





M A N U A L

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SETUP

Installing the Game

Place the DVD-ROM in your computer's DVD-ROM drive. The installer menu should come up automatically. If it does not, open the DVD-ROM volume on your My Computer screen and double-click the SETUP icon. Follow the instructions in the installer to install the game.

NOTE: If you don't have an optical media drive on your computer, you can download the game using the included download code in the game box.

Starting the Game

Begin playing by clicking on the Sonicomi game icon in the Start menu or the shortcut on the desktop.

Uninstalling the Game

Open Programs and Features by clicking the Start button, clicking Control Panel, clicking Programs, and then clicking Programs and Features. Select Sonicomi, and then click Uninstall.

TECHNICAL SUPPORT

Visit jastusa.com to get assistance with installation and gameplay issues.

INTRODUCTION

Super Sonico is a cheerful, hardworking college student and amateur musician who's about to make her modeling debut. As her personal photographer, you will be responsible for Sonico's image, balancing the needs of your clients with your own vision for Sonico's future.

Cute, sexy, weird -- the costumes you choose will determine her path as a model. Will you cultivate mainstream appeal? Make Sonico a subculture icon? Or will she become something even you can't imagine?

It all depends on you!

STORY MODE BUTTONS

- ① **Skip Mode:** Toggles the fast skip mode.
- ② **Auto Mode:** Toggles auto play mode.
- ③ **Hide Window:** Hides the text window.
- ④ **Open Menu:** Opens the menu.



SONICOMI MODE

As the game progresses, you will encounter events in which you must choose how to interact with Sonico. There are three types of events.

Talk - Click your dialogue choice.

Look - Click where you would like to look.

Touch - Click where you would like to touch.



※ Choosing nothing is a valid option. Letting the choice expire may open new paths. Pay close attention to Sonico's behavior to determine the best course of action.

POSITION GRAPH

This graph tracks Sonico's appeal as a model across four types -- Mainstream, Niche, Energetic, and Mellow. Sonico's position is a major factor in determining the course of the story. Your costume choices will directly affect Sonico's position, so choose carefully.

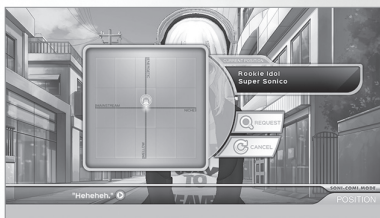


PHOTO SHOOTS

Before sure to choose locations and outfits that meet the client's needs.

- ① **Take Bar:** One shoot can include up to three separate takes. You may choose a different outfit and location for each take.
- ② **Location:** Click to display the location menu.
- ③ **Outfit:** Click to display the outfit menu.
- ④ **Preview:** Mouse over to switch between the Sonico preview model and a list of currently selected outfit parts.
- ⑤ **Model Control:** Mouse over to control Sonico's 3D model. Use the mousewheel to zoom. Hold left-click and drag to rotate and move the model.
- ⑥ **Check Position:** Click to check Sonico's position, the measure of her appeal as a model, and review the client's request.
- ⑦ **Start Shoot:** Click to begin the photo shoot.



LOCATION MENU

Use this menu to choose a location for the photo shoot. Each location has a different set of possible poses. New locations will become available as the story progresses.



OUTFIT MENU

Use this menu to assemble Sonico's outfit. Your choices will affect Sonico's position, the measure of her appeal as a model. Many items have multiple design and color options, each with a different effect on Sonico's position.



※ You can save outfits under the Favorites tab.

SHOOTING MODE

① **Enthusiasm Gauge:** Measures Sonico's enthusiasm. Fill to raise her enthusiasm level.

② **Enthusiasm Level:** Sonico's current enthusiasm level (3 is the maximum).

③ **Energy Gauge:** Measures Sonico's stamina. BAD and POOR shots deplete this gauge faster. If it reaches zero, the shoot will end prematurely.

④ **Communication Gauge:** When this gauge is full, right click to open the Communication Menu.

⑤ **APS Stock:** Your stock of available APS (All Point Shots). Use an APS to score PERFECT on all active targets.

⑥ **Camera Focus:** Your camera's targeting reticle.

⑦ **Target:** Aim your camera at these and shoot when they turn pink.

⑧ **Score:** Your total score.

⑨ **Best Combo:** Your highest combo in this shoot.

⑩ **Combo Count:** Your current combo count.

⑪ **Remaining Time:** The time left in this shoot.



COMMUNICATION MENU

When the Communication Gauge is full, right click to open the Communication Menu. Use the mouse wheel to highlight an option, then left click to confirm.

① **Talk:** Talk to Sonico. This will raise the Enthusiasm Gauge. If you choose Talk when the Enthusiasm Gauge is full, it will raise the Enthusiasm Level by one.

② **Change Pose:** Change Sonico's pose. There are three types of poses - Standing, Sitting, and Lying Down.

③ **Break:** Give Sonico a water break. This will refill the Energy Gauge, but lower the Enthusiasm Gauge.



KEYBOARD CONTROLS

W: Move forward.

A: Strafe left.

X: Rotate camera counterclockwise
(Free Mode only)

SPACE: Crouch. Press again to go lower.
Press a third time to stand.

S: Move backward.

D: Strafe right.

C: Rotate camera clockwise (Free Mode only)

SHIFT: Lock camera focus to Sonico.

ENTER: Use an APS (All Point Shot)

ESC: Retry Mission / Return to Menu

HOW TO PLAY

During the shoot, colored rings will appear around Sonico in rapid succession. Use the mouse to aim at each ring, then click to shoot. The more rings you photograph within the time limit, the higher your score.



HOW TO PLAY

• Ring Score

Timing matters! The best time to photograph a ring is right after it turns pink.

You will receive a score of **BAD, POOR, GOOD, GREAT, or PERFECT** based on your timing.

To get a **PERFECT**, you must capture Sonico with the same shot. If you can't see Sonico through the ring, the highest score you can receive is **GREAT**.

• Combo Count

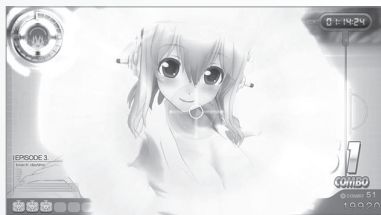
Getting a **GOOD, GREAT, or PERFECT** will increase your combo count by one. The higher your combo count, the faster your score grows. Getting a **BAD or POOR** will break the combo.

• Enthusiasm Gauge

This gauge measures Sonico's enthusiasm. Build enthusiasm by getting **GREATs and PERFECTs**, and by using the Talk command from the Communication Menu.

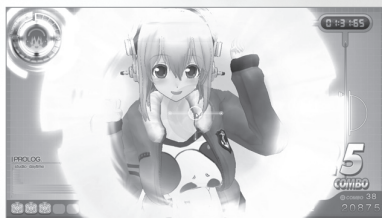
• Enthusiasm Level

When the enthusiasm gauge is full, using the Talk command will increase Sonico's enthusiasm level by one. This will unlock a bold new pose, increasing the number of targets and the rate of score gain. Raising enthusiasm is the key to a high score.



HOW TO PLAY

Enthusiasm has three levels. Getting **BADs** and **POORs** will reduce enthusiasm, as will giving Sonico a break. If the enthusiasm gauge runs out, it will lower Sonico's enthusiasm level.



• Energy Gauge

This gauge measures Sonico's stamina. It will automatically decrease over time. Getting **BADs** and **POORs** will deplete the gauge faster. If the gauge reaches zero, Sonico will collapse from exhaustion, ending the photo shoot. Pay close attention to the energy gauge, and give Sonico a break if it gets too low.



HINTS

• Change Poses Frequently

If you stay on one pose for too long, you will start to gain enthusiasm more slowly. To prevent this, use the Communication Menu to change poses occasionally.

• Ending Breaks Early

Normally, a break ends when Sonico's energy gauge is full. However, you can choose to end the break early by clicking after a few seconds have passed.

• Avoid Energy Loss

Getting PERFECTs reduces the rate of energy loss. Get enough PERFECTs, and you can finish a shoot without ever needing to call a break.

• Focus On Combos

Maintaining combos is the key to achieving a high score. Don't try to get PERFECTs if it would risk your combo count. It is better to maintain your combo with GOODs and GREATs instead.

• Sub-targets

During a shoot, various small creatures will appear from time to time. Photograph these for bonus points!

• Bonus Stage

As you progress, some stages will provide the opportunity for a Bonus Stage. To unlock a bonus stage, you must finish the final take of the shoot with maximum Enthusiasm Level and a full Enthusiasm Gauge. During the bonus stage, photograph Sonico to add to your total score. Missed targets will not break your combo, so go wild!

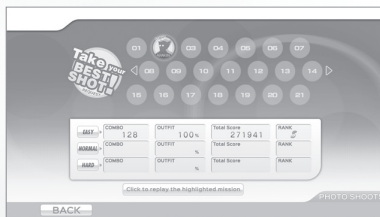
FREE MODE

Beating the game once will unlock Free Mode, where you can photograph Sonico to your heart's content. Choose from any unlocked costumes and locations, then enjoy a photo shoot without timers or targets to worry about. You can change poses freely, but only poses you've unlocked in Story Mode will be available. Photos taken in Free Mode can be saved to your album.



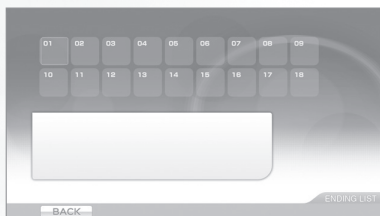
CLIENT REQUESTS

From this menu, you can review your scores and replay completed photo shoots.



ENDING LIST

From this menu, you can review your unlocked endings.





FAQ

Q. I keep getting the same ending. What gives?

A. In Sonicom, the course of the story is determined by Sonico's image as a model. This is represented by her *Position*, which is affected by the costume choices you make. Pay close attention to the position graph when selecting costume parts, and choose outfits that reflect the path you want Sonico to take.

Q. How do I achieve 100% client satisfaction?

A. When you're unsure whether a costume meets the client's needs, pay close attention to Sonico. Her behavior on the preview screen will give you an idea of how her costume will be received.

In addition, when a shoot has multiple takes, be careful that no costume pieces overlap, as this will lower your client's approval.

Q. How do I get an SS rating??

A. Rating is determined by score, and your score grows faster the higher your combo count. GOODS, GREATs, and PERFECTs will maintain your combo, while POORs and BADs will break it. Raising Sonico's enthusiasm level will increase the number of targets, letting you score even more points.

Client approval also has an effect on your final score. If you have a hard time getting PERFECTs consistently, focus on maintaining your combo with GREATs and GOODS and satisfying the client with smart costume choices.



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