

# Little Busters!

English Edition

## リトルバスターズ!

### USER'S MANUAL



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# Basic Controls



## Mouse

### Left+Right Click

Switch language

### Left Click

Confirm / move on to the next dialogue

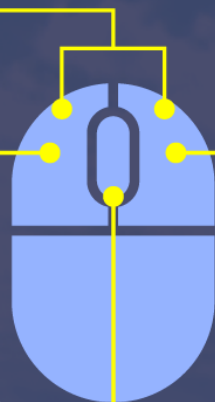
Left clicks work the same way as finger gestures.  
See details on the next page

### Right Click

Open the System Menu  
Cancel  
Close screens

### Mouse Wheel

Scroll Up : Open message log  
Click : Hide the text box



## Touch Gestures



### Tap

Press the screen lightly



### Touch & Hold

Keep pressing



### Drag

Move your finger while pressed



### Swipe

Move your finger quickly across



### Pinch In / Out

Open / close your index finger and thumb

Left clicks and touch gestures are interchangeable.

Tap (Click)	Select an option / Move on to the next dialogue
Swipe Up	Open the System Menu <a href="#">See details on page 5 "System Menu"</a>
Swipe Down	Open Message Log <a href="#">See details on page 7 "Message Log"</a>
Swipe Right	Switch page / Jump to the next choice <a href="#">See details on page 6 "Jump"</a>
Swipe Left	Switch page / Jump to the previous choice <a href="#">See details on page 6 "Jump"</a>
Two-Finger Tap	Show the text box <a href="#">See details on page 7 "View Event CGs"</a> *When using mouse, press the Mouse Wheel button

Perform the following touch gestures inside the text box to forward or switch to auto mode.

Text Box



Drag / Swipe to the Right	Forward dialogue <a href="#">See details on page 6 "Forward &amp; Rewind"</a>
Drag / Swipe to the Left	Rewind dialogue <a href="#">See details on page 6 "Forward &amp; Rewind"</a>
Touch & Hold	Start Auto Mode (Tap to cancel) <a href="#">See details on page 6 "Auto Mode"</a>



# Keyboard Shortcuts

<b>Esc</b>	Open the System Menu Cancel / Close screen
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<b>F1</b>	Quick Save
<b>F2</b>	Quick Load

<b>Page Up</b>	Turn page / Zoom out on event CGs Hide the text box
<b>Page down</b>	Turn page / Zoom in on event CGs

<b>Q</b>	Jump to the previous choice
<b>W</b>	Open the System Menu
<b>E</b>	Jump to the next choice
<b>A</b>	Start/stop Auto mode
<b>S</b>	Quick Save
<b>Z</b>	Turn page Rewind dialogue while pressed
<b>X</b>	Cancel / Close screens Show the next full dialogue
<b>C</b>	Turn page Forward dialogue while pressed
<b>B</b>	Show Message Log
<b>L</b>	Select language



<b>Ctrl</b>	Forward all dialogue while pressed *Includes previously unread text
<b>Space</b>	Hide the text box
<b>Alt+Enter</b>	Full Screen
<b>Alt+F4</b>	Exit the game

<b>Arrow Keys</b>	Select options Up: Show Message Log Left: Move to previous dialogue Right: Move to next dialogue
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<b>Enter</b>	Confirm selected option Move onto the next dialogue
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# How to Start the Game

“Little Busters! English Edition” is a single-player game. The title screen shows up a few seconds after the game starts up. Click or tap one of the buttons on the screen.

## | Title Screen

- **NewGame**.....Play the game from the beginning.
- **Load**.....Load a saved data to continue.  
 See details on page 11 “Save”
- **Config**.....Open the Config screen to change settings.  
 See details on page 8 “Config”
- **Gallery**.....View the CGs already seen while playing the game. Press W to select and play a BGM track from “Music”.

### CG Viewing Controls

View variants : Left-click / Tap / Z or C / Swipe Left or Right  
 Scroll : Up Arrow or Down Arrow / Drag Up or Down  
 Zoom In or Out : Wheel Up or Down  
 Page Up or Page Down / Pinch In or Out

- **Music**.....You can listen to the game music here.
- **Busterpedia**..View definitions of keywords seen in the game.  
 You can also read these definitions while in game.
- **Exit**.....Exit the Game.



# How to Play the Game

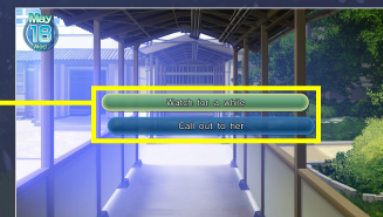
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“Little Busters! English Edition” is an adventure game where you read through dialogue displayed on the game screen. Choices are given in the process, and the story develops differently depending on your decisions.



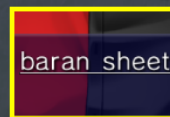
## Choices

An example of choices that show up in the game. Left-click or tap either option to proceed.



## | Keywords

Left click or tap on a highlighted keyword in the text box or the backlog to read its definition.



To disable the highlighting of keywords, go to "Config" → "Text 1" → "Busterpedia Keyword" and select "Off".

 See details on page 8 “Busterpedia Keyword”

Once you have seen a keyword, you may review it at anytime in the "Busterpedia" menu. You can open the menu by selecting "Busterpedia" in the Title Menu or the System Menu.





## Battle Mode

When you have reached a certain point in the story, an event starts where characters battle each other. The battles proceed automatically and end when they are settled. If you choose to turn the event off, all the battles except for certain story ones will be skipped.



### Battle Ranking

When you have reached a certain point in the story, the Battle Ranking system opens up. The ranking changes depending on each character's battle results. Pick the "Wander" choice to battle someone.



## System Menu

The System Menu opens in the game when you either right-click, flick up, or press W. The System Menu includes "Save," "Load," "Status," "Busterpedia," "Config," "Title," "Quick Save," "Quick Load," and "Exit."



## Save

Save your game progress. [See details on page 11 "Save"](#)

## Load

Resume the game from saved data.

[See details on page 11 "Load"](#)

## Status

Check each character's status or owned accessories. Switch characters by left-clicking or swiping left/right on the character icons.



## Character icons

## Busterpedia

ゲーム中に見た用語を調べることができます。

## Config

Change the game's settings. [See details on page 8 "Config"](#)

## Title

Abort the game and return to the title screen. Please note that any unsaved progress will be lost.

## QuickSave

Save progress without opening the save screen.

[See details on page 7 "Quick Save"](#)

## QuickLoad

Resume the game from the quick save. Unavailable when there is no quick save. [See details on page 7 "Quick Load"](#)

## Exit

Exit the Game. Please note that any unsaved progress will be lost.



# Features

## Forward & Rewind [C] [Z]

Previously read dialogues are skipped while C is pressed. On the other hand, you can rewind the previous 500 messages while pressing Z. (Rewind is also available when you resume the game from saved data.)

To skip all messages including unread ones, go to “Config” → “General” → “Skip” and then choose “All.” Or simply press Ctrl.


### Mouse Controls & Touch Gestures

You can forward or rewind dialogue by dragging with the mouse or swiping with your finger inside the text box.

Forward : Drag to the right (The more you dragged, the  
Rewind : Drag to the left faster the forwarding)

Auto Forward : Swipe right (Left-click or tap to cancel)  
Auto Rewind : Swipe left

Go to “Config” → “Touch” to change drag/swipe directions.

 See details on page 10 “Touch”

## Jump [E] [Q]

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Pressing E in the game takes you to the next branching point, and pressing Q takes to the previous one. This Jump feature is only available during previously read dialogue. If there is no branching point ahead to jump to, this will take you to the last dialogue you have already read.

The Jump feature also stops you at certain mini games besides branch points.

### Mouse Controls & Touch Gestures


You can jump ahead or back by swiping outside the text box.

Jump to the next branching point : Swipe right  
Jump to the previous branching point : Swipe left

Go to “Config” → “Touch” to change swipe directions.

 See details on page 10 “Touch”

## Auto Mode [A]

Pressing A in the game turns on the Auto mode that automatically forwards dialogue. Pressing A again turns it off. You can change the Auto Mode speed in “Config” → “Text2.”  See details on page 9 “Text2”

### Mouse Controls & Touch Gestures

Turn on Auto mode : Touch and hold inside the text box  
(Left-click or tap to cancel)



## Message Log [B]

Pressing B or the Up Arrow shows the Message Log. You can scroll the log with Up & Down Arrow or Page Up & Page Down. The previous 500 messages are available in Message Log even when you resume the game by loading save data.

### ■ Audio Icon

Select a message with the Audio Icon attached and press Space to play the voice.



### ■ Resume the Game from a Message

Press Enter to resume the game from the selected message.

## Mouse Controls & Touch Gestures

- Open Message Log : Swipe down
- Scroll Log : Drag/swipe up or down
- Play Voices : Tap messages with the audio icon
- Resume the game from a message : Touch and hold the message
- Close Message Log : Swipe up on the bar at the bottom of the screen

## Quick Save [S]

You can save your progress without going to the save screen by either pressing S in the game or opening the “System Menu” and selecting “Quick Save.”

The Quick Save feature uses a single save file that is overwritten every time you use the feature.

### ■ Quick Load

You can resume the game from the point you quick-saved. To do so, either open “System Menu” → “Quick Load” or open “Load” and select the quick-saved data.

 See details on page 11 “Load”

## View CGs [Space]

Pressing Space hides the text box and lets you view the CGs. Press Space again to unhide it.

### Controls during CG viewing

- Scroll : Up/Down Arrow / Drag up/down
- Zoom In/Out : Wheel up/down or Page Up/Page Down, Pinch In/Out



You can open “Config” on the title screen or in the System Menu and then configure settings such as language, gameplay options, controls, or audio volume.

Swipe left/right or press Z/C to switch Config pages and left-click or tap the setting you want to change.

To restore the default settings, open the setting page, press W, and click “Yes.”

## General

### ■Skip

You can choose to forward either “Previously Read Text Only” or “All.”

### ■Position of Choice

You can choose to locate branch point choices either in the center of or the bottom of the screen.

### ■Voice

You can choose to stop playing voices either when the message moves on or when the next voice plays.

### ■Display date

If enabled, the in-game date is displayed on the top left of the screen.



## Text1

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■Language.....Choose “Japanese” or “English.”

■Font.....Change the in-game font.

■Window Transparency...Change the text box’s transparency.

### ■Color of Read Text

Turn on/off the coloring feature for previously read messages. “Choices Only” only colors the branching point choices you already picked before.

### ■Busterpedia Keyword

Controls whether Busterpedia keywords are highlighted in game. If disabled, the keywords will no longer be highlighted in the text box or the backlog. You will not be able to click on the keyword to see the description when this feature is disabled.

### ■Color

Changes the color of previously read text and the highlight color of Busterpedia keywords.  
(This option is only available when either “Color of read text” or “Busterpedia Keyword” is set to on.)



## Text2

You can configure the wait time of Text Display Speed and Auto Mode. The preview box on the bottom shows how fast it is.

Auto Mode allows the game to move from one dialogue to another when the first message is fully displayed and the set wait time has passed. In case a voice is still playing after the wait time passes, the next dialogue only appears after the voice is finished.

### ■Text Speed

Change how fast text is displayed.

### ■Wait Time Per Character

Define the amount of time to wait until a message shows up after the previous one is fully visible. This option is set based on the character count.

### ■Base wait Time

Define an amount of extra time to wait in addition to Character Wait Time.

## Sound

Turn up/down the volumes of "Master Volume," "Voice," "BGM," "SE," and "System SE."

Volume changes to "Voice" affect all the voices.

## Voice

Turn up/down the individual volume of each character.

To play a sample voice for a character, select that character and press Space, or left-click or tap the name of that character.

## Keyboard

### ■C (Skip)

2 options: Forward messages while pressing the key, or press it each time you want to start and cancel forwarding.

### ■Z (Rewind)

2 options: Rewind messages while pressing the key, or press it each time you want to start and cancel rewinding.

### ■Right Arrow

Enable/disable forwarding one message when the key is pressed.

### ■Left Arrow

Enable/disable rewinding one message when the key is pressed.

### ■Up Arrow

Controls behavior of the Up arrow key. The key can be set to bring up the "Backlog", the "Busterpedia" menu for displaying descriptions of keywords, or be disabled.

### ■PageUp

2 options: Show the Message Log or hide the text box.

### ■S

Enable/disable quick-saving when the key is pressed.

## Mouse

### ■Wheel up

4 options: Hide text box, show the message log, rewind one message, or do nothing.

### ■Wheel down

2 options: Forward one message or do nothing.

### ■Snap pointer

If enabled, the mouse cursor will automatically be moved to a selectable item whenever a menu is opened or a choice is displayed.

### ■Gesture

If enabled, touch controls such as Swipe and Drag can be used with the mouse.

## Touch

### ■Skip

Define the direction to swipe/drag into to forward messages. This option also swaps the Rewind direction.

### ■Rewind

Define the direction to swipe/drag into to rewind messages. This option also swaps the Skip direction.

### ■Jump Forward

Define the direction to swipe/drag into to Forward Jump that leads to the next branching point. This option also swaps the Jump Back direction.

### ■Jump Back

Define the direction to swipe/drag into to Rewind Jump that leads to the previous branching point. This option also swaps the Jump Forward direction.

### ■Two finger tap

Define the two-finger tap action: Hide the text box or select language.

## System

### ■Screen Mode

Choose “Windowed” or “Full Screen.”

### ■Window Size

Change the size of the game window for the “Windowed” option.

### ■Movie Quality

Change the quality of the in-game video.

If the video does not play properly, choose “Low Quality.”

### ■Process Priority

Controls the CPU priority allotted to the game. If the game appears to be running slowly, this may be improved by selecting "Above Normal" or "High".

### ■Sound API

Change the sound API.

Change to the sound API settings will not take effect until the game is restarted.





# Save & Load

## Save

Save the progress of the game.

To save, either right-click in the game or swipe up to open the System Menu, and then select “Save.” Left-click or tap on a slot you want to save into (the slot will be overwritten if already in use). There are 200 save slots available. To delete saves, click on the “Delete” button or touch & hold them.

## Load

Resume the game from a save. Select “Load” on the title screen or in the System Menu. Left-click or tap the save you wish to load. The Quick Save data can be found in the last page and can be loaded from there.

Message rewinding is available immediately after the game is loaded by pressing Z.

### Controls on the Save/Load Screens

- Tab : Select the latest save
- Number Keys : Select the numbered page
- Q : Select the Quick Save

## Delete All Saves

The “Delete All Saves” feature erases all saves stored in your computer and Steam Cloud.

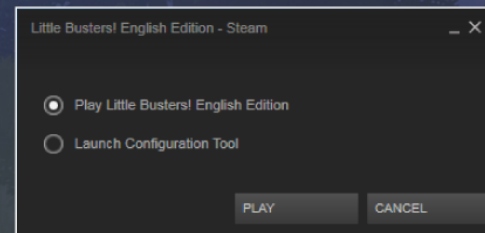
**Please note that deleted saves cannot be restored.**

### Step 1 : Start up the Steam client

Close “Little Busters! English Edition” if it is running.

### Step 2 : Start up the configuration tool

The launch menu appears when clicking on the “Play” button of “Little Busters! English Edition.” Check “Launch Configuration Tool” and click “Play.”



### Step 3 : Delete saves with “Delete all saved data”

With the configuration tool running, select “Delete all saved data” to delete your saves. Select “Exit” to close the tool.



# Batting Practice

Batting practice becomes available at a certain point in the game. You can turn off the practice when the choice is given.

## How to Proceed

Hit back the ball with good timing. Practice ends when Rin runs out of balls to pitch, and then each participant's abilities go up.



Catcher Camera

### Batting Controls

#### ■ Mouse Controls & Touch Gestures

Move the Batter : Drag inside the Catcher Camera  
Swing the Bat : Left-click/tap/release drag  
Open the Options Menu : Swipe up/Right-click

#### ■ Keyboard Controls

Move the Batter : Arrow Keys (Faster if pressing Ctrl)  
Swing the Bat : Enter  
Open the Options Menu : W

#### ■ Combos

Characters in the field sometimes hit the ball back, and you can make combos if you hit it back to them again.

#### ■ Batting

Hold the up arrow key when hitting for a ground ball. Hold the down arrow key when hitting for a fly ball.

## Options Menu

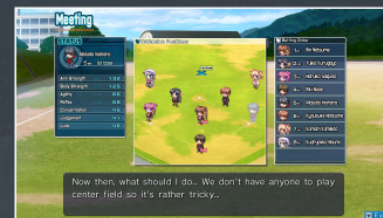
You can open the Options Menu during practice by right-clicking or swiping up. The menu allows you to change the camera's view location and to take a time out. Select "End Practice" to wrap up the ongoing practice.

## Match

At a certain point in the game, the Little Busters have a match with another team. If the batting practice is turned off, the match will be skipped.

### ■ Meeting

You can change the field positions (except for the pitcher and catcher) and the batting order in the pre-match meeting. Drag the characters to do so.



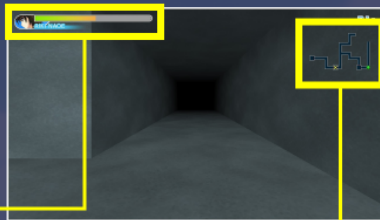
### ■ How to Proceed the Match

The match proceeds automatically, and you are allowed to instruct each batter on their turn.





The dungeon under the school becomes explorable at a certain point of the game. Down there, traps and battles await you.



## ■HP

You have to start over when you run out of HP.

## ■Floor Map

Shows the previously explored paths.

## Controls in the Dungeon

### ■Mouse Controls & Touch Gestures

- Move Forward : Left-click or tap on the center of the screen
- Retreat : Left-click or tap on the bottom of the screen
- Turn Left : Left-click or tap on the left of the screen  
Swipe right
- Turn Right : Left-click or tap on the right of the screen  
Swipe left

### ■Keyboard Controls

- Move Forward : Up Arrow
- Retreat : Down Arrow
- Turn Left : Left Arrow
- Turn Right : Right Arrow

## Battles

You encounter enemies and have to combat them using a gun. You can turn off battles when the choice is given.

### How to Attack

Left-click or tap the spot you want to attack. If you are too late in doing so, you will receive damage at the end of the battle.

Enemies vary depending on the character you are playing.

### ■Protagonist

Shoot the number as instructed. Fire when the light around the number stops glowing.



### ■Saya Tokido

Shoot all the enemies.

