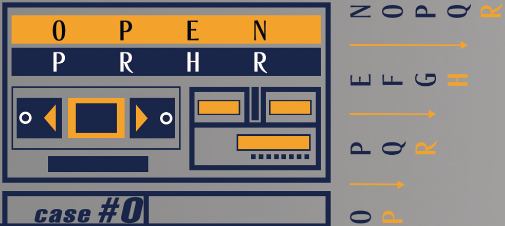
Hint sheet of "The Silver"

case#0:lunatics
case#1:decoyman
case#2:spectrum
case#3:parade
case#4:kamuidrome
case#5:lifecut

case #1

decoyman

HIT & BLOW


O P E N
P R H R
N O P Q R
E F G H
P Q R
O P

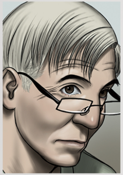
case #0

lunatics

killthepast

0	3	3	0

Hit	☐	☐	☐	☐
Blow	☐	☐	☐	☐

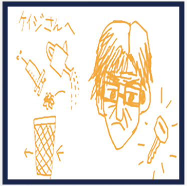


case #2

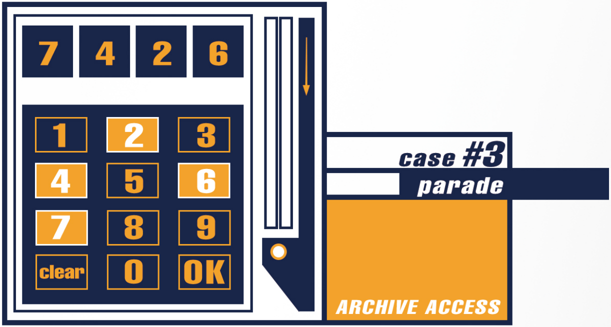
spectrum

P

TRASH
PARKING
MIZOGUCHI
SCRIBBLE



trans


7 4 2 6
1
2
3
4
5
6
7
8
9
clear
0
OK
case #3
parade
ARCHIVE ACCESS

mitter

lunatics decoyman spectrum parade kamuidrome lifecut

placebo

yume hana tsuki ai hikari

case #4

kamuidrome

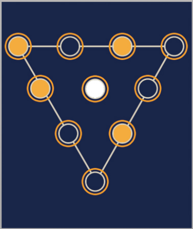
SAYAKA BAIAN

case #5

lifecut

BOWLING

CARD



5=7+3-9+4

Creators of "The Silver Case"

HD Version Staff

Active Gaming Media

Director	Douglas Watt
Project Manager	Gen Yoshimasu
Associate Producer	Yoshihisa Ohbuchi
Lead Programmer	Yuki Yamazaki
Programmer	Ildar Valeev
Additional Programmer	Yoshio Tsujimoto
2D Designer	Francisco Fernandez
SCDF Design	Keisuke Kuwahara
Lead 3D Designer	Shunsuke Takahashi
3D Designer	Alexander Rodriguez / Matthew Gunn
Project Manager	Chanyoung Eric Chung
Localization	James Mountain
QA Manager	Carlos Argueta
QA Test Leader	Alyse Sugahara

Grasshopper Manufacture

Sound	Akira Yamaoka
Co.Producer	Kazuyuki Kumagai
Producer / Original Director	SUDA51

PLAYISM

ACTIVE GAMING MEDIA

GRASSHOPPER
MANUFACTURE

WARNING

Have you played The Silver Case yo
without any idea of what one is getti
with this game!

Let's make this clear and get it out of

You're basically pressing a few butto
But this text won't let you simply bro
game on will find themselves being f
information constantly thrown at th
no sense. You would probably assum
It just makes it all the more gut-wren
reviewer into giving the title maybe
good-for-nothing bums (if you bough
Outlaws and common criminals gi
Basically, The Silver Case has taken all
and tossed them out the window.

But even so, I spent a full 24 hours
absolutely blew my brains out. Like
add in a likely-pointless explanation
band Joy Division. I used to love tha
I understood. Goichi Suda had been
in smack-dab the middle of the tec
rock 'n' roll-minded guy, and I knew t
noir-ish storylines and visuals kicked
Up till now, quizzes and puzzles used
nice and comfy. The sound, the visual
throughout the entirety of The Silver
ready to take a headshot at the deepe
sucked in by just a single one of thos
the game creator known as SUDA51. It's
The way a man lives, and the way he di
doesn't resonate with you, then you're
with Tokio. In the end, there was noth
I was totally exhausted. The Silver Ca

Now I understand. You can't let yours
properly. Well, if it isn't a game, then
egoism and self-righteousness, and rea
new. There are plenty of products out
the impossibly heavy feeling you get

WARNING

et? If not, then consider yourself lucky. Because simply diving into this game all willy-nilly
ing oneself into can potentially destroy a gamer's mind. What I'm trying to say is: BE CAREFUL

' the way: The Silver Case is one depraved game.

ons, and reading some text. Then you read some more text. And then keep reading even more.
owse through it. It's extremely exciting—even nerve-wracking. Those brave enough to take this
forced to use their brainpower to full capacity in a brutal struggle to properly process all the
em. Then, there are the oft-occurring, weird puzzles and investigations that seemingly make
ne that these would help lighten the mood set up by the dark, heavy story. You would be wrong.
ching. It's patience-trying as hell, and just this alone would provoke a certain game magazine
three points. As an extra additional bonus, the characters portrayed are nothing but a bunch of
t this game simply because "it's the new SUDA51 game", well, then you're pretty much a bum, too).
ving super-serious lectures on what they think about the meaning of life, stuff like that.
the morals (assuming "morals" are even a thing a game can have) as "a game that everyone can enjoy"

playing The Silver Case nonstop. Why? Because the bullet loaded up by game creator SUDA51
the song says: "Love will tear us apart". Love will indeed rip us to shreds. To go ahead and
, this phrase—which also pops up suddenly in the game—is the title of an old hit song by the
nt song. That was the aforementioned bullet that tore right through me. From that point on,
baptized in the New Wave movement of the 80s, and then further refined himself and his style
hno movement of the 90s. Once I came upon this phrase in-game, I knew that SUDA51 was a
that this game, The Silver Case—and everything about it—was alright with me. The Hong Kong-style
my brain in the nuts, and I couldn't rip my eyeballs away from the Film Window presentation.
to feel like a nuisance. Now, even the most "adventure game"-y processes and elements feel all
ls, the text, the systems, the beats, the design... there are an infinite number of messages scattered
Case. The numerous messages included by SUDA51 are hiding here and there, lying in wait,
est part of the player's psyche. Most of them are meaningless. But the moment you happen to get
e messages, The Silver Case has you—there's no turning back. You're going to fall in love with
s a really shoddy trap. Experiencing The Silver Case is tantamount to facing off against SUDA51 himself.
ies. Crime. Sorrow. Love, booze, and cigarettes. The amalgamation of his aesthetic sense. If this stuff
wasting your time with this game. I spent 24 hours living in "the 24 Wards", puffing away at my smokes
ing I could do to stop him. When I was finished with the end credits and then the epilogue after that,
se had beaten the ever-loving crap out of me.

self get fooled into thinking that this is a "game". This is the trick for experiencing The Silver Case
what is it? Basically, it's a true digital comic from the Japan of 1999. It's also clearly an exercise in
ding through it is exhausting... and it's absolutely awesome. The term "digital comic" isn't something
there sporting that description. But The Silver Case is in a league of its own. Seriously. I promise you:
after clearing the whole thing will prove me right.

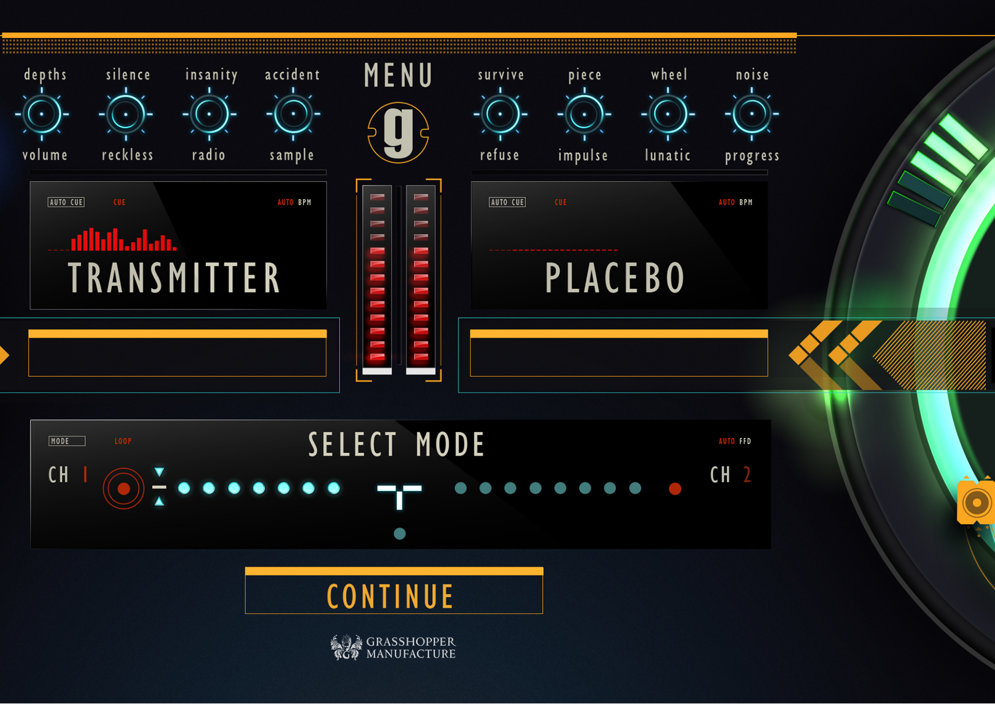
Hiroyuki Nakata
GameWatch! Editor-in-Chief

TRANSMITTER

Case Opening - "Transmitter"

The Silver Case

CASE#0:LUNATICS/CASE#1:DECOYMAN/CASE#2:SPECTRUM/CASE



——Toki

#3:PARADE/CASE#4:KAMUIDROME/CASE#5:LIFECUT/CASE#!:DANWASHITSU"TAMURA"

REPORT*1:YUME/REPORT*2:HANA/REPORT*3:TSU

REPORT*?

PLACEBO

Case Analysis - "Placebo"

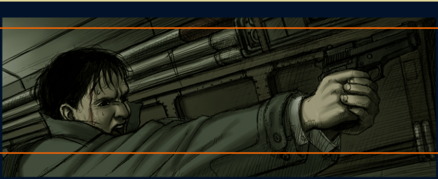
o Morishima's Case File

KI/REPORT*4:AI/REPORT*5:HIKARI

"The Silver Case"

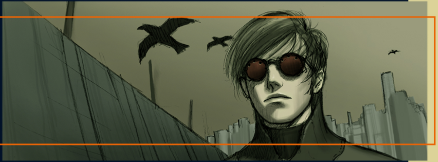
This is how "The Silver Case" began...

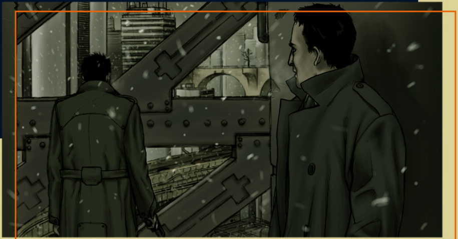
Explanation

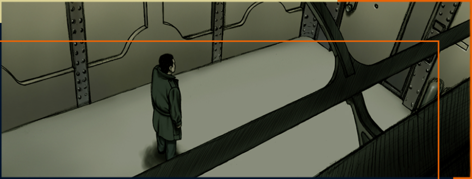


■ The feud among the Kanto Big 3 NGO Parties (Nonprofit civic organizations)

The Diet-governed, market economy-based socialist state of Kanto, its economic activities drastically limited by government regulations, was exhausted and impoverished. Severe reductions in both corporate taxes and private consumption only exacerbated the weakening of the government. Employing tactics such as exhaustive lobbying and direct communications with citizens, the three factions known as the FSO, TRO, and CCO—previously operating as nonprofit organizations—had finally forced the government to pay attention. Then, in March of 1979, the "direct governance system" was implemented. This meant the "volunteerization" of everything from collection and separation of garbage to maintaining public order and security. Since the main source of funding for the three respective factions' operations was political contributions from a wide range of both corporations and private citizens,the feud among the corporations developed into a war between opposing factions.







On June 6th, the day of the announcement of the general elections for the new ward mayor, the feud between the FSO and the TRO/CCO alliance exploded with the assassination of alliance chairman Ginji Nakane – thus setting everything fully into motion. Nakane was killed with a sharp, tube-shaped metal weapon. The perpetrator, Kamui Uehara, was thought to have carried out the assassination alone under contract, but the person or persons who contracted Kamui were never found. Afterward, launched an attack on the TRP/CCO alliance headquarters located inside TV Tower, killing ten senior citizens. Due to the victims of this attack being elderly, the incident was christened “The Silver Case”. The Regional Special Agent who brought Uehara in, Tetsugoro Kusabi, came to be known as “The Man Who Arrested Kamui”.

Now, it all begins again...