすこぶる悪いところ以外は結構魅力的な街ですね。余談ですが、トワが部屋で見ているテレビ番組から新神海の情報が得られたり得られなかったり……？

他にも細かな情報や小ネタも仕込んであるので、くまなく探索していただくと幸いです。

最後までプレイしていただき、本当にありがとうございました！

2021.02 マツモトタクヤ

藤枝のこいこネ…



## Gameplay Scripting : Matsumoto Takuya

Congratulations!

I'm proud of you for completing the game! My name is Matsumoto, and I primarily handled Exploration scripting.

So, did you enjoy Slow Damage? During the Exploration segments, you can travel all around Shinkoumi, and when I was working on it, I felt a bit like a tourist.

Walking down Kouou Street and grabbing a bite to eat during the day, then enjoying the view at Shinkoumi Seaside Park at night... Other than the crime rate, this town really appeals to me.

As an aside, you might be able to glean a bit of info about Shinkoumi from all the TV Towa watches... There are a lot of little details slipped in, so I encourage you to search thoroughly! Thank you so much for playing to the very end!

—Matsumoto Takuya, February 2021

Fujieda is so dreamy...

□ Slow Damage Liner Notes



**ADV Scripting : SatoYuu**

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As I was debugging the game, I thought...

**WHY IS THIS GAME SO HARD?**

But if you're reading this, then you must have beaten it. In which case, never in my life have I wanted so badly to tell someone:  
Thank you for playing!!

I'm sincerely grateful from the bottom of my heart.

Off-topic, I think this alley is my favorite alley. Aren't alleys great?

□ Slow Damage Liner Notes



**ADV Scripting & Public Relations: Ogami Keichi**

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"Seriously Slow Damage!"

Intro Video Production

OUTTAKES

[CANCELLED?!]

**YouTube Link**

<https://youtu.be/QZ2lrGCdefl>

## □ Slow Damage Liner Notes

### アドベンチャースクリプト 嶋流

スクリプターとして末席を汚した嶋流です。この度はスロウ・ダメージご購入、またゲームをプレイして頂いてありがとうございます！  
実は久方ぶりのスクリプト作業ということもあり、色々な戸惑いが多くて非常に苦戦しました……。開発チームの方々にもご面倒お掛けしてしまっ  
たかなあと思いつつ、少しでも作品の力になれていれば良いなとも思うのですがどうだったでしょうか？ 皆様の心に残るような作品になっていれ  
ば関わった身からするととても喜ばしい事です。

自分は内容を知らずにシナリオを読ませて頂いた時に、なかなか衝撃的な場面が多くて、諸々と驚きました。いや、タイトルから察しろよとか、  
絵を見ればわかるだろうとかもありますが、『傷』というワードが重要だった事に読み終わった後に気付きました……。何も考えずに作品に参加し  
てしまった自分には非常に衝撃的な内容で、なんというかそういった覚悟なくシナリオを読んだ自分は本当にアホだなと思った時には時遅  
く……。非常に煙草が吸いたくなりました。

愛煙家の方はわかってもらえると思うのですが、映画とかでも煙草を吸ってる場面が映ると吸いたくなるものなのです。あんな風にどこでも吸える  
時代もあったなあとしみじみしたりもしました。

愛煙家の方や酒好きな方は注意が必要な作品かもしれませんね！

キャラクター的には五十嵐くんが好きだったりします。犬が好きなので、そういう面でも非常に好感が持てました！

皆様にもお気に入りのキャラクターや、場面が出来たら良いなと思っております！

それでは、ゲームで遊んでいたいただいた方々に感謝を！ 今後とも作品共々、ニトロ プラスキラルを宜しくお願い致します！

## ADV Scripting : Shima Nagare

My name is Shima Nagare, and I had the great honor of serving as a scripter for Slow Damage. Thank you for buying and playing the game! It was the first time in a long time that I had been asked to do scripting work, so I was unsure of a lot of things, and I really struggled... While I feel bad for being a burden on the rest of the dev team, at the same time, I hope I was able to contribute to the game in some small way. So how was it? It gives me pride as a dev to think that this game might leave a lasting impact on all your hearts.

When I first started reading the game script, I had no idea about the content going in, and a lot of scenes shocked me. I mean, I probably should have guessed from the title or the art, but... only after I finished reading did I realize the deep significance of scars. I had joined this team without thinking too hard, and I wasn't truly prepared for the intensity of the content. But by the time I realized I was an idiot, it was too late... and by the end, I was jonesing for a cigarette.

I think the smokers in the audience will understand, but when you have a nicotine addiction, any scene with characters smoking will activate that craving. It made me nostalgic for the days when you could light up just about anywhere. In fact, I'd warn smokers and alcoholics to be careful playing this game!

In terms of characters, I think I liked Igarashi the best. I love dogs, so I was a big fan of his puppy personality! I hope you all have favorite characters and scenes, too!

Lastly, I'd like to give a big thank you to everyone who played Slow Damage! I hope you'll continue to support Nitro+CHiRAL and all our games!

## □ Slow Damage Liner Notes

システムスクリプト usao.exe

このたびはスロウ・ダメージをプレイしていただき誠にありがとうございました。

作品自体はもちろん、細かい演出や今回新しい手法で構成、制作された背景などもじっくり堪能していただくとよりスロウ・ダメージの世界がお楽しみになれるかと思いきや同時に、制作に携わらせていただいた各スタッフの喜びもひとしおです。

今後ともニトロプラスキラルをよろしく願いいたします。

usao.exe

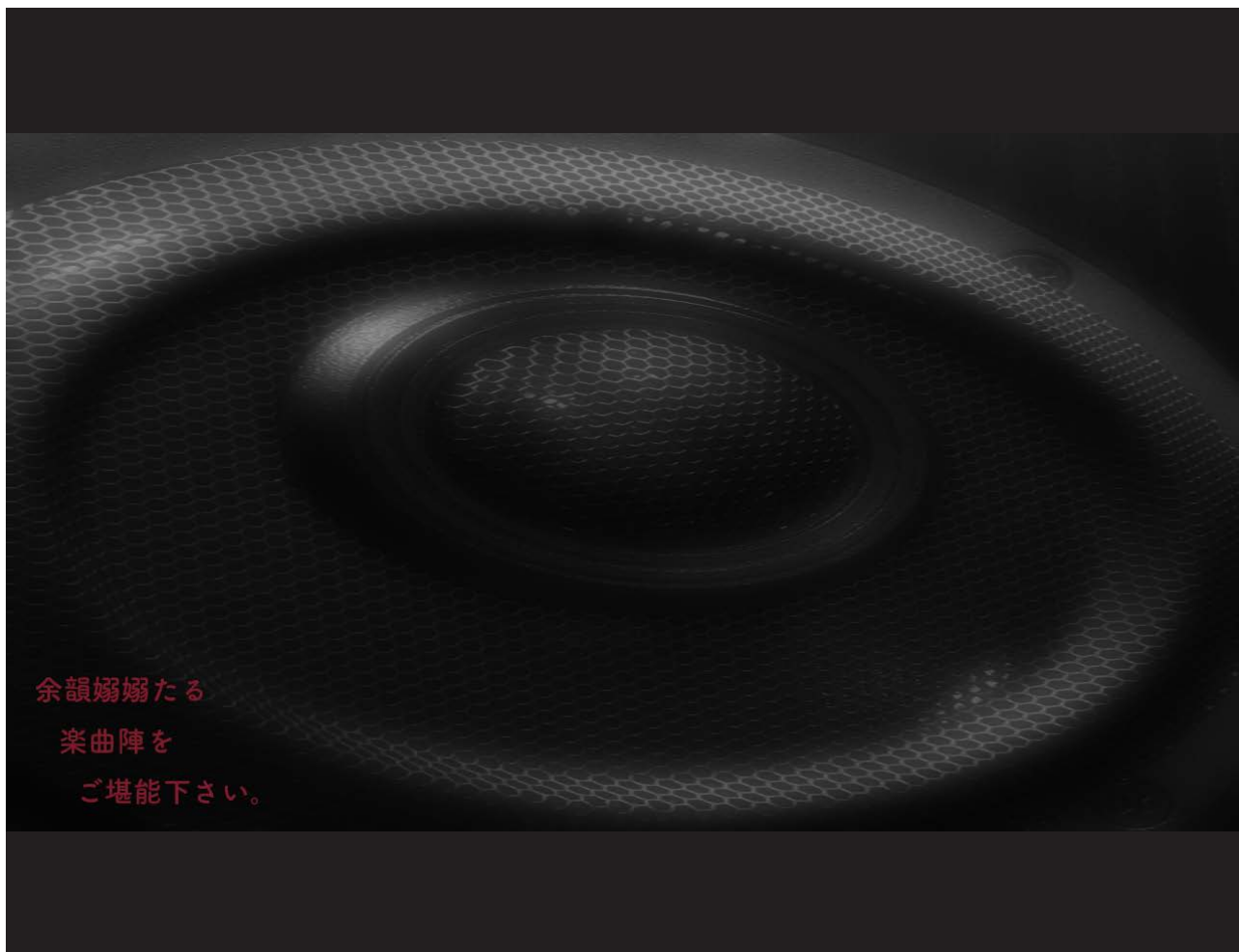
### System Scripting : usao.exe

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Thank you so much for playing Slow Damage. In addition to the game itself, I encourage you to fully explore the world of Slow Damage through the backgrounds, production values, and new techniques we employed in the making of this game. Doing so will add to your enjoyment and bring sheer delight to all of us on the team. Here at Nitro+CHiRAL, we deeply appreciate your ongoing support.

usao.exe

□ Slow Damage Liner Notes



**Sound Director, A&R: kanzi**

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Please enjoy our music 'til the very last note.



## □ Slow Damage Liner Notes

宣伝統括 キラルくん

この度は『スロウ・ダメージ』をプレイいただき、ありがとうございます。  
広報担当のキラルくんです。

「Nitro+CHiRAL Fes.」での制作決定発表から実に5年半を経ての発売となりました。  
本当にお待たせいたしました……！

長い開発期間でしたが、その間も多くの方から温かい応援や励ましのメッセージをいただきましたこと、改めてお礼申し上げます。

『スロウ・ダメージ』は国内のみならず海外の方にもご注目いただけたようで、特にYouTubeでは日本語以外のコメントを多くお寄せいただきました。

OPムービーが公開2週間を待たずに10万再生を突破したときは、本当にビックリしました……

これまでの作品からさらに進化した演出やゲーム性、そしてニトロプラス キラルの〈愛と狂気〉の世界をお楽しみいただけたなら幸いです。

これからも『スロウ・ダメージ』並びにニトロプラス キラルを何卒よろしくお願いたします！

キラルくん

## PR Manager : CHiRAL-kun

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Thank you for playing Slow Damage! PR manager CHiRAL-kun here.

This title released in Japan a full 5 1/2 years since Nitro+CHiRAL Fes. was announced, and we're so sorry for the long wait! Slow Damage went through a very long development period, but during that time we received many warm, heartfelt messages that gave us the strength to carry on. Thank you so much.

Slow Damage has attracted interest not just in Japan, but all around the globe. If you look at the OP movie on YouTube, you'll see comments in many different languages! Not only that, but we broke 100,000 views within the first two weeks! I couldn't believe my eyes... Slow Damage is an evolution of our previous games, incorporating more gameplay and special effects than ever before. As you enjoy Nitro+CHiRAL's world of twisted love, I hope you'll continue to strengthen us with your heartfelt support!

CHiRAL-kun

## □ Slow Damage Liner Notes

### 宣伝 黒沢秀樹

ニトロプラス キラル新作ゲーム『スロウ・ダメージ』がいよいよ発売となりました。  
この状況の中、ご購入いただきましたユーザーの皆様、誠にありがとうございます。  
久しぶりのPCゲームの新作となる本作はいかがでしたでしょうか？

本作について、皆様にできるだけ分かりやすくお伝えするべく、雑誌などの掲載、店舗などの販促や宣伝タイアップ、他コミックスなどのメディアミックス等々、いろいろ進行させていただいております。

最後に、ご協力いただきました各雑誌社様、各店舗様、他各社様、お力添えいただきまして、大変ありがとうございました。

黒沢秀樹

## Public Relations : Kurosawa Hideki

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At long last, Nitro+CHiRAL has released its new game, Slow Damage. Thank you so much to everyone who has purchased the game despite the ongoing pandemic. So, how did you like our latest PC title after all these years?

In order to give you as much Slow Damage info as possible, we took a varied approach to PR that included magazine articles, advertising and promotional tie-ins at brick and mortar stores, and even a mixed media project featuring two different manga adaptations. Thank you so, so much to the magazine companies, stores, and other companies that assisted us in our efforts!

Kurosawa Hideki

□ Slow Damage Liner Notes

~~スロウ・ダメージ~~

ご購入ありがとうございました！

ニトロプラスキラルの **性癖** 詰め合わせ

いかがだったでしょうか…？



宣伝担当しました！  
一人でも多くの方に  
この沼にはまってほしい  
そんな思いで  
日々悶えておりました。

無事発売できてよかった…



Public Relations : maimai

Thank you for purchasing [Slow Damage game logo]

How did you like this clusterf\*ck of Nitro+CHIRAL's pet fetishes…?

NOM

YUM YUM

NOM

NOM

SLUTTY UKE

KIDNAPPER SEME

SLICKED-BACK HAIR

COLLAR

GLASSES

FEMME SEME

SEX

SEX

SEX

SEX

I was in charge of PR! I screamed and writhed every day, hoping to pull you all down into this swamp with me.

I'm so glad we managed to ship the game...

□ Slow Damage Liner Notes



**Public Relations : Moo**

---

Thank you for playing Slow Damage!  
Every character in this game is a degenerate!  
But that's fine.  
I hope it will be one of your favorite works.  
Congratulations!!

## □ Slow Damage Liner Notes

この度は『スロウ・ダメージ』をご購入いただき、誠にありがとうございます。  
『スロウ・ダメージ』クリアおめでとうございます。

今回はデバッグだったり、宣伝番組「本気でスロウ・ダメージ」配信スタッフだったり、制作やその他諸々、色々やらせてもらったためもりです。

『スロウ・ダメージ』はいかがでしたでしょうか？  
今回の作品はキラル史上もっともハードな作品だったと感じました。

シナリオ、イラスト、音楽、ゲーム性どれをとっても今までとは異なった方向性に仕上がっており、素晴らしい出来だったと思います。OPはエロい。

いい曲ばかりですが、皆さんはどの曲がお好きですか？  
個人的には“ARKTA”さんの「Keep me alive」「Damaging you」がカッコよくて好きです。  
デモを聞いた段階で好きになってしまいました。

スロウダメージの楽曲を含め、生で聞ける機会があることを心待ちにしています。

そしてこの作品、プレイしているとお酒や煙草が頻繁に出来てきますよね。  
プレイをしているとお酒が飲みたくなり、煙草が吸いたくなる。  
そんな作品でした。ホントにお酒。特にウイスキーが飲みたくなりますよね！？  
アブサンも試してみたい...

長くなりましたが、今作『スロウ・ダメージ』をプレイしていただき、本当にありがとうございました。  
『咎狗の血』、『Lamento -BEYOND THE VOID-』、『sweet pool』、『DRAMAtical Murder』、『スロウ・ダメージ』  
そして、ニトロプラス キラルを今後ともよろしく願います。

レイ、ジュンコ、ホナミ、アラタの4人で無理して男言葉を使って会話しているシーンとか聞いてみたいです。  
オチは「こんなのやっぱりムリよ〜」みたいな感じで。

## Public Relations : Megamori

Thank you so much for buying Slow Damage, and congratulations on completing it.

My name is Megamori, and for this project, I handled debugging, taking part in the "Seriously Slow Damage" livestreams, and other dev work.

So, how did you like Slow Damage? I get the sense that this is the most difficult title in CHiRAL history. The story, the art, the music, the gameplay—it's all so different from the previous games, and it turned out GREAT. The OP is so sexy.

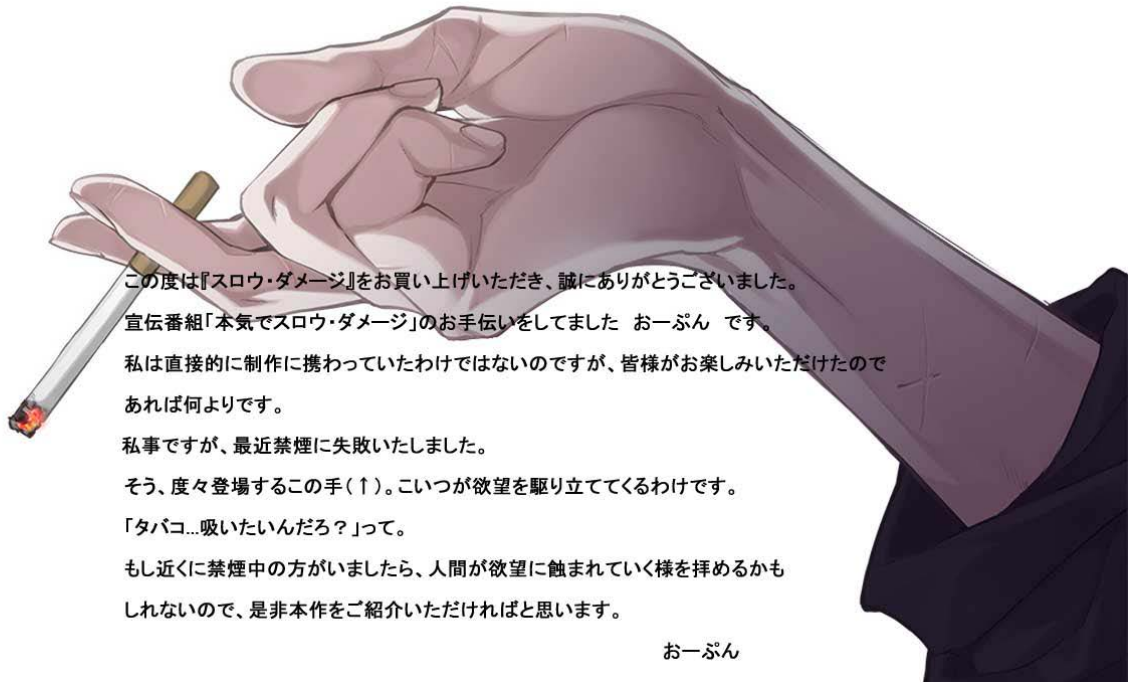
The entire soundtrack is great, of course, but which tracks were your favorite? Personally, I thought ARKTA's "Keep me alive" and "Damaging you" were extremely cool; I fell in love from the moment they played a demo for me. I sincerely hope you get the chance to listen to these songs played live someday.

Another thing—this game sure pairs great with booze and smokes, doesn't it? Every time the topic came up, it gave me major cravings. Especially booze. Doesn't this game put you in the mood for whiskey on the rocks?! I want to try absinthe, too...

Anyway, sorry for the essay, but thank you so much for playing Slow Damage. I hope you'll support Togainu no Chi, Lamento -BEYOND THE VOID-, sweet pool, DRAMAtical Murder, and all of our future titles here at Nitro+CHiRAL!

Personally, I'd love a scene where Rei, Junko, Honami, and Arata where they all try to talk like gruff, manly men. I imagine they'd burst out laughing and say "I can't do it!"

## □ Slow Damage Liner Notes



この度は『スロウ・ダメージ』をお買い上げいただき、誠にありがとうございました。  
宣伝番組「本気でスロウ・ダメージ」のお手伝いをしてました おーぶん です。  
私は直接的に制作に携わっていたわけではないのですが、皆様がお楽しみいただけただけ  
あれば何よりです。  
私事ですが、最近禁煙に失敗いたしました。  
そう、度々登場するこの手(↑)。こいつが欲望を駆り立ててくるわけです。  
「タバコ...吸いたいんだろ？」って。  
もし近くに禁煙中の方がいましたら、人間が欲望に蝕まれていく様を拝めるかも  
しれないので、是非本作をご紹介いただければと思います。

おーぶん

## Public Relations : Open

---

Thank you so much for buying Slow Damage. My name is Open and I was an assistant for the "Seriously Slow Damage" promo livestream. I didn't work on the game directly, but I still hope you all had a blast playing.

Personal anecdote time: I recently tried—and failed—to quit smoking. All thanks to this hand (↑) popping up periodically, whispering in my ear: "You want a hit, don't you?" If you know someone who's trying to quit smoking, I encourage you to introduce them to Slow Damage so you can watch them slowly succumb to petty human desire.

Open

## □ Slow Damage Liner Notes

THANK YOU FOR PLAYING!!



2016年2月のティザーサイト公開から2020年10月の本公開まで、合計5回のリニューアルはさすが過去最多ではないかと。  
最初のころはトワくんは全く顔を見せてくれませんでしたね。  
登場キャラクターの年齢層が高いと思っていましたが、一覧の顔アイコンを見るとそうでもないですね(そうかなあ?)  
ご購入ありがとうございました!

2021年2月 東 悟

### Website Design: Azuma Satoru

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THANK YOU FOR PLAYING!!

From the teaser site's launch in February 2016 to the full website launch in October 2020, the site was updated a total of 5 times. That's a new record!

As I recall, Towa was a shy boy who didn't show his face at first.

In the beginning I thought the characters' ages skewed pretty high, but then I looked at their face icons next to each other and decided they weren't THAT high. (Are they?)

Anyway, thank you for your purchase!

Azuma Satoru, February 2021

☐ Slow Damage Liner Notes

ニトロプラス キラル 『スロウ・ダメージ』

クリアされた直後 ということで...  
おめでとうございます!!

グッズ展開でも 身近にスロウダメージを  
感じてもらえるよう 張り切ってます!!  
よろしくお願ひします(๑\_๑)

OK同

**Package Designr: OK Hazama**

---

It appears you have completed Nitro+CHIRAL's newest game, Slow Damage... Congratulations are in order!!  
I'll work hard on the merch so you can always have a piece of Slow Damage close to your heart!! Please buy some!  
OK Hazama



□ Slow Damage Liner Notes

祝！ スロダメ発売！

ねんどろいど  
トワ企画進行  
しています。  
おたのしみに！

貴方はトワ  
を誰の色に  
染めたの  
だろうか...

CK

**Package Design : CK**

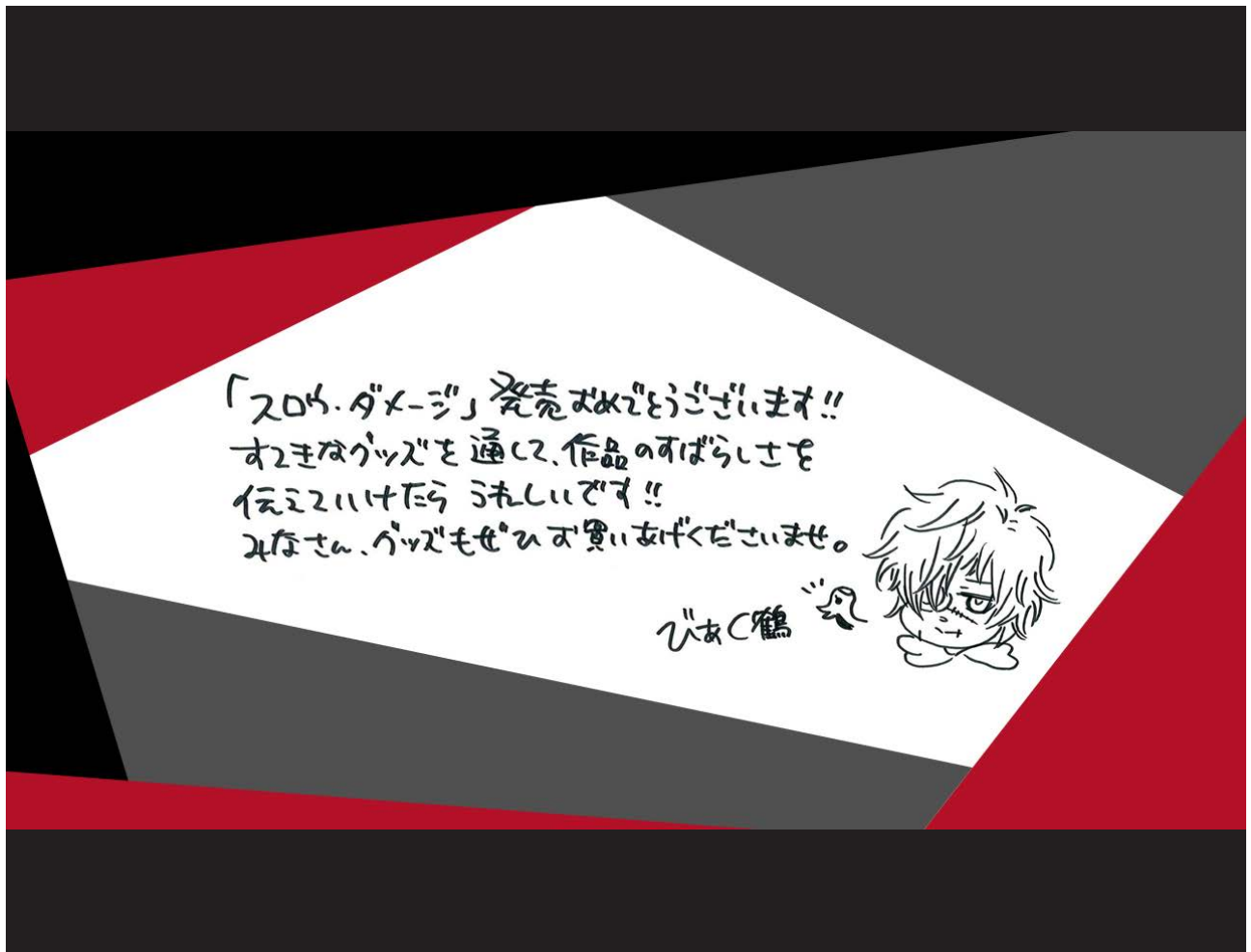
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Hooray! Slow Damage Release Day!

A Towa Nendoroid is in the works. Stay tuned!  
Who will you choose to corrupt Towa...?

CK

□ Slow Damage Liner Notes



**Package Design : Beer-Czuru**

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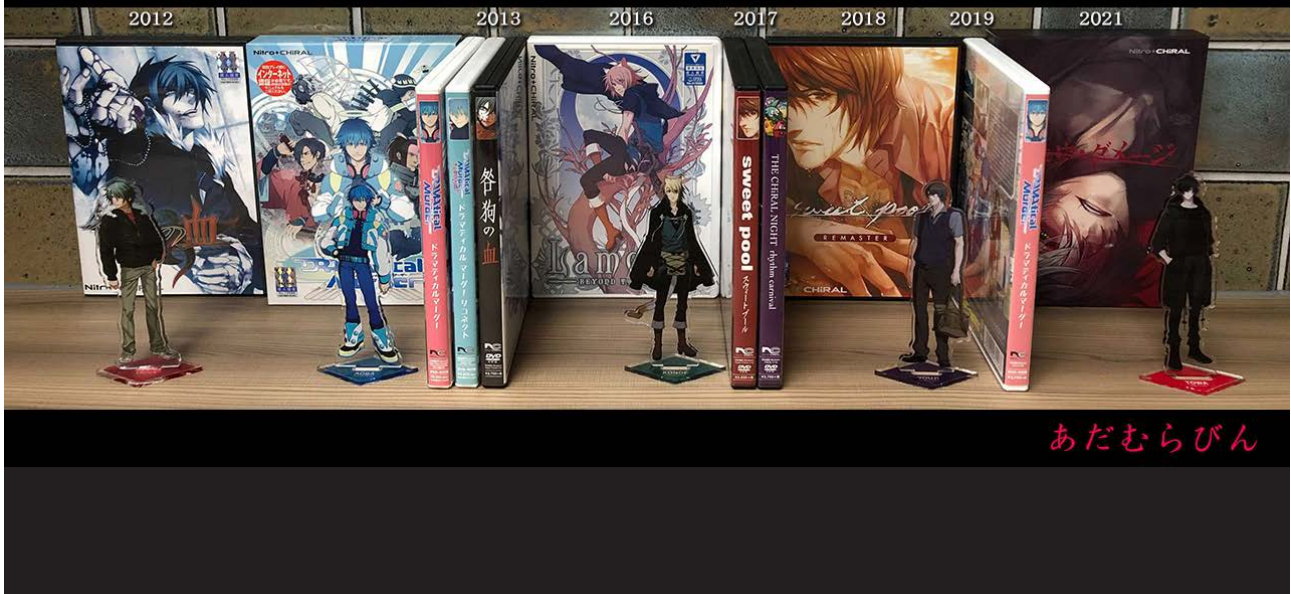
Congrats to the team for shipping Slow Damage!! I hope we can convey all the great things about this game through its wonderful merch!!  
Everybody please buy some!!

Beer-Czuru

## □ Slow Damage Liner Notes

# クリアおめでとうございます！

『スロウ・ダメージ』をプレイしていただき、誠にありがとうございます。  
ニトロプラスに入社して10年、地味に生産管理を行っている者です。  
つまり、私にとってスロタメは「あだむらびん10周年記念作品」なのです！ パチパチパチ!!  
そんなこんなで10年間の歴史をニトロプラス キラルのゲームパッケージで振り返ってみました。  
新作や廉価版など、どれもこれも懐かしい思い出ばかりです。  
これからもニトロプラス キラルをよろしくお願いたします！



## Production Manager: Adamlovin

Congrats on completing the game!

Thank you so much for playing Slow Damage. It has been 10 years since I first joined Nitroplus as an ordinary production manager. In other words, to me Slow Damage is a game that we released purely to celebrate my 10-year anniversary! Woooo!!

I wanted to take this opportunity to look back over the past 10 years of Nitro+CHiRAL. All of these hold sentimental value for me, whether it's brand-new titles or special-priced editions. I hope you'll continue to show your support for Nitro+CHiRAL!

Adamlovin

## □ Slow Damage Liner Notes

### 『スロウ・ダメージ』クリア おめでとうございます！

海苔太郎と申します。今回は初めての試みとなった発売前施策のいくつかをご紹介させていただきます。

1つは電子書籍による発売前コミカライズ。  
墨本先生、三坂ニウム先生、  
誠にありがとうございました。



もう1つはリスティング広告。

11月から12月の間、もしこのようなバナーを見たという方はかなりの幸運？ かもしれません。  
小規模施策だったので、弊社社員で  
このバナー遭遇した人間はいませんでした…



大変な社会状況が続きますが皆さまのご健勝を心よりお祈り申し上げます。

これからも『スロウ・ダメージ』ならびにニトロプラス キラルを末永くよろしくお願いいたします。

## Additional Assistance : Noritarou

Congrats on completing Slow Damage!

My name is Nori Tarou, and I'd like to talk about the new, untested marketing promotions we tried our hand at with this release.

First, this digital-only manga adaptation. A HUGE thank you to both Sumimoto-sensei and Misaka Nium-sensei!

Secondly, product listing ads. If you caught a glimpse of this banner at any point from November to December 2020, consider yourself lucky! It was a small-scale promotion, and not a single employee here ever managed to encounter it...

I pray for our fans' continued safety during this pandemic, and I hope you will all support Slow Damage and the rest of Nitro+CHIRAL for many, many years to come.

## □ Slow Damage Liner Notes



### Project Manager: Arudonte

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Congrats on clearing the game!

And thank you for battling your way through the complex Interrogation and Exploration scenes in order to make it this far. There's a lot I could say about the story or the gameplay, but most importantly, this game in particular has some really nuanced characters. Did you have a favorite? Personally, I like these two Takasato yakuza. In particular, I really love Toono's "one-note villain" energy... but in Fujieda's route, he gets killed off in an instant... Plus, Sakaki has a great voice, and he gives Towa money... These two are just... so, so good...

Arudonte

## □ Slow Damage Liner Notes

プレイしていただきありがとうございます。  
今回ADVスクリプトを担当させていただきました。

主にエロシーンを打っていで…で、あれ？これモジカでも同じことを  
言っていたような…と思い、見返してみたら、お作法が違うのだと  
書いていました。BLだと白フラは殴打発砲以外はたかないんです  
よね。

エロシーン以外を見ていて思いましたが  
あっこれモジカの心文字…マクロが再構築されている…  
お作法は違えども資産活用は大事ですね。

なんか出そうだなを繰り返し、ラストの探索で稲田と話せたときには  
なんだか感慨深かったです (デバッグ的に)。

そういえば開発中に何度も、こいつ変だな、という投げかけが  
なされたことを思い出します。(普通の人がない…)  
そのたびに「大丈夫」絵文字だとか「仕様です」絵文字だとかが  
飛び交っていました。

コロナの影響でやりとりが、対面での会話以外に  
チャットツールでのやりとりが急浮上してきました  
使用頻度が爆裂上がるいきおいでした。  
コロナの影響はやはり大きかったな、と思います。

そんな中、声の力ってすごいんだな、と改めて思いました。  
声優さんの演技すごいですね。キャラに命がふきこまれる瞬間。  
歌もなんかすごい来た、といきおいあまって思わず  
チャットツールにがん投げた記憶があります。  
そんな瞬間にたちあえてよかったな、と思いました。

楽しんでいただけたら幸いです。

スロウ・ダメージのおもいで

2021年2月某日 千代子製人

## Assistant Director & ADV Scripting : Chiyoko Reito

Thank you for playing Slow Damage. For this title, I handled ADV scripting.

Mostly I coded all the sex scenes, and there was one point where I was like... "Wait, what? Isn't this the same as Minikui Mojika no Ko?" And when I checked, there was a note that said "It's framed differently, so it's okay." I guess in BL, they only use white flashes for taking a punch.

And when I looked at the scenes without sexual content, I thought to myself: "Oh! This uses Mojika's internal thoughts! The macro's been rebuilt!" Regardless of framing, it's important to know how to reuse assets, I guess.

As I could feel myself getting close to the climax, encountering Inada during the final Exploration was, uh... memorable (in a debugging sort of way).

That reminds me: during development, I kept pointing out how weird certain characters were. (There are no normal characters...) And every time, I'd get "It's okay!" or "It's a feature, not a bug" in response.

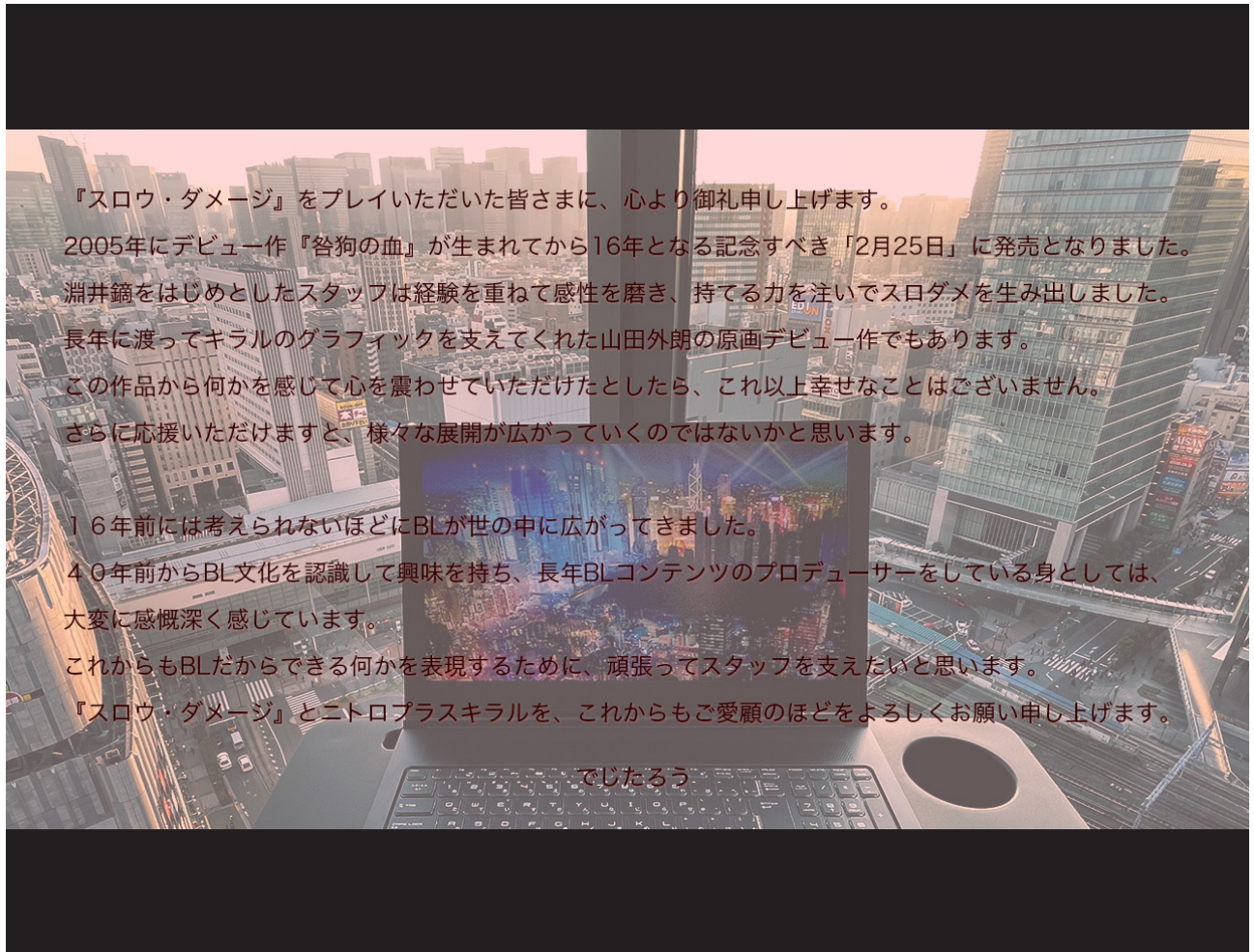
Thanks to the pandemic, our use of chat software skyrocketed, and online conversations far outstripped those held in person. I don't think that would have happened if it wasn't for the coronavirus.

It was during that time that I truly realized just how powerful someone's voice can be. Voice actors are so talented! They really breathe life into their characters. One time I remember I was so overwhelmed by an amazing song that I reflexively started gushing about it in the work chat. I'm glad I was around to experience it.

I hope you enjoyed your time with the game!

Memories of Slow Damage  
by Chiyoko Reito  
February XX, 2021

## □ Slow Damage Liner Notes



### Producer: Digitalou

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From the bottom of my heart, I thank all of you who have played Slow Damage. We released this game in Japanese on February 25th, 2021, 16 years since our debut work Togainu no Chi released back in 2005, and Fuchii Kabura and the rest of the team have used every last bit of knowledge gained over that time in order to bring Slow Damage into the world. This is also the first title that features our longtime CHiRAL artist, Yamada Uiro, as the art director.

If this game made you feel something deep in your heart, then I couldn't be prouder. With your support, we can take our dreams even farther.

16 years ago, no one would have guessed that the world of BL would ever grow to be this large. As someone who first discovered BL culture 40 years ago, took an interest in it, and has served as a producer of BL content for years since, words cannot describe the way it makes me feel. Going forward, I will do my utmost to support my staff as they work hard to push the boundaries of what BL is and can be.

I only ask that you continue to offer your love to Slow Damage and the rest of Nitro+CHiRAL.

Digitalou