PRECAUTIONS FOR USE

-Quest Mode-

A quest mode is a mode which significantly changes in terms of environment and context over the course of play, in which the player has an overall sense of direction. Quest modes are often linear experiences, which have a sense of a goal at the end of play (unlike a relax mode). They are often called story mode, campaigns, or the single player game.
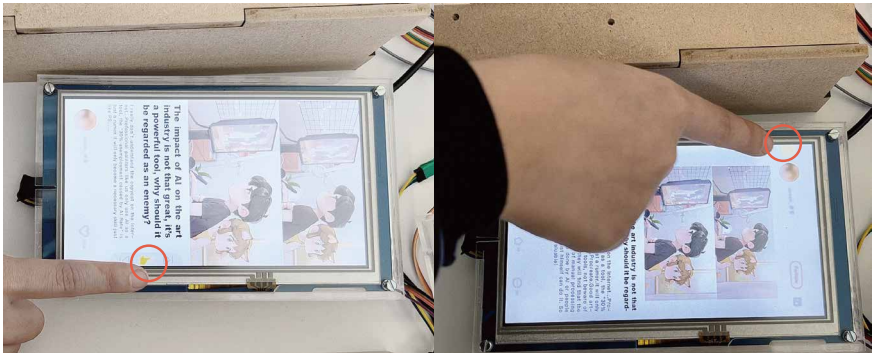
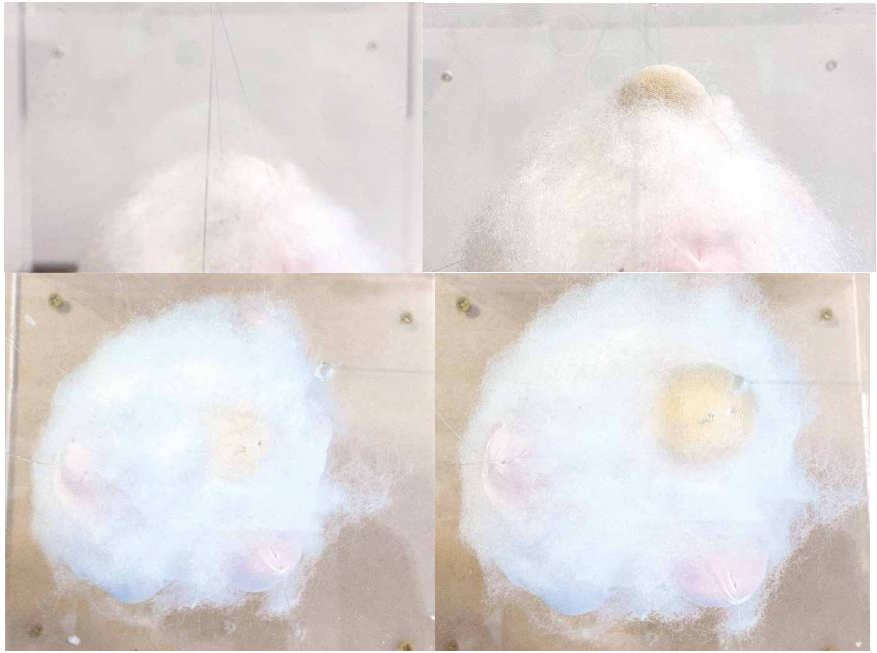1. You will see three information cocoons, you can choose any one to start playing.

2.These three cocoons represent three different characters, please be sure to select the corresponding display screen.

3.You can switch content by clicking ▽ and ▽. Note: When 👆 is gray, it means that the page is the content of the information cocoon itself that the character "deeply believes", and cannot be clicked to view the details.

4.When 👆 is in color, it means that this page is an "opportunity page" where you can choose to view the details or not. You can click to view details, and click the back button in the upper left corner to return to its content introduction page. Note: Every choice will affect the pages you will see next.

5.After clicking Back, the character's information cocoon will stretch out the tentacles of the corresponding color.

6. When you know the good content of this character, ingesting content that does not match his cognition will make the cocoon's tentacles of various colors stretch out.

7. When you reach the last page, you can see how colorful you have made this character's cocoon. After this, all tentacles will retract automatically, please do not touch the fishing line.

-Relax Mode-

In the casual mode, you don't have to shoulder the mission, you can leave at any time, because the system will retract all the tentacles after 10 minutes of no play, and the next audience will start again, but this also means that you may "inherit" the previous game. Information cocoon results for players. Explore any of the possibilities to bring the cocoon to life and enjoy the game.

1. You will see three information cocoons, you can choose any one to start playing.
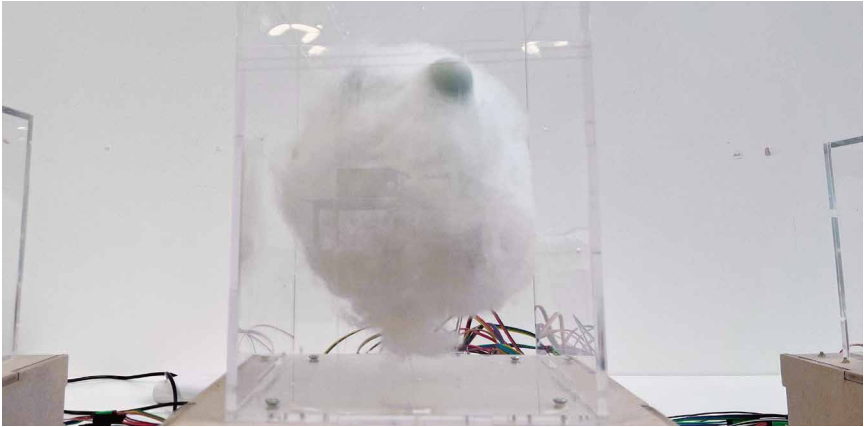

2.These cocoons represent three different characters, please be sure to select the corresponding display screen.Although some cocoons may already have some tentacles extended, you can continue the process if you want--more interestingly, you can actually control more than one cocoon.
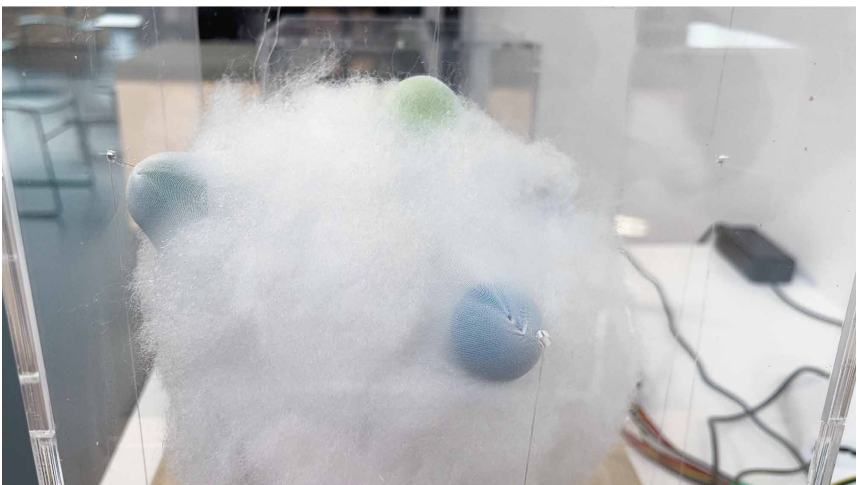
3.You can switch content by clicking ▽ and △. Note: When 👆 is gray, it means that the page is the content of the information cocoon itself that the character "deeply believes", and cannot be clicked to view the details.

4.After reading "opportunity pages", the character's information cocoon will stretch out the tentacles of the corresponding color.

5. Although the users before you may leave you with a bad/good(in your view) start, you can also choose to continue playing (find the optimal solution within your ability) or call the staff to restart immediately. Set up an information cocoon.

6.Try to go on an adventure!