



Yamano Ryou and the Chikan Train

Instruction Manual

About the Game

Long after the last train, **Yamano Ryou** boards a train with no visible end and fights her way car by car. Clear every enemy in a car and the next door opens. Survive five stations, all the way to **the first train of the morning**.

Controls

Either of the two keyboard layouts below works, and an Xbox-layout gamepad is supported too.

WASD / ← ↑ ↓ →

Move / Crouch (S) / Hang (W)

J / Z

Light attack (A)

K / X

Heavy attack (B)

L / C

Jump / Slide while crouching

A + B

Grab (both attack buttons)

A D / ← → ×2

Dash / Dash + S to slide

ESC

Pause (held augments / controls / settings)

Reading the Screen



- Health — at zero she goes down and the run ends
- Icons above the health bar — the augment cards you hold
- Money and corruption
- Enemy health
- Combo counter — rewards on car clear by rank

Height and Defence

Every attack has a height: **low, mid or high**. There is no block button.

You dodge by changing stance. Crouch and mid/high swings pass overhead; hang from the ceiling rail and low/mid swings pass beneath you.



Crouch — dodges mid and high



Hang — dodges low and mid

Attacking

Tap A three times for a three-hit string. B is slower but knocks enemies far back.

Holding W, A is an uppercut that launches and B a rising kick. **Crouching**, A and B hit low.

In mid-air you get jumping attacks, and A and B also work while hanging from the rail. Press L before an attack finishes to cancel it into a jump.



Grabbing

Press **A and B together** to grab the enemy in front. Enemies that block with their arms are broken this way.

While holding: A to strike, B to kick away, ←/→ to throw, ↑ to launch, ↓ to slam, L to trip them and jump clear.

A thrown body bowls over anyone it hits. Grabbing a boss starts a **test of strength** — mash to win it.



When You Are Caught

Enemies close in for a grab when **Ryou stands still too long or turns her back**. A mob about to grab flashes a red outline.

Once caught, **mash** the move, attack and jump keys to break free. Too slow and she is dragged in. While she lies on the floor, every nearby enemy goes for a grab.

At zero health she goes down for good and the enemies around her close in. Choose to watch the scene or return to the title — the run ends there.

Outline colour — **red** coming to grab · **yellow** will not flinch · **white** hitting it does nothing right now



Arousal and Corruption

Being held raises **arousal**. The higher it climbs the more damage she deals — but she also takes more, and escaping gets harder.

Once it fills, escape is locked out; when the scene ends she loses health and collapses.

Corruption rises when she goes down or her arousal overflows, and it stays after a run ends. As it grows, the shopkeeper changes and new scenes open up. Fall at 100, and there is no telling what happens.

Stations and the Shop

Clear a stage's last enemy and the **shop train** pulls alongside. Every visit restores 30 health.

Food and medicine work the moment you buy them; **charms** last until the next shop. The **substitute charm** takes one fatal blow and gets her back up at 40% health, and it stays with you until used. Press L (or C) to restock the shelf for a fee.

Leaving the shop, you pick one **augment card** at the station. Each card can be rerolled once with L (or C).



Other

- Gallery — replay any scene or pose you have already seen, from the title screen.
- Records — look back over past runs: outcome, how far you got, time, money and augment cards.
- Controls — reopen the controls guide any time with L (or C) on the title screen, or from the pause menu.
- Settings — window scale (only sizes that fit your monitor are listed), volume and language. Full data erase lives here too.
- Saving — the game saves the moment the shopkeeper drops you at a station. Quit mid-stage and Continue picks up from that station with your money, augment cards and items intact. Going down ends the run and erases it.
- If something breaks — if the error screen appears, please report it with the log shown at the bottom.