

Classified • Classified • Classified •
CLASSIFIED
Classified • Classified • Classified •

Shinri's

Case Files

RED PLASTIC CUPS



PICTURE BY: Eri (@V_Tuver_Love)

entertainment and food as far as the eye can see! The main attraction is Freddy Fazbear, of course; and his two friends. They are animatronic robots, programmed to please the crowds! The robots' behavior has become somewhat unpredictable at night however, and it was much cheaper to hire you as a security guard than to find a repairman.

From your small office you must watch the security cameras carefully. You have a very limited amount of electricity that you're allowed to use per night (corporate budget cuts, you know).

GAME NAME: Five Nights at Freddy's
STREAM DATE(S): July 4, 11, 2024
GAME GENRE: Mascot Horror

SHORT DESCRIPTION OF THE GAME:
Can you survive working the night shift (midnight to 6AM) for five nights at a family pizza place with cursed animatronics?

That amount of electricity that you're allowed to use per night (corporate budget cuts, you know). That means when you run out of power for the night- no more security doors and no more lights! If something isn't right- namely if Freddybear or his friends aren't in their proper places, you must find them on the monitors and protect yourself if needed!

Can you survive five nights at Freddy's?

"For all the simplicity of the game's controls and premise, Five

AUTHOR: Semiluminary (@semiluminary)

DESCRIPTION OF SHINRI'S GOALS AND GAMEPLAY:

This was Shinri's first, blind-ish playthrough of Five Nights at Freddy's. Given the general hype and fandom surrounding the game, he had hopes of hunting down lore and getting jumpscared frequently. While he was initially disrupted by his own tendency to click out of the game window, he decided to prevent this by shutting off every single monitor except the one the game was on.

Lorewise, the opening seemed promising. "I didn't realize how much exposition there is at the beginning. This is a LOT," he noted. After chat informed him that the daily phone calls were pretty much all of the lore in the game, though, Shinri was disappointed. "All the lore is hidden? But I want to sit down and read the lore."

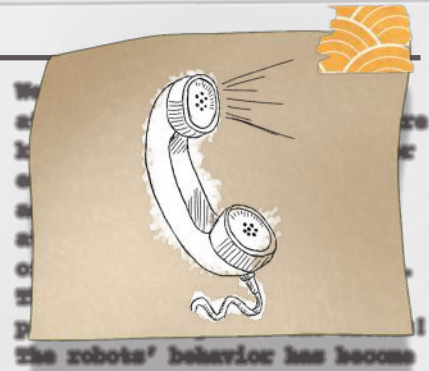
However, Shinri soon began to focus on the patterns and rhythms of the game, noting the movements of the various animatronic characters and figuring out how all the various buttons worked. He compared it strongly to a classic game, noting that in both games the enemies "each have their own movement patterns based on predetermined AI." He soon

became concerned. "Is this it? I expected there to be more puzzles and stuff."

While Shinri was jumpscared a few times, being Shinri, he soon became inured to the various sudden animatronic surprises. He progressed through the first three nights fairly smoothly and managed to work his way through the fourth night with some chatting and strategizing. However, the fifth and final night at Freddy's eluded him. Shinri even spent an entire extra stream doing his usual zatsu-ing while trying to complete the fifth night. He has hopes of someday completing Five Nights at Freddy's and moving on to later games to discern more lore.

PHONE GUY:

He talked too much, but is it really lore? That said, Shinri was surprised by the man's demise and confused when the phone rang after the man was dead.



THE ANIMATRONICS ON THE WHOLE:

"The suits are okay; they look kinda chunky, bulbous," Shinri said thoughtfully. That said, Shinri refused to rizz the animatronics. "Well here's the thing, chat, I was going to, and everyone was like, 'They're kids!'", and that's weird. The suits are fine, but the fact that they move because they're children-that's weird."

Chunky

test yourself if needed!

Can you survive five nights at Freddy's?

"For all the simplicity of the game's controls and premise, Five Nights at Freddy's is frightening. It's a fantastic example of how cleverness in

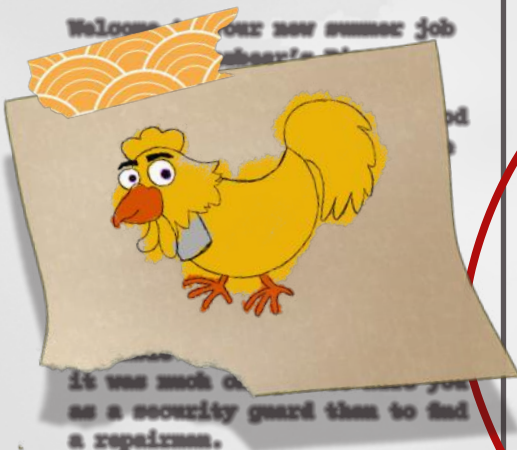
BONNIE (THE RABBIT):

Shinri described her pattern as fairly simple, yet she was responsible for many of his early game ends.



CHICKA (THE CHICKEN):

Shinri consistently referred to her as a duck. "You know, the duck is kinda cute. I've been calling her a duck because she's yellow, and that makes sense for a duck and not a chicken." He also noted her good dental care.



FOXY (THE FOX)

"Oh, he's quirky," Shinri initially commented. However, his amusement soon turned to surprise. "Is Foxy supposed to be moving this fast?" "Does Foxy not have footsteps?" Foxy was responsible for many of his mid-game and late-game ends.



FREDDY FAZBEAR (THE BEAR):

For the first few days, Shinri had doubts about Freddy. "Does Freddy ever move?" he wondered. However, in the late game, Freddy showed Shinri his flashing eye light show after Shinri ran out of power. "Oh that's cute!" Shinri enthused. "You know how anglerfish lure their prey? It's like that." Freddy's movement patterns eluded Shinri for much of the game.



"For all the simple game's controls and premise, Five Nights at Freddy's is frightening. It's a fantastic example of how cleverness in design and subtlety can be used to make an experience terrifying. Simple still images and proper character design steal

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

Shinri began with enthusiasm: "I don't understand how this game became such a huge sensation. I'm curious about it." However, his joy waned as the game continued. "That was less than I expected, but we'll go with it."

Overall, though, he remained optimistic and interested to see more. "I think it's got a certain charm to it. The way it used to be, back then," he said of its aesthetic.

Five Nights at Freddy's is still on the loose, but Shinri will defeat it someday!

TSNE
07082024



ARTIST: Raienn
(@Raienn_k)

WRITER: Remorium
(@CardiacFragment)

GAME NAME: The Star Named Eos
STREAM DATE(S): August 7th, 2024
GAME GENRE: Puzzle Adventure

SHORT DESCRIPTION OF THE GAME:

Dei has grown up without his mother. When he was a child, and she was still in his life, she sent him letters filled with photos from her travels. After noticing one of these letters on his nightstand upon waking, he decides to find the truth behind her disappearance.

Dei is fantasizing about his mom's journey as a child, comes to terms with his mom's death as an adult, and after meeting Nat, he truly retraces her steps.

(Trigger Warnings for mentions of war, descriptions and depictions of war, and civilian death in war.)

DESCRIPTION OF SHINRI'S GOALS AND GAMEPLAY:

Shinri was confused before starting, since his body decided to disappear, so he had to resort to using his fugi. He then proceeded to start the game in his usual manner, although he warned that it was made by the same people who created the game Behind the Frame, so they should all prepare for feels.

After finding the letter from Dei's mother where she bid him to pay attention, Shinri began to furiously inspect everything in his room. (This is a puzzle game, after all.) Many of the things in Dei's room were adorable. The picturebook? Sad, but adorable. The potted plant? Adorable, although he lamented that he always overwaters his own. He solved some puzzles quite easily, which led him to opening a safe that contained a Polaroid

camera. Understanding what he needed to do, he set up the window to resemble the scenery in the photo his mother sent him, and took a photo.

The game transitioned to the same train car seen in the photo, and Shinri began to theorize Dei's mother was dead. He found another letter addressed to him and thought it gave major death flags for Dei's mom. Upon finding a flask of coffee, he admitted that it would not last for him and wondered who would put a fork in a locked drawer. After finding everything he needed, Shinri once again set up the table to resemble the photo Dei's mother took, and then pressed the button.

The game transitioned to a restaurant and found another letter addressed to Dei. Shinri noticed that Dei mentioned that perhaps he could eat with his mom together one day. Maybe there was still hope she was alive! He wondered if this was the coffee shop from Behind the Frame, though after inspecting it, it didn't seem like it. A puzzle required him to steal some flowers, which Shinri was not happy about, and once again, he took the photo to match the one Dei's mother took.

The game transitioned to a lakeside at night, and Shinri began to think his mom was dead once more. He found a torn letter addressed to Dei and found the lakeside beautiful. There was no photo to recreate this time, all he needed to do was find the missing pieces of the letter. Upon finding instructions on how to knot, Shinri mentioned that he used to know how, but he forgot. When the letter was completed,

the game jolted to a forest in the rain. He found a fragment of a photo of the night sky, and walked towards what seemed to be a cabin.

Strangely, Dei found himself in his room at the start upon entering, but it was in disarray and covered in dust. Shinri lamented that he was unable to read the letter fully, and was very confused about what was going on. He wondered if this was Dei as an adult, coming home from the military and discarding his childhood belongings. The game did not outright confirm or deny his theory, but a heavy militaristic theme is found in the puzzles from this point onward.

Shinri found pieces of a newspaper which stated that a war was raising tensions in the unnamed country, and after opening a safe hidden by wallpaper, Dei has a flashback.

Once more, he sees the train, but instead of pristine carriages and travel plans, it is run down wood and battle plans. He sees visions of his mother and the places he had visited, whether as a fantasy or as a child. Dei sees the restaurant again, but it is no clean bistro. It is doubling as a hospital, and outside, an armored vehicle is parked. Shinri begins to get emotional and is taken aback by what he sees. Again, Dei sees the lakeside, but it is no pristine getaway, it is a war zone.

The photo is completed. And we see the truth. Dei's mother was a war journalist, and she was killed by a bomb.

Shinri began to cry and needed a moment to collect himself. After calming down, he read through Dei's mother's journal. He had no choice but to continue. (Don't we all?) He investigated the room further and got emotional again after finding the telescope, proving his mother did not forget her promise. In truth, Shinri was holding back tears from this point on, each revelation proving to be another emotional gut punch. His mother wanted to show her son the beauty of the world even during a war. And through finding that answer, Dei could find his promised star in the skies above the cabin.

A woman named Nat interrupts the proceedings, an astronomer who had gotten lost in the woods. She thanks Dei, for his camera flash had helped her find her way, and decides to show him something. Although maybe Nat wasn't the one truly lost, because Shinri got turned around in the woods for a moment himself. What Nat wanted to show Dei was the constellations of Ursa Major and Ursa Minor, and though Shinri admitted to not understanding constellations, he began to weep upon the sight of the stars turning into mother and child.

The game changed to Dei in a different room and his childhood decorations safely stored away. Once more, Dei retraced his mother's steps, Nat accompanying him. It ends in a field of flowers, which is revealed to be a cemetery for those fallen in the war.

CHARACTERS AND CREATURES ENCOUNTERED (AND HOW SHINRI DEALT WITH THEM):

DEI:

The POV character. I hope he found peace.

DEI'S MOTHER:

Schrodinger's mom. Her fate reduces Shinri to tears.

NAT:

An astronomer who is terrible with directions. Shinri must find her pretty because he is constantly taking photos of her.

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

Shinri was already a fan because he played Behind the Frame by the same devs beforehand. He was rendered an emotional wreck by the time credits rolled, and wishes he could have taken more photos. He says it was very bittersweet but leaves us with hope for the future, and liked the puzzles.



HS1896
08172024

GAME NAME: Hunt: Showdown 1896

STREAM DATE(S): August 17, 2024

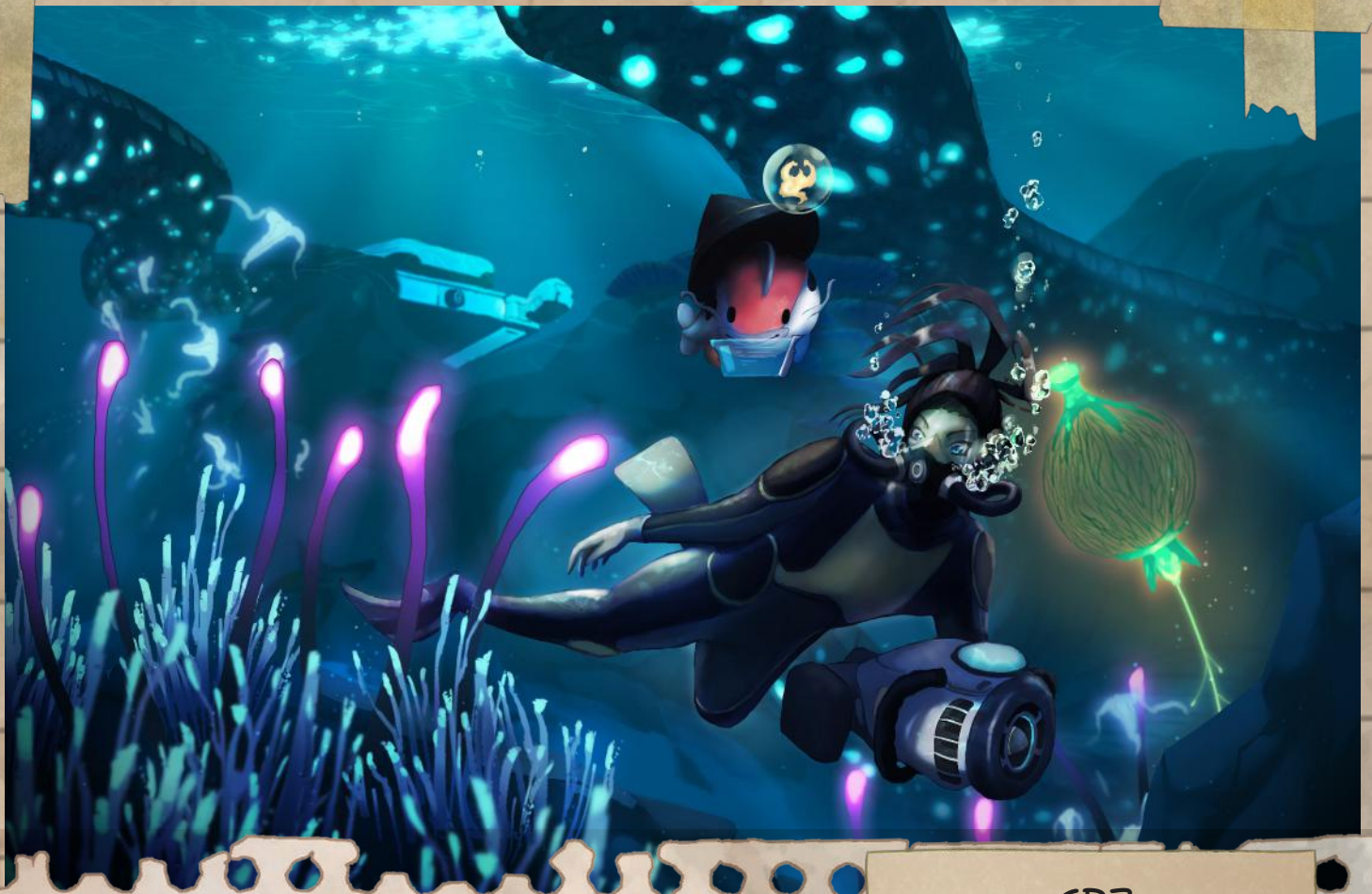
GAME GENRE: Extraction Shooter

SHORT DESCRIPTION OF GAME:

You are a hunter in the weird west, looking for clues to find and kill twisted monsters, then escape without being killed by other hunters.

ARTIST: egg yolk (@AstralisArts)

ARTIST: Cereals (@dragonscereals)



SBZ
09042024

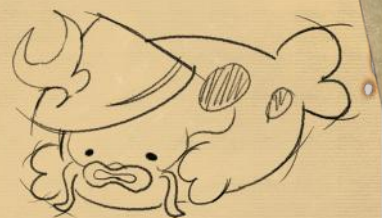
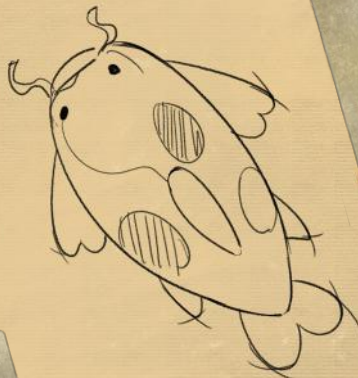
GAME NAME: Subnautica:Below Zero

STREAM DATE(S): September 4, 2024

GAME GENRE: Survival Adventure

SHORT DESCRIPTION OF GAME:

Subnautica: Below Zero is an open-world adventure game where you explore the arctic region of an alien planet, surviving both freezing overworld and oceanic dangers while searching for answers.



TBRE 10012024

ARTIST: Mikki (@Mikki_P0817)



GAME NAME: The Bathhouse
(Restored Edition)

STREAM DATE(S): October 1

GAME GENRE: Horror

SHORT DESCRIPTION OF GAME:

Maina starts working as an attendant at a bathhouse in the Japanese countryside.

WRITER: Semiluminary (@semiluminary)

DESCRIPTION OF SHINRI'S GOALS AND GAMEPLAY:

Investigator Shinri focused on this Chilla's Art horror game with his usual brand of orderliness, attention to detail, and fearlessness.

"Eww, the smell of people,"

Shinri remarked upon his first attempts to clean the bathhouse. He followed the rules and routines of the bathhouse as expected, but was soon engulfed by a black fog in the sauna, causing his character to collapse. Only after this incident did the game truly begin.

On Day One at his new job as Maina, a 23-year-old orphan; Shinri thoroughly cased the bathhouse and its environs, going through supporter graffiti and tags at the shrine, inspecting the knockoff brand beverages in the vending machine, and even viewing a Most Wanted poster in the area. Soon after, he stepped into the bathhouse and was driven into its rhythm; serving customers, checking for inappropriate behavior, watching the bath temperatures, and attempting to keep the floors dry despite the presence of green jelly-like water trails.

After a hard night of dealing with creeps and weirdos, Maina took a shower. Shinri thought he saw a ghost in her shower mirror, as well as encountering a troop of monkeys having a meeting over a dead body.

Day Two had much the same rhythm, with Shinri wondering, "Why is everyone so mean?" He had even more strange encounters with customers, some of whom were merely odd or confused, while others were asked to leave the premises. Lastly, he had to deal with Keiichi, a friend of the landlord, who acted possessive and threatening until suddenly he had a bloody face.

"That's right, ghosts are friends!" Shinri exclaimed.

During the post-work cleanup, Shinri wondered if Maina was hired because she resembled an old employee who had gone missing, as well as mused about how the landlord knew her.

He was then alerted to a woman in the boiler room, which had begun to smoke. However, when he entered the room, the landlord suddenly appeared and said he'd take care of it. While Maina took her shower and bath, she encountered the voice of the previous employee, who asked her to throw rubber ducks at various places. Odd, but friendly!

On Day 3, the landlord showed up at Maina's apartment to make excuses about the ghosts, but Shinri was not fooled. That said, after this, Shinri found a store with a shooting gallery and proceeded to work on acing every mode, seeing his supporter art in the process! He then headed to the shrine, where he met a priest who expressed concern about Maina being surrounded by evil.

After that, it was time for another strange day at work! From a bizarre religious man with a golden idol to a confused lady with dementia to the man from the Most Wanted poster, nothing seemed to go quite right. When the time came to close up, Shinri had Maina switch repeatedly between the bath and the sauna, until something grabbed Maina's face and disappeared.

After several more strange incidents, as well as telling the landlord that the bathhouse was cursed, Maina went to bed.

Day 4 on the job was Maina's 24th birthday. The priest showed up to tell Maina to go to the bathhouse basement, and Shinri steered Maina to the store and then to the sweet potato seller. After figuring out the seller's quiz, Shinri found a shoebox key, which he used (along with another key) to gain access to the landlord's place. It turned out that the landlord had obsessed over, imprisoned, and ultimately caused the death of a young pregnant woman named Yoko! Maina then met the priest in the basement, where it turned out that Maina was Yoko's daughter Erena, and the Most Wanted poster man (Toru) was her twin brother!

At this point, Shinri completed the three semi-sequential endings. First, Maina tried to escape the bathhouse area but was caught and burned to death in the boiler room like her mother. Second, Maina managed to talk with Toru and Toru set the landlord on fire with gasoline, then walked into the now burning bathhouse himself to save Erena from her fate. Finally, Maina (Erena) found a way to appease her mother's ghost, and the priest fought the evil landlord!

After all of these bizarre occurrences, Maina/Erena decided to live in a village with her brother, and they drove off through the fields.

Characters and Creatures Encountered (and how Shinri dealt with them):

MAINA (ERENA):

A 23-year-old lady who grew up in an orphanage. She seemed timid, but Shinri was rooting for her.

LANDLORD:

Maina's boss and landlord. Always popping up when least wanted or expected, and always creepy. Shinri was mildly suspicious of him in a general way, though it turned out the landlord was quite vile.



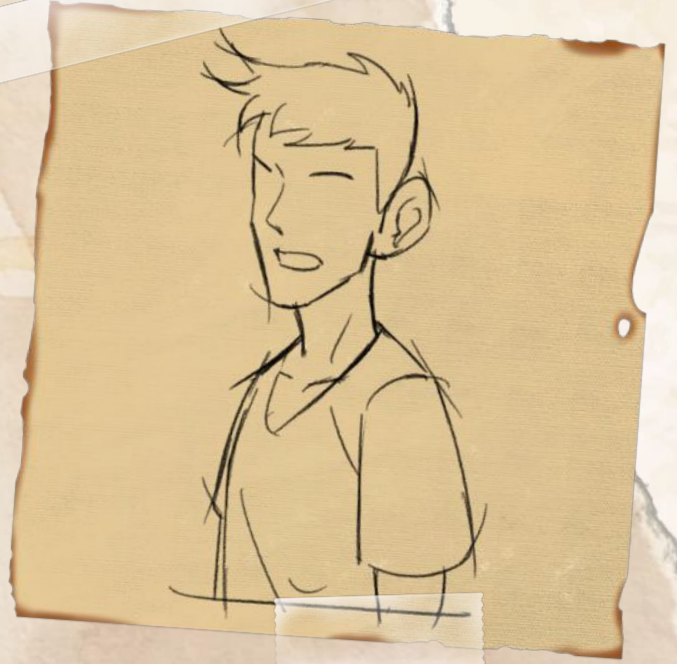
TORU:

The man on the Most Wanted poster. He seemed like a random person until the plot informed Shinri of his actual identity as Erena's twin brother.

Twins?!

PRIEST:

Helpful when it mattered most. The priest gave Maina a protective charm, informed her of the truth about her mother, and eventually punched out the landlord! Where did this amazing man come from?



UBUME (YOKO):

Spirit of an angry dead pregnant woman. She was generally nice (if strange) and helpful (if a bit scary) to Maina. Shinri was quite intrigued and thought of her as the friendly ghost of a former bath house worker.

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

Shinri remarked, "This is a really nice Chilla's Art game!" "I appreciate that it gave us enough hints and enough clues that we could kind of piece together the story, but at the same time if you weren't paying attention it still nicely wraps up for you!"

As an aside, we learned that Shinri is shockingly good at sliding block puzzle games.

N10022024



ARTIST: Kapi
(@chappybara)

Game Name: Naribikimura

Stream Date(s):
October 2, 2024

Game Genre:
Exploration Horror

Short Description of Game:

You find your way to the mysterious Naribikumura. Now you must explore until you can find a way out!

I105679112024



ARTIST: lady
(@ladysusanoo)

GAME NAME: Inscryption

STREAM DATE(S): October 5, 6, 7, 9, and 11, 2024

GAME GENRE: Multi-genre Rogue-like Deckbuilder

SHORT DESCRIPTION OF GAME:

A strange disk is your gateway to a mysterious card game where you choose paths, summon creature cards, and play your way to victory. Soon, though, you discover this game is much deeper and more dangerous than it initially appears....





GAME NAME: Misao

STREAM DATE(S): October 8, 2024

GAME GENRE: Survival Horror

SHORT DESCRIPTION OF GAME:

Ever since Misao disappeared three months ago, weird things have been happening at school. When the school is pulled into a paranormal other world, Aki attempts to solve the mystery of what happened to her missing classmate.

ARTIST: Cie
(@ComfieDreamer)

M10082024

ARTIST: LazyMoon (@xlaizimoon)



GAME NAME: Crow Country

STREAM DATE(S): October 12 and 13, 2024

GAME GENRE: Survival Horror

SHORT DESCRIPTION OF GAME:

Explore an abandoned amusement park to discover its secrets!

CC1012132024

M11032024



not a drop to drink."

Game Name: Mouthwashing
Stream Date(s): November 3, 2024
Game Genre: Horror Adventure

ARTIST: Muse Wallis
(@Muse9420)

Short Description of Game:

Mouthwashing follows the dark fates of five crewmates trapped aboard a space freighter ship after an unexpected and mysterious crash.

SH2HDC
10162024



ARTIST: Gwii
(@Gwiibles)

Game Name: Silent Hill 2 (HD Collection)

Stream Date(s): October 14, 15, 16

Game Genre: Survival Horror

Short Description of Game:

James Sunderland returns to the lakeside resort town of Silent Hill in search of his dead wife, Mary.



WRITER: Semiluminary (@semiluminary)

Description of Shinri's Goals and Gameplay:

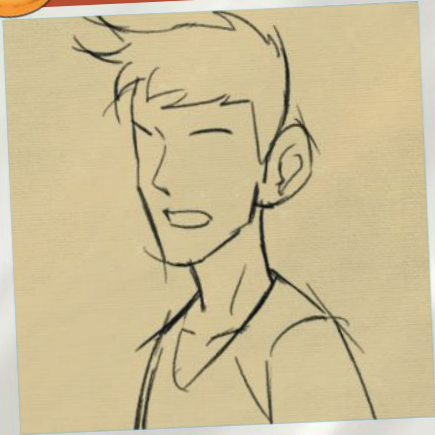
Shinri's streams of Silent Hill 2 (HD Collection) were a blind first-time playthrough, with a strong request for no backseating or spoilers unless directed. While he suffered through significant technical difficulties, Shinri ultimately replaced several key components of his setup and was able to stream the game relatively successfully. That said, because of the nature of the game itself, he still frequently fought one foe: the game's uncooperative camera.

Shinri's play generally varied between two modes. When he was in outdoor maps, he ran around, testing boundaries and generally avoiding monsters. On the other hand, while in building maps, he carefully explored every door and room and often backtracked significantly to find small details missed during thorough checks. While he was able to work through things competently for much of the game, during the sections where he had to escort Maria, she often got in the way of both his room exploration and his monster killing.

Shinri also, unsurprisingly, spent significant time inspecting and commenting on the monsters. He even felt bad when killing monsters just because they were in his way. Shinri's signature monster killing move was to shoot or hit the monster until it was downed, then kick it while down, earning him a melee trophy.

Shinri attempted to hunt for lore, which was mainly in the form of cutscenes, puzzles, and odd notes left in sometimes unexpected places. Of the puzzles, he stated, "Some of these things are a little obtuse, abstract, but my brain is not from that era." In the end, Shinri's hunt for lore and thorough playstyle likely led him to receive the "In Water" ending.

James Sunderland, the protagonist:



Shinri played and interpreted James as a man who really loved, possibly even obsessed over, his wife. Even so, the constant appearance of horny monsters and an occasion where it appeared James was checking Maria out led Shinri to question James's loyalty. He also noted that James seemed rather oblivious:

"James struggles to read the room: his head is only filled with wife."

Laura:

"A little girl should not be left alone here. Is she more dangerous than everything else?" Shinri was always

dubious of Laura. He opined that the little girl was likely not human but an entity of Silent Hill because she seemed to know more than she should and was unaffected by the various happenings of the town.



Mannequin aka "Legs":

Two sets of legs joined at the waist; the bottom set wore a pair of sneakers, while the top half had two feet: attacked by hitting with top legs. Shinri thought this monster was very hot but was confused by how it functioned. How did it know where James was? Could it hear? How did it stay balanced?



Maria

Shinri treated Maria with a mixture of suspicion and confusion. Why was she here? Wasn't her repeated disappearance and reappearance rather convenient? Was she planning to baby-trap James somehow? He often outright stated that she had to be a part of James's psyche, perhaps a succubus drawn to his memories.

Eddie:

Shinri initially felt bad for Eddie but was confused. Why was Eddie here? Was he okay? However, as the plot progressed, Shinri noted that **"some people are not suited to handling [such] stressful situations,"** and after the reveal of Eddie's violent character outright stated, **"Screw Eddie, all my homies hate Eddie."**

Lying Figure:

A humanoid creature with no face, its arms attached to its body under a layer of skin; it attacked through headbutts, chest vomiting, and crawling. Shinri thought they had a cool design and liked their little shoulder wiggle.

Angela:

She seemed angry when they met in the graveyard, but Shinri soon came to a different realization. **"I don't think she's all herself,"** he stated with concern. **"Did something happen when she was very young?"** By her last scene, he realized that she, like other people in Silent Hill, had been brought here to accept herself.

Mandarins:

"It's like walking upside-down, but tongues come out of their hand-feet!": these monsters walk by hanging from floor grates and attack with the tongues coming out of their hand-feet. Shinri called them little meow-meows because of the purr-like sound they made when moving around.



Flesh Lips:

These monsters were contained in open metal frames and swung from the ceiling; they choked Shinri with their dangling legs if he got too close. Shinri was unimpressed by these **"floating feet bosses,"** feeling that they were both rather conventionally sexy **("Lips and feet are basic, so liking this monster is basic")** as well as pretty easy to handle in combat.



Nurse:

A faceless sexy nurse wearing a nurse's hat and short skirt; attacked with a pipe. Shinri felt these monsters were just too conventionally attractive, and that their death positions were rather inappropriate. They should have worn pants.



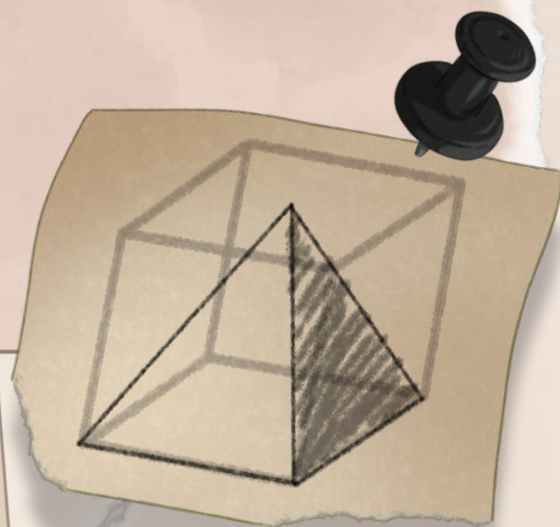
Abstract Daddy:

A monster made from a bunch of mouths in flesh spread over a large metal frame, the Abstract Daddy was a sign of Angela's childhood trauma. Shinri felt the mouths were eerie, and he was confused when this boss monster appeared as a regular monster later in the game.

Pyramid Head:

"Thoughts on Pyramid Head? BASIC."

That said, Shinri was generally impressed by the presence of Pyramid Head, describing him as cool and caked up. What about the sirens motivated Pyramid Head, though?



CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

Shinri described it as "The perfect vibes. The spookiness, and the horniness, and the puzzles. The only thing that's missing is, hmm, I guess Puniko. And the ability to hoard items." "I can see how this coming out in 2001 would have been life-changing."

The Maine News

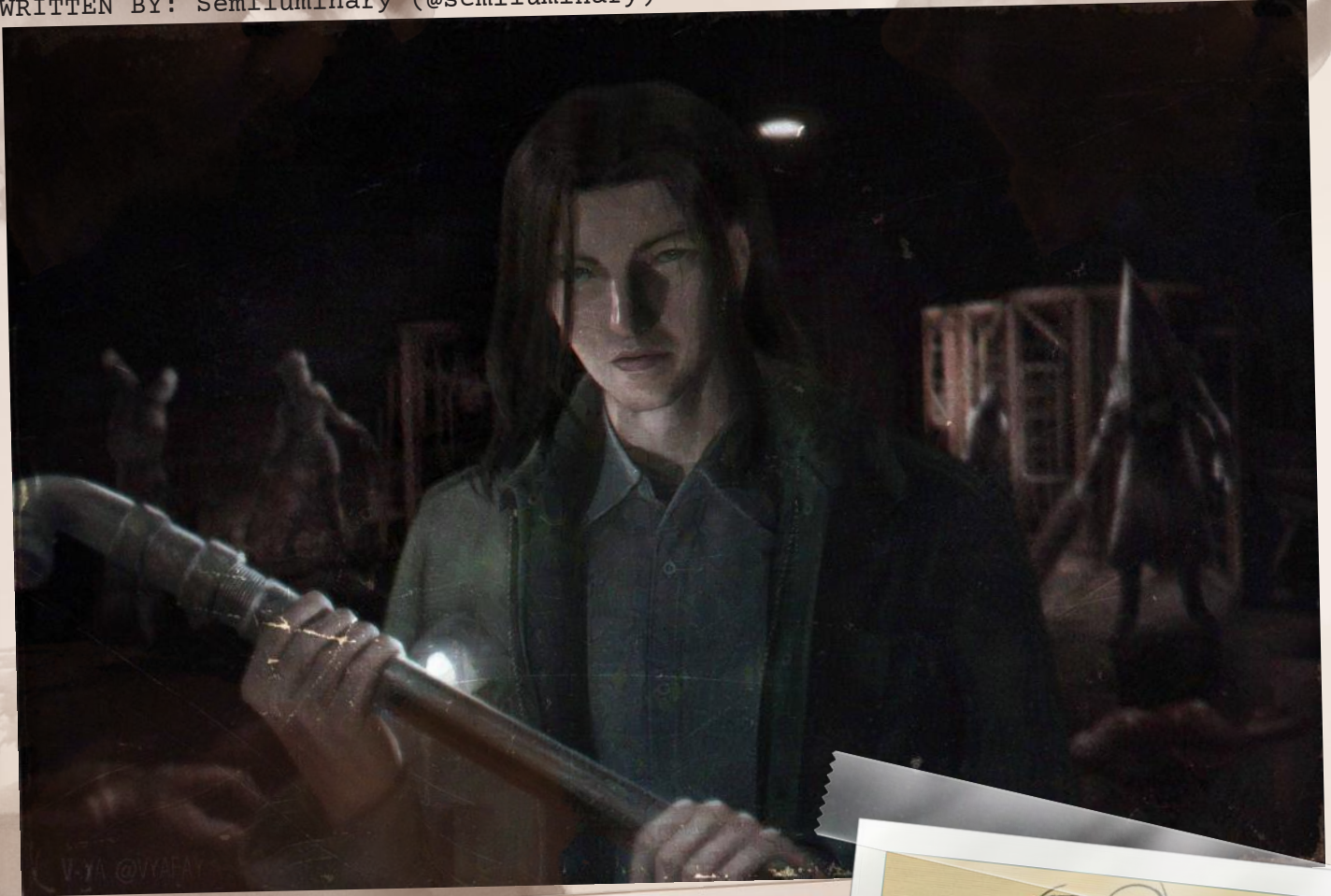
2024 edition

SH2 10212024

RENT TOO DAMN HIGH

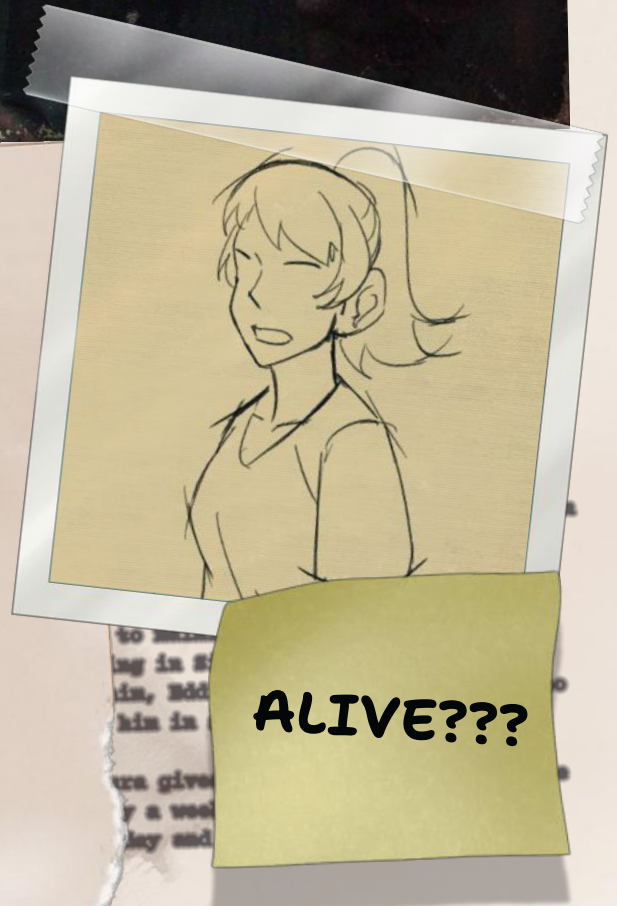
WRITTEN BY: Semiluminary (@semiluminary)

ARTIST: V-ya (@vyafay)



GAME NAME: Silent Hill 2 (2024)
STREAM DATE(S): October 21, 22, 23
GAME GENRE: Survival Horror

SHORT DESCRIPTION OF GAME:
James Sunderland returns to the lakeside resort town of Silent Hill after receiving a letter from his supposedly dead wife, Mary. (Now with modern graphics and more puzzles and fights!)



DESCRIPTION OF SHINRI'S GOALS AND GAMEPLAY:

For the Silent Hill 2 remake, Shinri again attempted to place himself in the first-time playthrough headspace, with a serious warning to chat about no spoiling, backseating, or hints. "I am really excited to see the difference between the HD Collection [version of Silent Hill 2] and this one." From the very first, Shinri was entranced by the graphic quality of the Silent Hill 2 remake. "This is one of those moments where you're looking at the game, and the vision that you have in your head when you're playing the game versus what it actually looks like, oh my god."

Shinri's play style overall was very methodical, much as with the HD Collection version, but between the graphics and his new in-hand inspection capabilities, he felt compelled to look at everything and manipulate every item. As Shinri said, "The game's like, 'Hurry up and progress already!' Well, too bad, I want to look at the graphics." Over the course of the game,

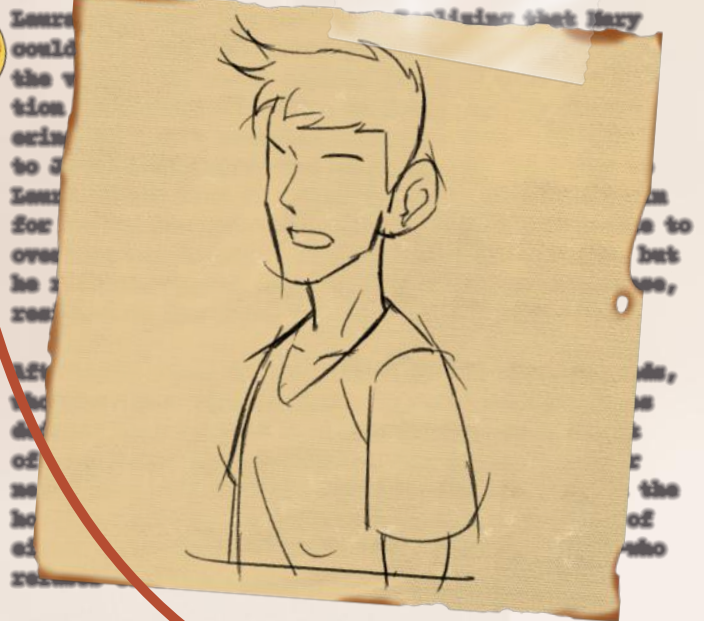
Shinri focused on keeping his health high and healing himself fairly immediately in response to damage. This was heavily assisted in part by the new health visualization features (both with the appearance and actions of James as well as with the red screen edges), which gave him a much greater awareness and ability to assess his health quality than the HD Collection version.

Shinri's familiarity with the game from playing the HD Collection version allowed him greater freedom to theorycraft while playing the remake as well. Still, overall, the need to finish the newer, longer version of the game in three streams, combined with his focus on staying in better health likely contributed to his achieving the Leave ending. Shinri was relieved that he received a different ending from the HD Collection, as he enjoys seeing multiple endings.

CHARACTERS AND CREATURES ENCOUNTERED (AND HOW SHINRI DEALT WITH THEM):

James Sunderland, the protagonist:

The man in the "where's my missing wife?" official uniform of green jacket, blue pants, and blond hair. Shinri described him as an unreliable narrator. "You can't really believe what James tells himself because he can't really believe in himself either."



Angela:

Shinri considered her childlike in her behaviors, feeling lost and overwhelmed by Silent Hill. He respected James's desire to help Angela despite his inability to realize this was impossible.

Laura to become her daughter. Realizing that Mary could not have died three years ago, James watches the videotape, which depicts their idyllic vacation before transitioning to James fatally smothering Mary. His memories restored, Mary's letter to James disappears, and he confesses the truth to Laura. James then encounters Angela, who thanks him for saving her but wishes he did not still. Unable to overcome her trauma, she asks James for a knife, but he refuses. Angela then ascends a burning staircase, resigned to her fate.

Afterward, James is confronted by two Pyramid Heads, who execute a revived Maria in front of him. James deduces that Pyramid Heads were created as a result

Laura:

"I don't know. I don't think Laura is real. I think she's just some whimsical girl created by Silent Hill."

Shinri always treated Laura with a heavy dose of doubt.

IS SHE
REAL?



The ending varies based on the player's actions: in

Laura to become her daughter. Realizing that Mary

could
the
tion
erin
to J
Laura
for
over
he r
resi

After
who
dedu
of h
need
hote
eith
refu



Maria:

Shinri was always suspicious of Maria. Why and how did she appear in the park that first time? Why did she always say things in such a suggestive manner? **"She's just someone who looks like our wife."**

Shinri also expressed frustration with Maria's ability to get in the way, whether it be his walking or his attacks.

Eddie:

Shinri preferred the HD Collection version of Eddie.

"I feel like this version of Eddie is not designed to be a sympathetic character."

Eddie felt very antagonistic and suspicious, often lying about obvious things without any subtlety. This ruins or removes the shock when Eddie turns on James in the prison.

of his desire for punishment, but as he no longer needs them, the Pyramid Heads commit suicide. At the hotel's rooftop, he defeats a monstrous version of either Mary—who refuses to forgive him—or Maria—who refuses to let him abandon her.

The ending varies based on the player's actions: in "Leave", James tells Mary that he resented her for her illness and hostility toward him—fueled by her feelings of inadequacy and fear of her death—leading him to kill her to free them both. Sensing his regret, Mary forgives him, giving him her real final letter, in which she tells James that she made her happy and encourages him to live. He leaves the town with Laura; in "Maria", James chooses Maria over Mary and leaves with her. Maria coughs, implying she will become sick like Mary; "In Water" sees James, unable

~~"Leave", James tells Mary that he resented her for her illness and hostility toward him—fueled by her feelings of inadequacy and fear of her death—leading him to kill her to free them both. Sensing his regret, Mary forgives him, giving him her real final letter, in which she tells James that she made her happy and encourages him to live. He leaves the town with Laura; in "Maria", James chooses Maria over Mary and leaves with her. Maria coughs, implying she will become sick like Mary; "In Water" sees James, unable to live without Mary, commit suicide by driving into Tolson Lake. "Stillness" expands on this, showing Mary comforting James before his death; "Elise" sees James seemingly enter the vacation videotape, choosing to remain ignorant of his actions; and in "Rebirth", James plans to resurrect Mary using the town's old gods. Two joke endings feature James discovering a Shiba Inu orchestrated the game's events ("Dog") or being abducted by aliens ("UFO").~~

Bug:

Annoying but simple. Shinri thought they would be difficult to hit like in the HD Collection, but they were very easy to kill. **"They don't have wings and can't fly. They're, like, sad roaches."**

Lying Figure:

aka "Squishy." **"The symbol of James lying to himself, his denial,"** according to Shinri. Shinri thought they were very cute, particularly the ones that looked like they were wearing zippered hoodies. **"I want to keep her. Can we keep her? She seems nice."**

denial

Nurse:

Shinri was impressed by the remake's nurse's ability to counter! He made several attempts to inspect the red squares over their mouth, which generally resulted in him getting hit. Overall, **"I just want the time to admire them from a distance."**

Mandarin:

"Are they using their lips to hold onto things? Because it seems like a magnet."

Shinri was mystified by these strange creatures, feeling he needed to get to know their personality better before he could consider them a smash.

of his desire for punishment, but as he no longer needs them, the Pyramid Heads commit suicide. At the hotel's rooftop, he defeats a monstrous version of either Mary—who refuses to forgive him—or Maria—who refuses to let him abandon her.

The ending varies based on the player's actions: in "Leave", James tells Mary that he resented her for her illness and hostility toward him—fueled by her feelings of inadequacy and fear of her death—leading him to kill her to free them both. Sensing

Mannequin:

Cute!

aka "Legs." Shinri's favorite monsters, he thought both their noises and their movements were very cute. The constant ambushes could be grating, but he loved their personality. **"Legs is everywhere. She is the sneakiest monster in Silent Hill."**

Flesh Lips:

"That's different!" Shinri found this monster creepy and mysterious, but he would still smash it. He also described them as discount Marias, comparing them to the caged form of Silent Hill 2's final boss.

Abstract Daddy:

"They really changed this boss fight; it is probably one of my favorite boss fights now."

Shinri was very impressed by the remake's Abstract Daddy, from his ability to cause environmental damage to his strong lunges to its earthshaking quality.

of his desire for punishment, but as he no longer needs them, the Pyramid Heads commit suicide. At the hotel's rooftop, he defeats a monstrous version of either Mary—who refuses to forgive him—or Maria—who refuses to let him abandon her.

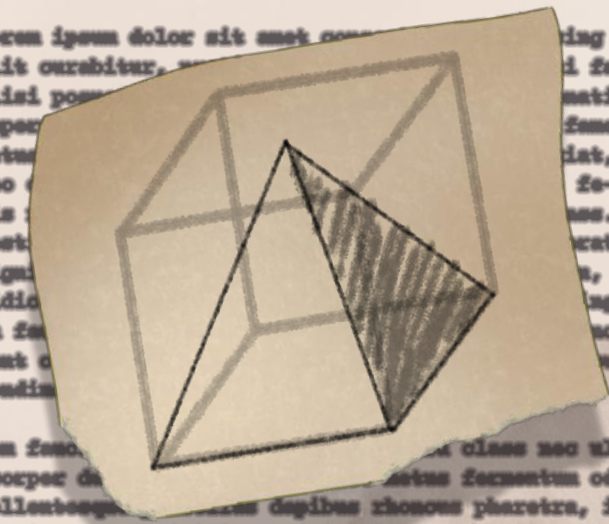
The ending varies based on the player's actions: in "Leave", James tells Mary that he resented her for her illness and hostility toward him—fueled by her feelings of inadequacy and fear of her death—leading him to kill her to free them both. Sensing his

Pyramid Head:

He knows he can kill you, and you can do nothing about it.

"We know what it is. It is the manifestation of James's desire to punish himself for

the actions he took." Also faster in the remake!



nisi felis potenti, at metus nihil ullamoorper facilis-
si cubilia. Montes odio erat neque curabitur rutrum
fascibus proin ultricies, taciti nascetur aenean
blandit nam magna curae, ultricies etiam cum ante sus-
cipit dais potenti.

Et justo nostra cubilia tellus cum dignissim tempor
inceptos pharetra vulpate, ridiculus nam egestas
neque praesent viverra ac at. Purus inceptos fames
naguis vulpate habitant in cubilia enim ac eges-
tas orci, aptent mattis vel potenti turpis curvae
sem nostra justo tellus, condimentum consequat eros
molestia nam dictum ad fascibus laeas est. Bibendum
pretium nascetur eget class feugiat varius quisque
ad eu inceptos, facilisi cubilia molestie mi tortor
tincidunt facilisis non praesent, orci dais lacinia
viverra pulvinar vestibulum sagittis aliquam sodales.

Cum tincidunt mauris aliquet imperdiet odio torquent
ante nisi, tempus taciti bibendum nulla tellus etiam
sapien, nihil sed penatibus nam mi aenean aptent.
Dui praesent aptent parturient blandit ultricies do-
neque eget fringilla id, platea in lacinia massa sem
potenti vehicula phasellus facilisis, sed enim odio
commodo metus nam volutpat viverra. Pharetra venen-
tis sociis metus ultricies litora eu proin dictumet
tristique sagittis nostra tempor integer nisi, par-
turiat nam dis euismod augue morbi vulpate lacinia
ad viverra erat mo-
leo elementum

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

"Even though it's my second playthrough, it doesn't diminish anything," Shinri said. "I'm really enjoying this expanded lore of Silent Hill 2. It's not just the same story, there's a lot more to it." Overall, Shinri really appreciated the remake. The only two things he wished were different were the treatment of Eddie and the addition of a camera mode.

Shinri also did a monster Smash or Pass, where he said he would smash all the monsters except the mandarin, whom he needed to get to know better.

The Sentinel

S2 - 1114162024

Throwback Thursday



WRITING & ART BY: Dalurenne (@dalurenne)

COLLECT ESSENCE

BACK IN MY DAY~

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

GAME NAME: Starcraft 2
STREAM DATE(S): November 14, 16
GAME GENRE: Sci-fi RTS

SHORT DESCRIPTION OF THE GAME:

The true name of the game here is "nostalgia," and its catchphrase is "when I used to play this back in school..."

DESCRIPTION OF SHINRI'S GOALS AND GAMEPLAY:

Normal was too easy, and he had forgotten how hard "hard" is. But that didn't stop Shinri from persisting through the game, pausing often to explain to younger viewers special knowledge from the ancient past, such as using SCVs to block enemies from dropping enemies on their main base, the infamous "Archon toilet," or Abathur's good tastes.

Although the more difficult missions required several tries, Shinri was extremely persistent in hitting his supply cap over, and over, and over...and over...again. His refusal to use bunkers was also

noted by viewers several times, although he reluctantly acceded to their use towards the end of his second stream.

All in all, Shinri barely paused for breaks as he steadily progressed through the Terran campaign, soaking in the nostalgia of the older style of the game and the full glory of its classic cutscenes. His thorough explanations and his practiced macro revitalized old memories for many Koi and introduced a different style of game to Koi who had never played it before. At least this time, he didn't stay up until 7 am on a school night to finish the campaign....

The Sentinel

S2 - 11142025 11162025

Throwback Thursday

VESPENE GAS

CHARACTERS AND CREATURES ENCOUNTERED
(AND HOW SHINRI DEALT WITH THEM):

NOTES ON THE CREW

TYCHUS: Hype cutscene!!

RAYNOR: My childhood
hero! I missed you!!!

TOSH: Extremely caked up. Would
like some of that. Where's mine?

ZERATUL: This entire prophecy could have
been sent in an email, Zeratul.

MATTHEW: Yeah, Matthew, why haven't
you called her? Also, you're too nice!
Stop that.

DONNY: Too relevant to today, unfortunate.

ADJUDICATOR: Does she need? Those?

PRINCE VALERIAN: Don't you
belong in World of Warcraft?

Ipsum ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Ipsum ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

- * Reject bunker lifestyle.
- * If you aren't hitting your supply cap constantly, you aren't planning it right.
- * Got minerals? Any minerals at all? SPEND IT.
- * Supply locked, supply locked, supply locked.
- * Ask Matthew why he hasn't called her.
- * We're gonna go full archon toilet.
- * M o r e v e s p e n e g a s
- * I know, I know I need more pylons!
- * You're supposed to die now? No, I refuse.
- * Okay fine, maybe we do need bunkers.

His refusal to use bunkers was also

a school night to finish the campaign....

EFT11192024



GAME NAME: Escape from Tarkov

STREAM DATE(S): November 19, 2024

GAME GENRE: Extraction Shooter

bags in
bags in
bags ??

SHORT DESCRIPTION OF GAME:

Set in a fictional region of northwest Russia, Escape from Tarkov follows you as you explore for loot and shoot your way to an extraction point. It also features an offline mode where you can trade and upgrade your base.

ARTIST: BEER (@brwlvS)



VII11232024

ARTIST:
Skolastika Detya (@skolas-a)

GAME NAME: Vermintide II

STREAM DATE(S): November 23, 2024

GAME GENRE: Action

SHORT DESCRIPTION OF GAME:

A cooperative game where a team of players fights against angry rat-men and their disease-spreading allies.



H1203042024



ARTIST: Vala (@valawari)

GAME NAME:

Homicipher

STREAM DATE(S):

December 3 and 4, 2024

GAME GENRE:

Language-Deciphering Point-and-Click
Adventure

baby?
gorl?

Short Description of Game:

You have wandered into another world.
Now you must decipher the language of
its creepy inhabitants in order to find a
way to escape (or maybe find love?)!

ARTIST: Ruselee (@Ruseleee)



GAME NAME: Okekenuki

STREAM DATE(S): January 2, 2025

GAME GENRE: Simulation

SHORT DESCRIPTION OF GAME:

A point-and-click simulation game about plucking hair out from a leg.

WRITER: chilipepperflake (@transoyster)

001022025



Description of Shinri's Goals and Gameplay:

Shinri plucked individual hairs out from a leg. Over time, he tweezed enough hairs to unlock skills that tweezed out several hairs in bursts like an AOE attack. As a result of the pain he was evidently feeling, he made a groaning noise every time he tweezed a hair. From time to time, instead of groaning, he switched over to pufferfish-esque "ough" noises or popping noises at the kois' request. His motto for the stream was: **"Beauty is pain."** Although it hurt, he was enduring all this suffering in order to become beautiful for a better 2025.

While tweezing, Shinri contemplated having a superpower where he could remove someone's hairs from their leg or other parts of their body with telekinesis, usually in punishment for petty crime, inconveniencing others, or not being "chill." He practiced using this power while using the hair removal burst skills. He then went on to describe his plans for starting a business with said telekinetic power, possibly for swimmers who would want hair removal for faster racing results. Over time, his hypothetical uses for telekinesis expanded to include putting the hair back in the follicle after it was removed or taking the hair from one person's leg and putting it into someone else's leg.

While talking to the kois about alternative methods for hair removal, he described an off-collab idea he had where he would have people wax their back hair into their oshi mark or stick two people's backs together with wax and have them both somersault forward to see "who would win."

Over the course of the stream, Shinri's internet went out several times, causing the stream to buffer. He interpreted these interruptions as an effort to silence him, as others must be afraid of his telekinetic hair removal power. He continued tweezing as usual.

Seeing the smooth skin of the leg reveal itself slowly after tweezing most of the hair, Shinri often paused to make sniffing noises or discuss licking the sweat from the skin. He also discussed removing the hair from the leg with his teeth in a VR version of the game. His remarks caused many kois to wish that his internet would go out again. In the end, they were not able to silence him. He emerged victorious with the leg fully bare, having removed over four thousand hairs.

CHARACTERS AND CREATURES ENCOUNTERED (AND HOW SHINRI DEALT WITH THEM) :

LOVER HAIRS: Two long hairs were intertwined in a loving embrace on the leg, and Shinri let them live without tweezing them, tweezing a buffer space around the pair instead. He revisited them periodically to give boomer-coded comments about how now that they were together, they should have kids to fit in with their peers. This continued until he accidentally removed one during a skill burst spam. After pausing for a moment, he removed the remaining one out of mercy.

JOSUTWEEZY SHINRI: After tweezing hair for two and a half hours, Shinri had fought boredom and let his mental state crumble enough to create a new version of himself.

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

Shinri is too powerful to be silenced with internet outages. The pain that he has experienced has made him beautiful and somehow telekinetically gifted. He is willing and ready to use his powers. Proceed with caution.



ARTIST: Cris (@yozora_rt)

GAME NAME:

Marvel Rivals

STREAM DATE(S):

January 4, 14, and 21, 2025

GAME GENRE:

Hero Shooter

Short Description of Game:

Marvel Rivals is a team-based third-person hero shooter featuring Marvel characters.

FOM01262025

ARTIST: LaSifo (@LaSifo_)



GAME NAME: Fields of Mistria

STREAM DATE(S): January 26, 2025

GAME GENRE: Indie Farming RPG

SHORT DESCRIPTION OF GAME:

You have been recruited to the town of Mistria to farm and rebuild after an earthquake causes mystical energy to envelop the land.



ROTN022203012025

ARTIST: Lemon (@Senza0813)



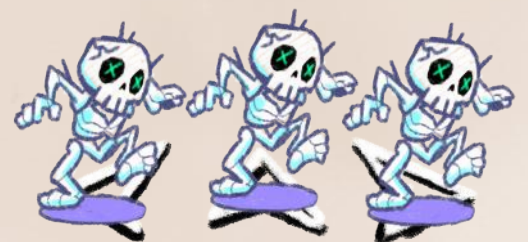
GAME NAME: Rift of the Necrodancer

STREAM DATE(S): February 22 and March 1, 2025

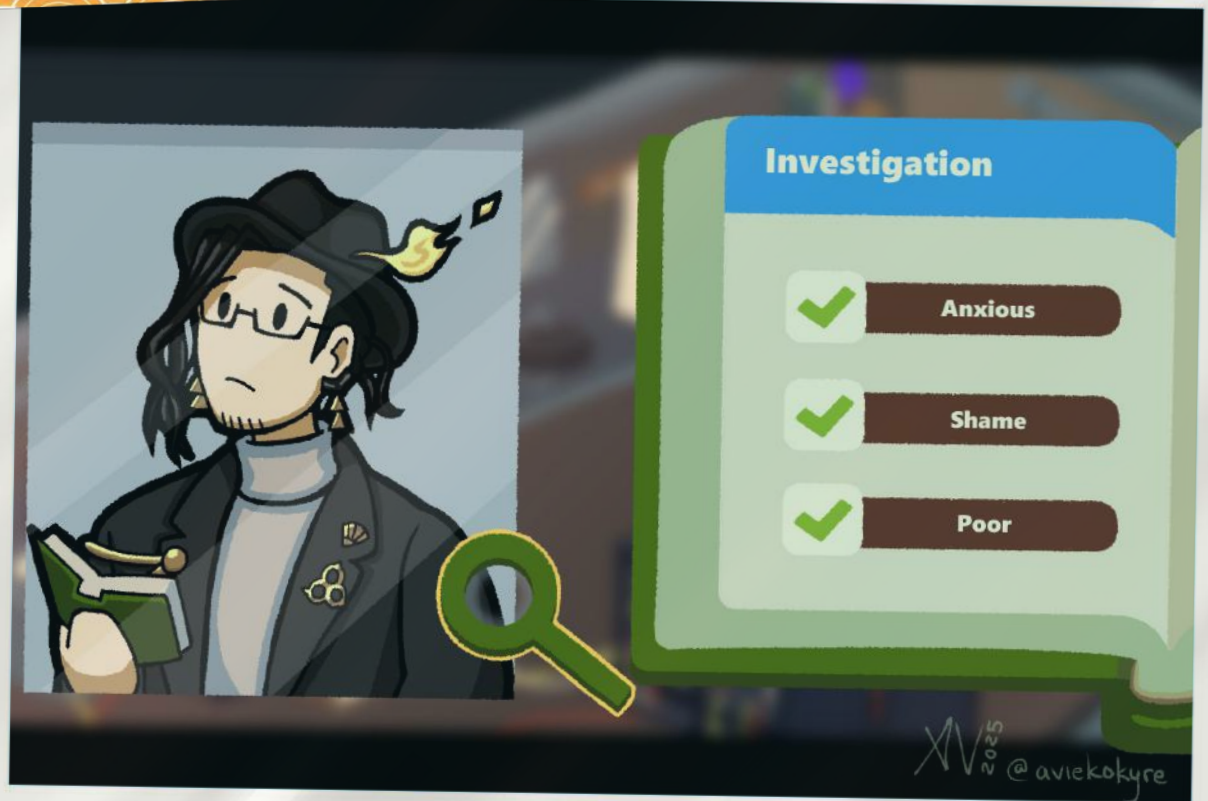
GAME GENRE: Rhythm

SHORT DESCRIPTION OF GAME:

Cadence has been transported to a world where she must keep on the beat to dodge and attack monsters.



Fishy Findings



GAME NAME: Duck Detective:
The Secret Salami
STREAM DATE(S): January 7
GAME GENRE: Puzzle/Exploration

ARTIST: Avie
(@aviekokyre)

SHORT DESCRIPTION OF THE GAME:
A grizzled Duck Detective seeks to
uncover a lunchtime mystery full of
secrets using the power of de-duck-tion.

WRITER:
HipHipFrey
(@hiphipfrey)

DESCRIPTION OF SHINRI'S GOALS AND GAMEPLAY:

Shinri begins his investigation feeling a bit under the weather with a sore throat and cough, but excited to be celebrating Vanguard's Anniversary that same week.

He starts at the Duck Detective's HQ, a cluttered, rundown-looking room that's 50% bedroom, 50% office, and 100% depressing to look at. As he tries to solve the first mystery of what happened to the Duck Detective's money, he is quick to relate to the protagonist's plights, from the lack of messages on his phone to the cold hard mattress on the floor. Shinri even briefly laments how the duck's sad and barren room layout is nearly identical to his own, before the phone rings and the Duck Detective is called to action.

It's a dark and stormy evening when the Duck Detective arrives at the BearBus office. A sole protestor stands outside the building, who is incensed by the company's horribly late buses. Sure they're cheap, but it's about principle, which Shinri fully agrees with. (Note: Shinri is also enamored with the high-quality voice acting in this game.)

Upon entering the office, Shinri encounters another mystery: how to get past the dour receptionist Sophie,

who refuses to let him into the main office. Thankfully, this mystery was no match for Shinri's astute observational skills (i.e. he read her nametag and the calendar), and after wishing her a Happy Birthday, they were able to get into the office to start the investigation properly.

Once inside, the main mystery becomes apparent: someone in the office had their lunch stolen, and it's up to us to figure out who the culprit was. Putting names to faces and faces to roles, Shinri was able to deduce that it was Laura, the overworked call center employee, who hired the Duck Detective and suspected the culprit was her workplace enemy, the hapless Freddy. Though exacerbated by the dimwitted croc, Shinri can't help but feel a small kinship due to sharing a similar habit of hoarding coffee mugs on his desk. He tries to deny that unlike Freddy, all his mugs are empty at least, and goes so far as to tap one loudly to prove it. But in doing so, he spills the leftover contents onto his desk and sheepishly relents to clean them up after the stream when the kois rib him over it.

As more details into the case unfold however, a surprise birthday celebration for Sophie turns into a disaster thanks to a threatening note and another theft from the Salami Bandit, and the blame for it all once again falls on Freddy.

He starts by investigating around the office and encounters a number of challenges, such as reading

a salaciously bad sci-fi erotica novel and getting Rick Roll'd in the year 2025. But he preserves and manages to stumble into a salami smuggling conspiracy ring involving those who work at BearBus.

Just before he's about to present his evidence to clear Freddy's name, Sophie goes missing from the office and yet another mystery begins. Shinri heads into Manfred's office to investigate, and with the boss bear out at the moment, he's finally able to uncover the truth of the oversized family portrait in the back of the room and discovers several damning pieces of evidence. Along with a key to the previously locked server room, he finds two letters: one from Manfred to his family, and another that seems to be blackmailing Manfred with several demands (including one that requests a TV in the blackmailer's room).

He quickly realizes the blackmail letter is likely from Rufus, who is the only one with his own room in the building. But on the way to confirm this in the server room, Shinri finds the reception in disarray with a panicked Laura and Boris searching for any sign of Sophie. He discovers a phone on the ground with the last number dialed being that of customs, and a strange note on Sophie's desk claiming she's quit.

In the server room, more light is shined on the conspiracies going around the office as Shinri uncovers that Rufus is not just blackmailing Manfred, but has his own illegal business going on the side as well, selling bus vouchers for profit thanks to help from his partner in crime and lover, the customer service rep Margaret. Rufus also knows about Manfred's identity as the real Salami Bandit and has been using that as blackmail material against him.

Back at reception, thanks to insights from Laura and Boris, Shinri comes to the realization that the letter at the reception, the letter from Manfred's safe, and the threatening note Sophie received were all done by the same hand: Manfred. With this, he also comes to the conclusion that both Sophie and Boris were both tied into Manfred's salami-selling scheme.

However, when the Duck Detective arrived and started looking about the office earlier that day, Sophie started getting cold-feet about the operation and threatened to snitch. In a panic, Manfred kidnapped Sophie and hid her in the luggage compartment of one of the buses at the station.

With all his ducks in a row, the Duck Detective confronts the perpetrators and reveals their crimes to the authorities. Manfred, Sophie, and Boris all were arrested for their involvement in the salami-smuggling

business. Unfortunately, in all the chaos, the Duck Detective forgets to collect his payment from Laura, which means he has to walk home...

...that is, until Freddy shows up, offering both a ride home and his aid for the Duck Detective's next case.



Koiracters

**Eugene McQuaklin,
Duck Detective**

Poor

Anxious

Shame



A duck down on his luck. Fresh from a divorce but no stranger to debt, he takes on the job at the local BearBus call center after a call from an employee about a missing lunch. Shinri related greatly to his financial struggles and lonesome lifestyle.



1**2****3**

Freddy Frederson

Clumsy

Excitable

Fanboy



A clumsy, cheery crocodile whose eager attitude and fanboying mannerisms over the Duck Detective reminded Shinri vaguely of he and Hakka's dynamic, with himself being the grizzled older duck and Hakka being the excitable crocodile sidekick.

Margaret Whitlock

Writer

Well-Groomed

Motherly



A secret-sharing sheep who works alongside Laura in customer service. She and Rufus' steamy office romance ends up being their undoing, thanks to poor password protection and alien smut.

Sophie Wintheimer

K-pop Fan

Gloomy

Wintheimer



A gloomy giraffe receptionist. Her friendship with Laura and ex status with Boris leave her with lots of dirty laundry, but her secrets may not end there, as Shinri learns throughout the investigation.

Manfred Ernst

Suspicious

Family Man

Stern



A boot-faced bear in charge of the BearBus office. Shinri grows increasingly wary of him as the mystery unfolds and his entanglement with the Salami Bandit unravels.

1**2****3**

Boris Petrovic

Boris**Bad Manners****Handsome**

A brokenhearted buffalo bus driver at BearBus. His lingering love for his ex leads him down the wrong path, much to the kois and Shinri's dismay.

Rufus Sederis

Sci-fi Fan**Practical Person****Writer**

A penguin janitor with a penchant for the pen. His lackluster sci-fi novels aren't winning any awards in Shinri's books, but they do end up helping him in his investigations along the way.

Laura Angst

Bad Habits

Insomniac

Dedicated



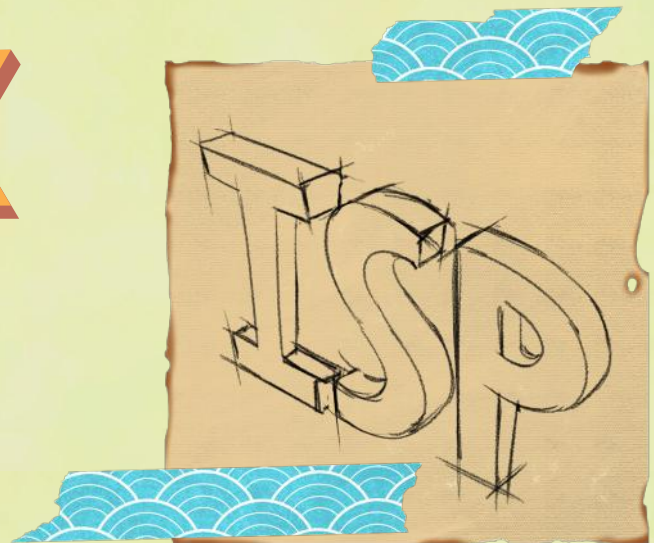
A cranky, caffeinated customer service cat. Shinri sympathizes with her insomnia but worries about her health and stress levels.

ISP

Archnemesis

Noncommittal

Big Talker




A "Corruption Beast" who is a repeated enemy in Shinri's day-to-day life. It once again acted as a secondary antagonist of this stream, trying its hardest to prevent Shinri from solving the mystery by attacking his connection to this world, but Shinri managed to prevail this time around.

Koinclusions

Shinri's de-duck-tion skills truly are unmatched. Fowl-play be damned, he quacked the case wide open, even if he did ruffle some feathers in the process! (Okay, okay, I'll stop!)

What started as a simple office lunch theft turned into a far greater conspiracy than anticipated, and though the great beast of ISP and insufferable puns tried to keep him down, he kept a cool head and managed to solve the mysteries of the BearBus Salami Bandit.

After the credits, he expressed the want to play more detective-style games like this in the future, and was eager to hear there was an announced sequel to Duck Detective: The Secret Salami. He also once again expressed his desire to voice-act in a game after hearing the incredible performances the voice actors put on for this one.





FFS02222025

ARTIST & WRITER: PureBlue (@chunblurr)

Game Name: Fast Food Simulator

Stream Date(s): February 21st, Friday

Game Genre: Casual, Time Management

Short Description of Game:

A casual game where the players are able to experience the fun of working in a fast food chain restaurant.

Players will be able to rename the restaurant and start doing their business! This game could either be solo or have up to 6 players. By doing more business and hitting the sales target, players should be able to unlock more menus other than just regular burgers.



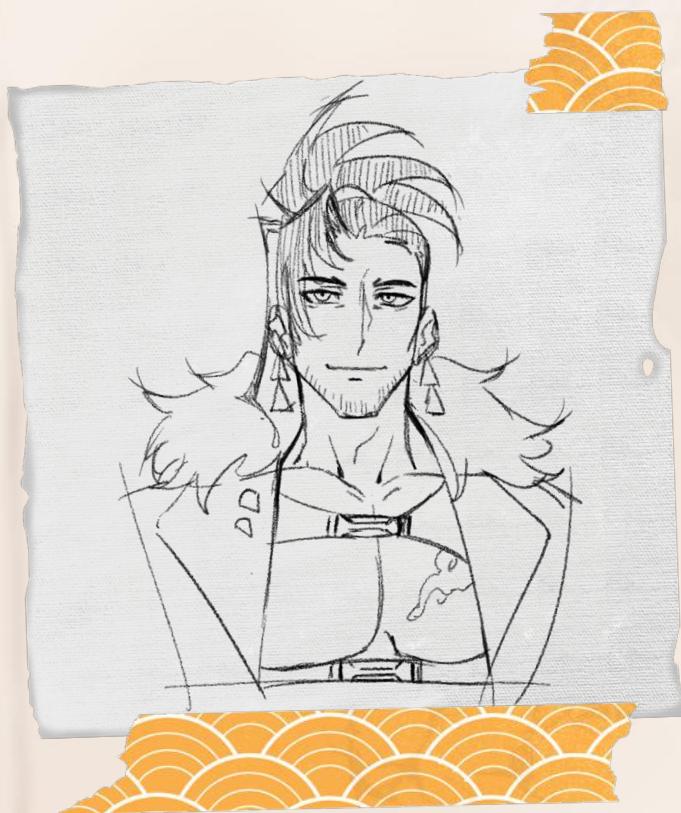
Description of Shinri's Goals and Gameplay:

Starting by Hakka naming the restaurant (to Six Hermanos), Shinri, Bettel, Axel, Goldbullet and Ruze start the gameplay by exploring the restaurant and then proceed to ingredient prep. Six of them might be a little over-supplied on the buns (Goldbullet's fault, obviously), but they are still starting the day.

While waiting for all of them to arrive, Shinri was observing the price of the fast food menu and serving appraisals like how he's observing the discounts of bento boxes.

Shinri, as always, is doing his job as the beautiful and handsome but tired and awkward cashier, taking orders and "praising" the random customers. He's also sometimes having shenanigans with the boys by teasing them and playing with the resources, as well as purposely making a cute impression as the cashier.

FFS - 02222025

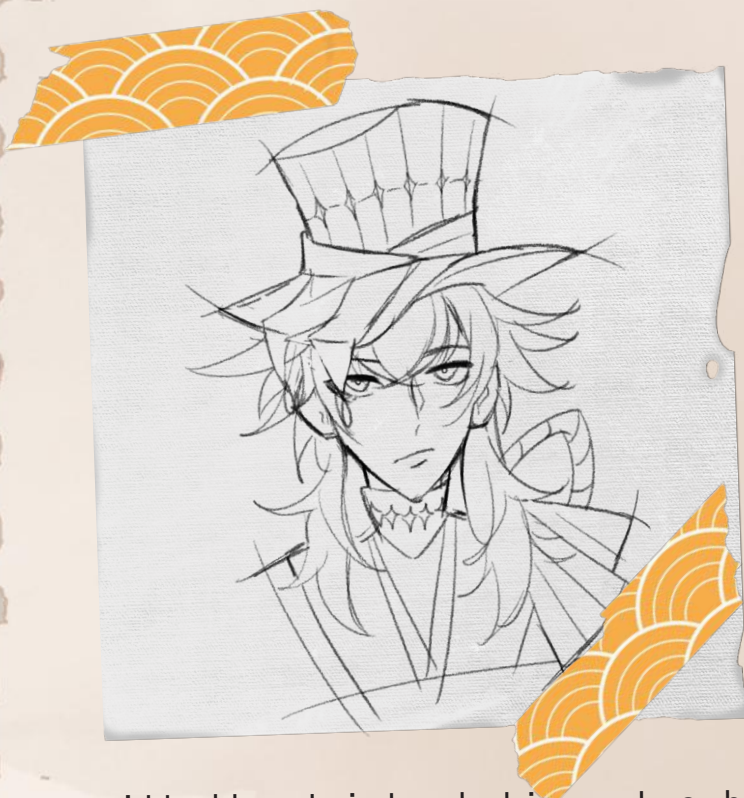
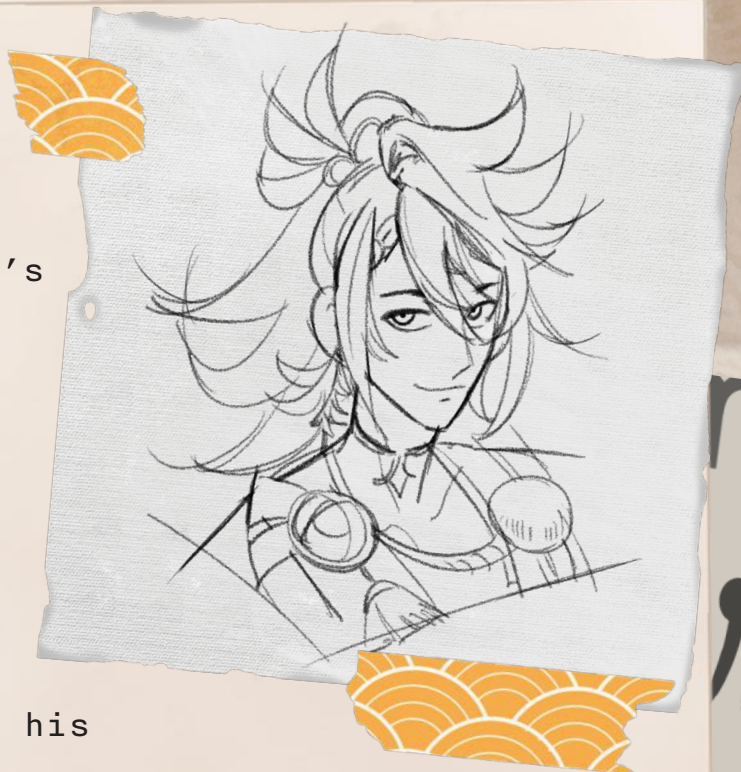


"Shinri_ri" Shinri:

The beautiful cashier, obviously. During this collab, Shinri roleplayed as a tired 9/7 employee, getting orders from the customers. Being the tired employee, all he was doing was taking orders while awkwardly repeating **"Welcome to Six Hermanos.... We're serving burgers...the one thing we have..."**. He also sometimes wanders off somewhere else or plays with drinks counters or just pretends to be a drive thru customer and rants on their terrible service.

"Justabirb" Hakka:

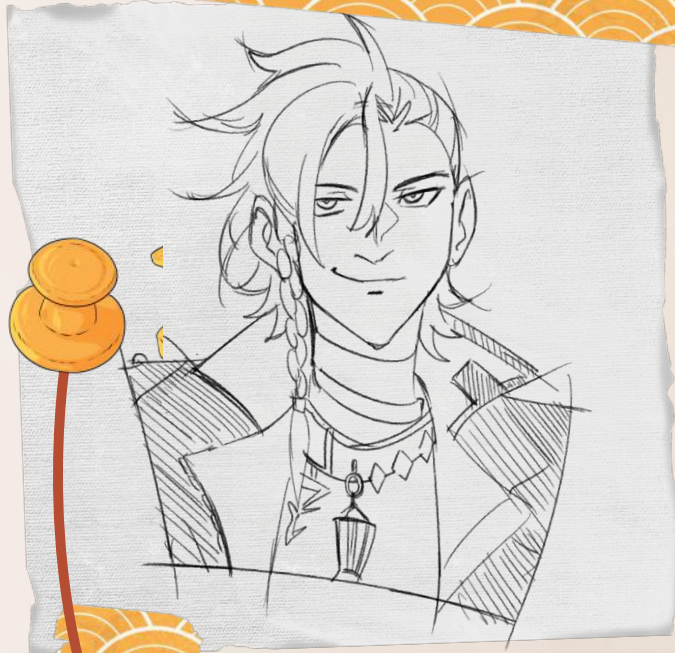
The manager of Six Hermanos. He's the one giving the name of the restaurant (allegedly named by Axel) and assigned roles to the boys. He's trying his hardest to manage while monitoring the Level Ups, which will enable them to unlock more menus. He also peeked on Ruze's private Hakkitwitter (social media) for his care of employees sometimes.



"GavisBeetle" Bettel:

Bettel is basically the cashier too, except he's doing extra work on throwing trash and cleaning up. As he's able to assist on wrapping tasks, he's constantly teasing Axel by putting burger patties on the grill, which drove Axel insane, and playing

with the drink stations too because he assumes they are unlimited refills. He was nominated as a well-behaved employee next to Shinri for just doing his job.



Axel Syrios with a long Xenokunian Username:

The aggressive patty griller. He would not allow anyone to touch his griller after Hakka demoted Goldbullet to the Bun Boy. Everytime Goldbullet or Bettel (and sometimes Shinri) puts the patty on the grill, he will drive everyone off to stay the heck away from his precious griller and let off a devastating cry.

"huh" Goldbullet:

The "Bun Boy", also known as the Procurement. He's in charge of managing the resources after getting demoted from the griller. Sometimes works as a warper too, which makes him able to tease Axel by putting patties on the grill. (Goldbullet is also the only member that doesn't have a POV stream.)



"who" Ruze:

"Minimum Wage worker" who does pretty much everything. He's doing most wrapping tasks and sometimes the drive thru. Everytime Hakka calls it a day, Ruze will say **"Did somebody say "wRaP iT uP?"** and wrap more extra burgers to purposefully make the cost more. Constantly making private tweets on Hakkitwitter too.



Conclusions Drawn about the Investigation:

This collab was incredibly hilarious with the Holostars boys' shenanigans. Although fries are not available yet, this stream had a grand end with some Shinri roasting moments and his tired employee impression.

WELCOME TO
Elysiburger
What can
I get for
What can
I get for

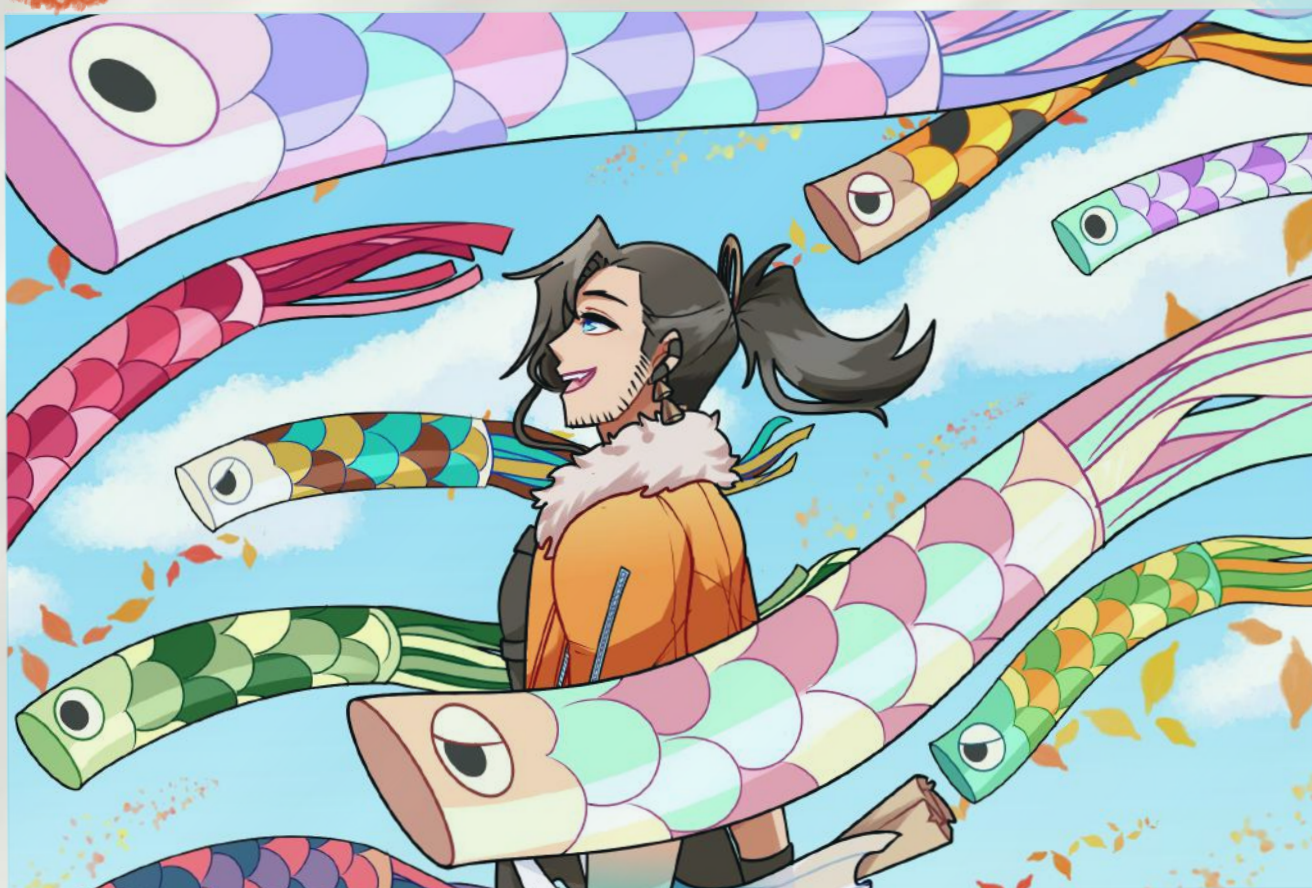


B01282025

STREAM DATE(S): January 28, 2025

SHORT DESCRIPTION OF GAME:

Balatro is a poker-related rogue-like deck builder where you combine various poker hands and strange joker card powers to complete increasingly difficult card game challenges.



ARTIST: Fluor
(@FluorescentArt)

GAME NAME: Koipanion Day Handcam Stream

STREAM DATE(S): March 4, 2025

GAME GENRE: Handcam Craft Zatsu

SHORT DESCRIPTION OF GAME:

For Koipanion Day, Shinri regales the koipanions with his personal style of zatsu while creating koinobori (koi streamers) from toilet paper rolls covered in colorful tissue paper dots.

MHW031116242025



ARTIST: BEER (@brwlvS)

GAME NAME:

Monster Hunter Wilds

STREAM DATE(S):

March 11, 16, and 24, 2025

GAME GENRE:

Action Roleplaying

Short Description of Game:

You are a hunter who has traveled to the Forbidden Lands to hunt down monsters and use their parts to craft ever improving gear and weapons.

GOR05042025

ARTIST: Cris (@yo2ora_rt)



Bowties
Are cool!

GAME NAME:

Gala Outfit Reveal

GAME GENRE:

Zatsu Outfit Reveal

STREAM DATE(S):

May 4, 2025

SHORT DESCRIPTION OF GAME:

Shinri chats as he looks at predictions of his gala outfit, then does a reveal of the grand new tuxedo with orange shirt and suspenders.

GAME NAME: League of Legends - Mia Melonya's 10K Charity Tournament

STREAM DATE(S): March 16th, 2025 (JST)

GAME GENRE: MOBA Tournament & Charity Event

SHORT DESCRIPTION OF GAME:

Going off the deep end, but at least it's done for a good cause! Not to mention, with the company of solid teammates!

DESCRIPTION OF SHINRI'S GOALS & GAMEPLAY:

This is Shinri's very first time participating in a League tournament. Going up against Team A, Team E has only started discussing strategies after the match started. As the team's support, Shinri picked Nautilus, the safer option and because of the instant route on Autos, no matter what. Shinri tanked so much damage for the team. Team E supports Gamers Outreach on their mission of bringing play to kids receiving care.

CHARACTERS & CREATURES ENCOUNTERED (AND HOW SHINRI DEALT WITH THEM):

MIA MELONYA: "I just realised—Shinri, are you a fish?" "Yes, I am a fish." A charming pink individual, a league player, freshly healing from dentures and chugging energy drinks. The way Mia cheers on her team members and appreciates nice kills is so adorable. She is the host of the event, donating 10K USD for charity. Mia played as the bottom laner and picked Miss Fortune. Shinri and Mia didn't take any chances at the bottom lane, playing it safe.



WRITER: Ascen (@ascenchuu)

AXEL SYRIOS: "Not only that, you get insurance money too!" "What insurance money? I don't have health insurance, dude, I can't afford it." "You just gotta keep suing them, you gotta keep trying until you win, you know. Just like gambling!" "*wheeze* True, you miss every shot you don't take!"

A very familiar gladiator from Guild Tempus. It seems he will get divine punishment if he doesn't say something remotely funky at least once every 10 minutes.

Shinri's strategy here appears to be enabl—scratch that, encouraging the youngster's antics. Thank you, Axel. Kois got to enjoy listening to a lot of Shinri's wheezing laughter.



IPN: "Bro, I'm being targeted." "They're gonna focus on you and underestimate the rest of us." The jungler of the team, iPN picked Nocturne. A meticulous player, he provided a lot of helpful pointers for the team. Unfortunately, one bad thing happened—not having Smite. To make up for it, at least the team managed to smoke Poly.

SADE: "Oh my God, Sade, wait, you're level 500?" "Okay, okay—in my defence, I'm a League Partner!" Fondly referred to as the coach of the team, Sade is the reliable top laner who picked Rumble. She joined the team last but was definitely a much-appreciated team member. Going from doing art for League of Legends, now she does art for vtubers. Sade posted majestic art of Team E on Twitter after the event, which Kois and other viewers are grateful for.

CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

GOATs don't need to introduce themselves; they let their achievements speak for them. Congratulations, Team E!

GAME NAME:

Minecraft (Block Wars 16)

STREAM DATE(S):

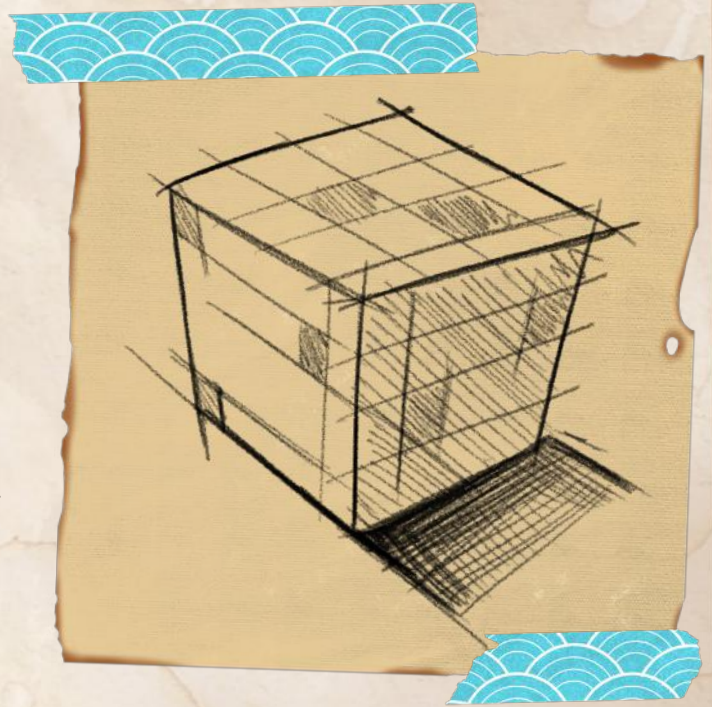
March 29, 2025

GAME GENRE:

Minecraft Tournament

SHORT DESCRIPTION OF GAME:

Eight teams of five players compete in a series of minigames to earn points. The top two teams will go on to have a final match that determines the winner of the tournament.

**DESCRIPTION OF SHINRI'S GOALS & GAMEPLAY:**

Despite almost oversleeping, Shinri, armed with more coffee, was excited for another tournament of Block Wars. The main goal was to not come in last place.

After some pre-game banter, including a conversation over their anime magical girl skins, the tournament finally began.

The first game was Tomb Titans, a dungeon crawler-type minigame where players navigated through a dungeon in search of different items to be counted for points. Shinri followed Hakka and Ruze as they investigated each room. However, at the very end of the round, he was separated from them and died before he could reach the portal on time.

WRITER: Bubble Tea
(@bubbletea121)

The second game was Race, a parkour game where players are put onto a race track and must race each other to complete three laps around it as fast as possible. Shinri played calmly and steadily but unfortunately narrowly missed the checkpoint near the end of the course. Despite this setback, he finished the race and went on to cheer for the people behind him.

After that, they played Order Up, a minigame where players must collect ingredients, cook, and deliver their meals to waiting customers. Shinri and everyone else on the team excelled at this game with his team taking first, and his "individual ranking" leveled up to fifth place for that minigame.

For their fourth game, they played Lunge, a PvP minigame where teams have to protect their bridge and goal while simultaneously attacking the other teams. Shinri was a firm defender and made quite a few saves for the team with his bow.

Between the previous game and the next, there was a short break to give time for the audience to vote for the next game. In the meantime, Shinri and his teammates were able to chat, hang out, and...spin a cookie?

In any case, the next game was Trailblazers, where players are to complete as many courses as they can. These courses include Dropper, Elytra, Parkour, and many others. Unfortunately for Shinri, his mic chose to glitch out at that moment, creating much static. However, Shinri didn't let that stop him from completing many courses that contributed to his team taking first for that minigame.

The sixth game was Blitz Hunt, a hide-and-seek game where one team hunts all the other teams. This repeats for eight rounds to give all teams the chance to hunt. Each round, Shinri found a hiding spot but unfortunately was still found for quite a few rounds.

They played Party Next, where teams would play through a series of four minigames. These were tricky for the team, which resulted in them not getting as many points as they had hoped. But they were ready to "pop off" in the next game, as Shinri puts it.

The final game was Extraction, a PvP game where two teams will be put into a box and must eliminate the players of the other team, extracting themselves before the round ends. Despite not being able to win against the most important teams to beat (the teams ranked first and second), Shinri and his team were able to beat all the rest of their opponents, gathering enough points to rank second in the whole tournament.

The tournament concluded with a final game of Shockwave, where the top two teams played a decisive game to determine who would win the tournament. It is a freeze tag-style game, where teams are assigned the role of attacker or defender and must either plant a charge on the other team's site or defend their site.

After a super close fight and despite their best effort, Shinri and the rest of the team were unable to defeat the other team and finished the tournament in second place. Even with the disappointment, Shinri was still pleased with the results. After all, they did complete their goal: **"aiming for not last."**

CHARACTERS AND CREATURES ENCOUNTERED (AND HOW SHINRI DEALT WITH THEM):

TEAMMATES (FIREBREATHMAN, BANZOIN
HAKKA, CRIMZON RUZE, AND FEINBURG):

With amazing communication and
teamwork, Shinri and his team were able to
make it all the way to rank second in the
whole tournament.

OPPONENTS: Many other teams were
participating. But Shinri stayed super calm
and focused.

THE ENVIRONMENT: There were many
challenges within the maps and games that
needed to be overcome. But Shinri handled
it with quick thinking and
problem solving!



CONCLUSIONS DRAWN ABOUT THE INVESTIGATION:

Overall, everyone did super
amazing, and it made for
such a fun stream.
Congratulations, Shinri, on
your team's overall 2nd
place!

R04212025



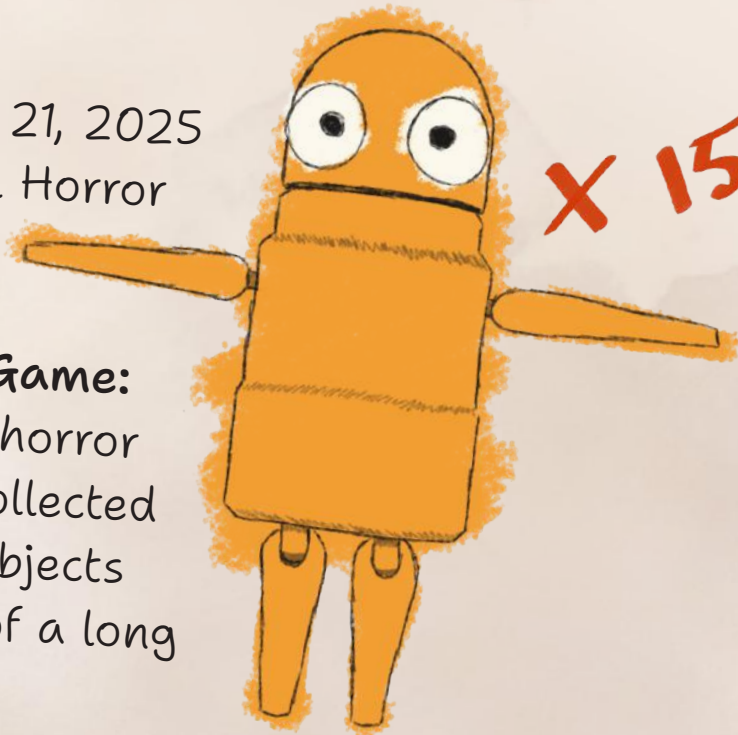
Artist & Writer: tamacitas (@tamacitas)

Game Name: R.E.P.O

Stream Date(s): April 21, 2025

Game Genre: Survival Horror

Short Description of Game:
A multiplayer survival horror game where players collected remnants of physical objects and haunted remains of a long lost humanity.



Description of Shinri's Goals and Gameplay:

"Oh my God".

It was the first phrase he uttered when he entered the undistinguishable crowd noises. He observed the behavior of other players as he thought to himself, What did I get myself into? He did warn the Kois to prepare their ears, as this would be loud. However, he did not expect it to be this loud.

"This is why I don't play REPO. Too many sweats," he murmured.

It was probably the first REPO collaboration with more than five players. Particularly; thirteen players gathered together and started introducing themselves. The introduction phase was on the brink of destruction due to many disconnections. But after a few attempts, they could finally begin the game.

For the most part, Shinri focused mainly on collecting items and putting them in the tray. Occasionally he responded to the shenanigans of other players, either with his chuckles, a huge laughter, a gesture of surprise, or with 'Oh my God's.

At one point, everyone was disconnected, and he sighed in relief. "When you have kids in the car, and then... You pull them up into the garage. I got in the car and closed the driver seat door and the kids were still inside. It's finally quiet," he said.

After several plays, he said his goodbyes to the players.

"Oh my God."

It was the first phrase he said to the chat once the collab was over. He followed up by his gratitude for the chat and several other things, before finally ending the stream.

THE PLAYERS:

Similar to lively middle schoolers who worked hard, and played hard. Shinri just observed their funny antics.

THE CLOUD?:

Died on the first try. He had no clue what the monster even was.



BIG HEAD:

As he tried to put the cart downstairs, the doll suddenly went crazy and attacked Shinri to death. He was so close.

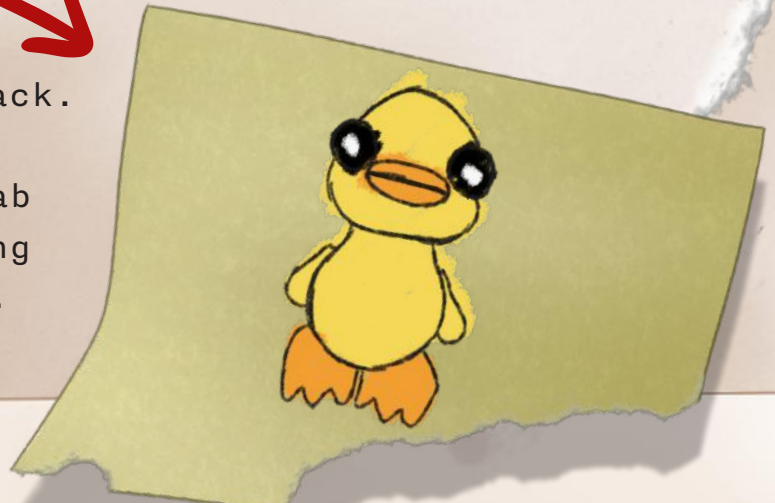
A FREAKED-OUT DOLL:

Shinri was trying to hide from the Big Head that suddenly appeared from the corridor. He was so close to the elevator. But he died.



THE DUCK:

suddenly touched Shinri's back. He was trying to twist the duck, but he died. His collab friend avenged him by putting gasoline on top of the duck.



Conclusions Drawn about the Investigation:

Will Shinri play REPO again? He did not mention it. What he did mention, was how chaotic and crazy the collab is. Will he have such a massive collab on his birthday? One can only wonder.

CHAOTIC



ARTIST: nan (@aaadennnt)

GAME NAME:

Fears to Fathom: Ironbark Lookout

STREAM DATE(S):

May 20, 2025

GAME GENRE:

Psychological Horror

Short Description of Game:

When Jack is transferred to work as a lookout at Ironbark State Park, he soon senses something sinister about his environs.



G05082025

ARTIST & WRITER:
HipHipFrey (@hiphipfrey)

Game Name: Grounded
Stream Date(s): April 28
Game Genre: Survival/Action

Short Description of Game:

A survival co-op game set in a world where you and your friends have been shrunk down to the size of ants and must face the trials of nature that lurk within your very own backyard.



Description of Shinri's Goals and Gameplay:

A rare solo adventure in the world of Grounded for our runty little ronin, Shinri sought to branch out from the main base after being inspired by Ruze's construction of the Bloodcap Keep in order to better divide resources around the map of the backyard. With that in mind, he set his sights on the koi pond, where he aimed to build a floating base atop the lily pads.

On his journey to the pond however, he decided to try and tame one of the nearby weevils with some homemade mushroom slurry...and quickly ran into an issue when they turned out to be surprisingly picky eaters, despite him offering several bowls of slurry to the hungry little bugs. Eventually though, his persistence won out, and he successfully tamed one, which would aid him in his quest to build a new base for himself.

After arriving at the pond and going over what blueprints he had access to, Shinri came to the conclusion it would be easier to build on the lily pads first and then branch off afterwards. But even with his new weevil friend, the pond still had many challenges in store for Shinri—flying mosquitos, dangerous spiders, and an adorable yet fearsome koi lurking in the depths below, just to name a few. Very quickly, he realized building a new base would not be as easy as he initially thought...

While diving for materials for his base, Shinri discovered a strange pipe that led him to one of the many research labs scattered across the map. Despite the overwhelming urge to go looking for lore, he decided it would be best to wait for the other boys instead and left without investigating further (that and he thought it would be funnier to watch Axel get lost while exploring).



Description of Shinri's Goals and Gameplay:

A rare solo adventure in the
our runty little

In addition, he discovered fish scales in the muddy depths of the pond, which he rejoiced in because it meant he didn't have to fight the koi for them. As he traveled back and forth across the water, he mentioned he became a good swimmer after nearly drowning five times in the past, but did not elaborate on any of those five times in particular, which only left the Koipanions with more questions than answers.

Shinri took some time to admire the giant koi of the pond, and after careful observation, came to the conclusion that koi have no weaknesses (which is extremely true and correct).

When he felt he had enough supplies to start building up his base, he returned to the lily-pads. There, he constructed the first of many apparatuses to help him in his hoarding efforts: automatic water-collectors and drying racks. And while his base was far from complete, it certainly was off to a good-looking start at the very least.



Characters and Creatures Encountered (and how Shinri dealt with them):



Weevils

Cute, helpful, but finicky little bugs that tried Shinri's patience as he attempted to befriend them. They could not resist the siren call of mushroom slurry in the end.

Spiders

Troublesome arachnids who harried Shinri's efforts to safely build his lily-top base. The ones he could not evade he fought directly with his trusty spears.



Water

H2O herself ended up being quite the obstacle, as not only was Shinri forced to swim across the pond many times, but he had to dive deep below to gather the materials he needed for constructing his base.

Conclusions Drawn about the Investigation:

Conclusions Drawn about the Investigation:

Although full of trial and error (and many, many deaths along the way), Shinri finally managed to start construction on his floating base. But this is only the beginning, and who knows what further challenges await him as he seeks to expand further across the pond...?

ARTIST: 4theSweets (@4thesweets)



R07132024

Game Name: Rental

Stream Date(s): July 13, 2024

Game Genre: Indie Adventure Horror

Short Description of Game:

Umi's family rents a summer cabin near the beach, but Umi soon realizes the cabin is not what it seems.

HAPPY
BIRTH
DAY

Guestbook
Messages



Happy Birthday Shinri!

Hope you have an amazing Birthday ♥

Thank you for all your hard work taking care of the koi pond!
It's always relaxing getting to listen to your streams after a
long day. 🥰

Brookecisecki (@Torihakarau_art)



Congratulations on another solar circuit,
Shinri! You've provided me and many other
koipanions with another wonderful year
of comfiness and entertainment! Thanks
for your hard work, and enjoy the
birthday celebrations!
Semiluminary (@semiluminary)

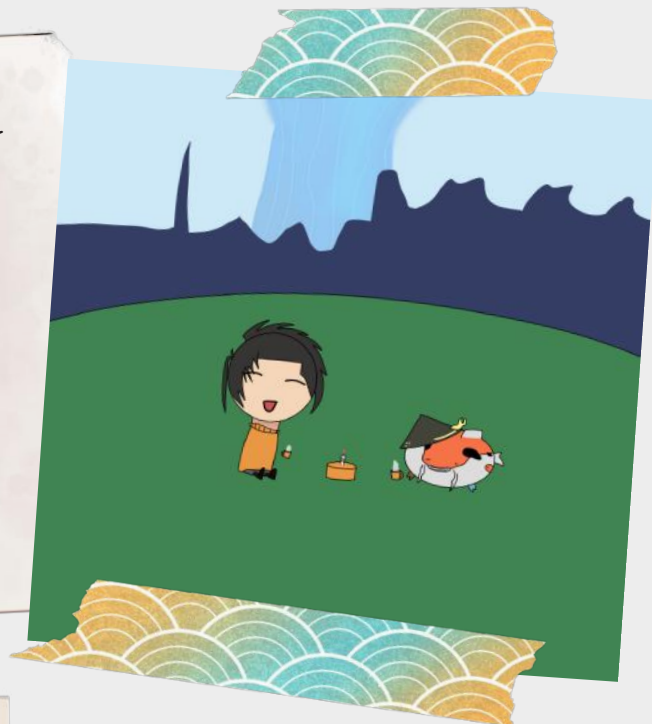
Happy birthday to our dear
RunnyWalky, I mean, our dear
Shinri! Thank you for all the hard
work you do. You continue to be an
inspiration, and I look forward to
timestamping more of the memories
we make together! Please enjoy your
day and treat yourself!
Avie (@aviekokyre)

Happy Birthday! Thank you for
being my biggest inspiration
to keep going when things get
tough. Here's to this wonderful
day celebrating you, and to
many, many more in the
future!

HipHipFrey (@hiphipfrey)

Happy Birthday Shinri!!! Thank You For
Being In Holostars And Entertaining
Us. Hope This Special Day Treats You
Well And Goes Your Way. Have An
Amazing Birthday Shinri!!!!

Mabopoki00
(@Mabopoki00)



**Happy Birthday Shinri!! Thank you
for the cozy vibes and for being
one of my comfort streamers!
Hope you have a good birthday
with good eats and good eeps!
Nori/Konori (@konoriarts)**

Congratulations on your circuit
around the sun 🧡 You'll do
it again so I look forward to
all the time I'll spend here on
the channel and working on
art you inspire. I might be a
little late arriving at the koi
pond but I'm so happy to be
here now to watch my kamioshi
doing great things. Best wishes
for the Japan arc! 🐟🐟
Muse Wallis (@muse9420)

**Happy solar return Shinri! Please treat yourself to a nice meal on your
special day. Thank you for your hardwork tending the Kois, I really
enjoyed it. Looking foward another year round with my fav rounin.
Petani Lemon (@petani_lemon)**

Happy birthday Shinri! Your streams have been a companion to me, starting from when I joined my first job up to stepping down in order to pursue my dreams and new opportunities. This birthday project in particular encourages me to buy a pen tablet and refine my digital art after years of being a finger artist. I hope this year becomes the happiest year to you too!
tamacitas (@tamacitas)

Happiest Happy Birthday Shinri, may you be blessed with yummy food on your special day. Thank you for your hard work and giving us kois comfy yappy streams to enjoy.
BEER (@brwlv)

Happy birthday, Shinri!!
Hope you treat yourself to something nice today!!
Your stream have always accompany me during the day and I cannot thank you enough for that. You have worked hard and you have inspired me to do the same too. Hope this year will be a bountiful year and many new opportunities will come to you!

Rubberduckie fairy
(@rubberduckiefae)

Happy birthday Shinri! Thank you for being your genuine self, and to serve as a reminder and inspiration to me (and many other kois) that it's never too late to chase our dreams! 🟡

Here is to hoping your post-birthday hangover isn't too bad, haha
Fishie Fish (@fishiecreates)






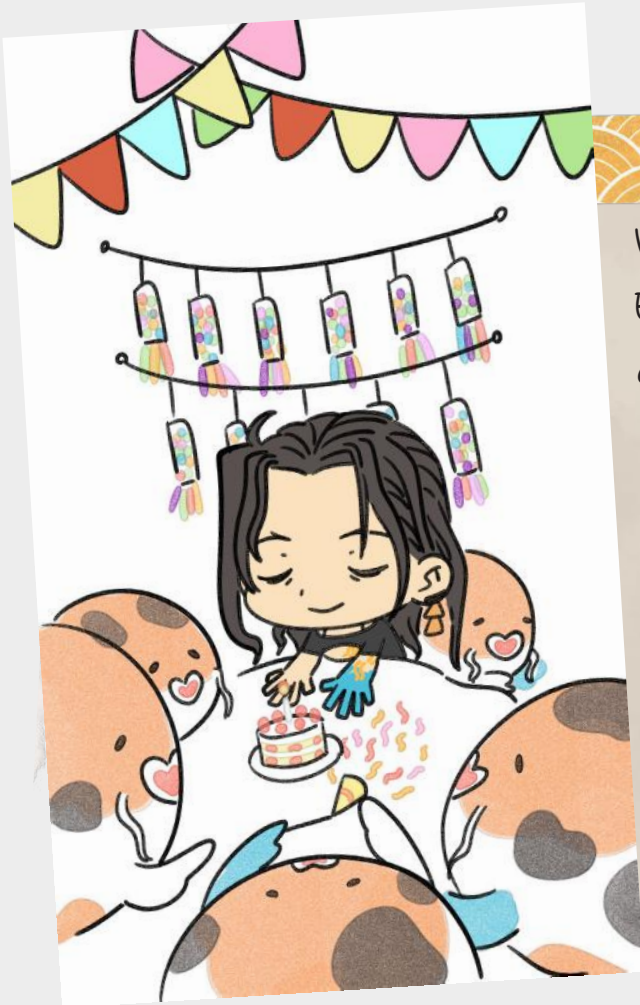
HAPPY BEEFDAY SHINRIIIIIII!!!!!!!!!!!!!!1
 So happy that you're alive and in our
 lives!! :D We always enjoy watching
 you trying to figure out the lore of
 a game, get into sillay shenanigans
 with ghosty entities, and of course,
 your based yap sessions. Keep at
 it funny old fish man. We luv you!!!
 <33 P.s. try not to drink for 5 hours
 straight, while playing a puzzle
 game, take melatonin, and stay up
 til 1am again
 Napp (@INeedA_Napp)


Happy birthday, Shinwi!!
 Congrats on another cycle
 around the sun and to
 many more ♥ As always,
 I appreciate you and your
 streams and very grateful
 to be a little lurker koi here
 in the pond~ I look forward
 to seeing where you go from
 here and cheering you on
 every step of the way! Very
 grateful to have you here,
 truly. ♥
 Hazard (@hazardousmix)



Congrats on another rotation
 around the sun, Shinwiwi, and
 thanks for everything that you
 do for the kois! Stay cool, hope
 you get to treat yourself to a
 nice cold one today~
 Dalurenne (@dalurenne)

Happy Birthday Shinri! Thanks for always listening to us kois. Your streams are always so comfy and fun and I always end up smiling by the end. I'm really looking forward to making cool new memories together! 
Bubble Tea (@bubbletea121)



Happy Birthday Shinri! As a lurker koi, thank you for making horror games look so comfy and insightful (despite me hiding behind a cushion at the jumpscare). So glad you are here and be an inspiration! Here's to many more! 
Falconac (@falconanetelius)

Wiwiwiwiwiwiwiwiwiwiwiwi! Happy Birthday Shinri! It's been another year already and looking forward to another year of yapping, lore, and fun! Here's to your health and more sleep!
Ren (@renrolo)

From your early days as a ronin, the koi's accompanied you on your journey. Your extensive knowledge, passion for unique interests, infectious laughter, and unwavering kindness makes the koi pond - our home - as perfect as when you first debuted. No matter the amount of years we have left to spend together, let's make each and every single memory, last us a lifetime in our little koi hearts and minds, Here to many more!



HuneyBeas (@That_potate)

Happy Birthday Shinri! The project leads chose my idea for the birthday project, so I became the writing lead! I hope you have fun reading through all of various entries. Here's to another year in the Koi Pond and many more to go!

xiakha (@xiakha)



Shinri! Happiest of birthday to you! Thank you for existing and for always being you! And thank you for always reassuring us with your kind words and your wisdom. You're still one of my oshis and comfort streamers of all time. I hope you can keep celebrating more birthdays together with every Koipanion! May you keep growing and continue to keep shining with the rest of the boys and the Stars.

Soulless Sanctuary (@soulless009)

Happy Birthday Shinwi! Thank you for being there and entertaining us! Keep shining bright like a star! Hope you have a wonderful birthday!

LazyMoon (@xlaizimoon)

Happy Birthday Shinri! Your streams are always so comfy, no matter how many cursed things you decide share with us! I hope you have a wonderful day and treat yourself to something nice 🧡

Bold Impact (@CamiliaDaemon)

Happy Birthday to my beloved Kamikoishi! I can't believe it's been over a year since I stumble upon one of your comfy horror streams and became a loyal Koipanion. Your streams and life advices help me through some of the darkest times in my life and I can't thank you enough. In the meantime, I shall be swimming in the Koi pond enjoying another year of our Koipapa's existence 😊

Kanaru (@kana_lafia)



Nyu (@nyucean)

happy
birthday
shinrisito
(//u//)



happiest birthday, shinri!!! >< i've only ever been a quiet lurker during ur streams but they're always a big source of comfort and warmth for me 🥺 i haven't been the same since joining this wonderful community u've built. i wish u all the best in ur endeavors, im sure u'll do great no matter what that may be.

i'll always be a koipanion supporting u in our lil koi pond 🧡
to more birthdays ahead, koipapa! love u lots!

jiggly (@gibbylvrific)

Happy birthday, Shinri! I'm very happy I get to keep drawing for you! I'm still really grateful I could meet you here. Whenever I feel frustrated, seeing how hard you work always gives me strength. Let's keep working hard and become better together! ♥
And hope you have a wonderful birthday~
Amehige (@amehigejz)



Happy Birthday Shinri and congrats on another rotation around the sun! Watching your streams and vods has provided me with so much comfort as well as all the other Kois ♥
thank you for existing, thank you for allowing us to enjoy your presence!
Have a wonderful day Shinri, all us kois adore you and I hope you never forget that! ♥
Moon (@Lun4rMOON_)

Happy birthday, Shinri!
Thanks for spending another year with us here in the koi pond. Your streams are always so much fun, and I admire how you're always growing and learning new things. (Wishing you the best with those voice acting classes!) Please treat yourself to the fancy coffee today, you deserve it! ♥
Verdandi
(@nogoldenapples)



HAPPY BIRTHDAY,
SHINWIWI~ ♥ JUST
WANNA SAY THANK YOU
FOR BEING MY BIGGEST
INSPIRATION AND WISHING
YOU ALL THE BEST
PUPPET (@USHINO_CHAN)

Hi Shinri! Lovinlife's little koi here, aka Gremlin
#3. I just wanted to send a virtual hug and
wish you a super Happy Birthday. I hope all
your wishes come true and your cake tastes
amazing!!! ♥

(Mom says Happy Birthday as well. 😊)
Lovinlifetothe fullest's Gremlin #3
(@lovinlifetothe fullest)

Happy Birthday Shinwiwi!
Thank you for being uniquely
you, you've always been a
comfort and I've experienced
so many new things since
getting to know you! Have a
great b-day!
Tota (@AstralOmen)

Shinri Happy Birthday for 30th Season... Something! Hope
for the best, and better year ahead for you and everyone
you care about. Here's for a really nice, better future and
a smooth move to Japan too! We will fight your ISP in the
meantime if we have to! Thank you for always beng here
for us!

Fio (@freefiona85)

HAPPY BIRTHDAY, SHINRI!!!

Another trip around the sun, which
shines as bright as you 😊

Thank you always for the comfy vibes
and being you c: Your content never
ceases to bring a smile to my face,
especially on days when I'm feeling
down 😞

I am always cheering you on! Keep
going! And remember to drink water
and stretch 🥴!

Cie (@comfiedreamer)



Happy Birthday Koipapa!! Already 3 birthdays with the pond...
wow the time passes so fast when you are having fun, i hope it
only gets better day by day, treat yourself, get a fancy coffee!!

Name (@thatlostcat1)



Happy birthday Shinri!! I hope you can take
some time today to pat yourself on the back
for all you've accomplished. As a horror fan
who is ironically too chicken to play horror
games myself, your channel is my go-to for
playthroughs. So thank you for that! But
most of all, thank you for brightening our
days just by being yourself!

T



Happy Birthday Shinri!
Anytime I manage to pop
into one of your streams
they always make my day
brighter :D Best of luck on
the upcoming move, and
have a good one yo!!
egg yolk (@AstralisArts)

HAPPY BIRTHDAY, SHINRI!
CONGRATS ON ANOTHER
TRIP AROUND THE SUN.
MAY YOU HAVE A YEAR
OF GOOD INTERNET AND
THAT YOU CAN ACHIEVE
YOUR GOALS!
REMORIUM
(@CARDIACFRAGMENT)



Happy happy birthday, Shinri!!
Though life gets busy and it gets
to a point where I don't manage
to watch any streams at all
sometimes, whenever I do manage to
catch you, I'm filled with warmth and all the comfy vibes~ May
this next year of your life bring you more success, happiness,
and chances to explore whatever you desire! Being a koippanion
is one of the best decisions I have ever made and will continue
to make for as long as you are there! 💛
Kaika Hana (@kaikahana)

Happy Birthday, Shinri!! 30 Season 4,
let's gooooo!

I hope you treat yourself to a night of delicious food and drink. While you are getting closer to your move to Japan, one night of revelry can't hurt you too much, right? If you aren't in the mood for something lavish, may your sleep that night be extra restful and restorative.

I'm really glad to see that you are doing more things that make you happy. You spend a lot of time and energy taking care of others (I am always thankful of how much you care for us kois), but I always had hoped that you would save a bit more for yourself. I hope your voice acting lessons continue to encourage your creativity and confidence.

May this upcoming trip around the sun bring you more joy, good health, and serenity. Love you lots, and as always, eat and rest well.



umemi (@umemi)

Happy Birthday shinri!!

Thank you for being you, and for introducing me to the world of streamers (and VTubers). You've built such a warm and welcoming Koimmunity (im sorry), and I'm incredibly grateful to have been welcomed into it.

Because of you, I've had so many opportunities to explore my hobbies again. I'm wishing you a fantastic day and a year full of joy and happiness ahead of you.

I hope you've enjoyed this little trip down memory lane, a lot of love went into it!! 🧡

Ruselee (@Ruselee)



Shinri's Case Files Team

ROLE:	NAME:	CREDITS
Project Lead:	Semiluminary	@semiluminary
Project Manager:	Auria	@aureillion
Submissions Manager:	goosie	@ushino_chan
Writing Lead:	xiakha	@xiakha
Layout Lead:	Ruselee	@Ruselee
Social Media Manager:	tamacitas	@tamacitas
Social Media Artist:	BEER	@brwlvs
Social Media Artist:	Lemon	@senza0813
Cover Artist:	Marsh	@marshtangryfrog
Accent Artist:	PureBlue	@chunblurr
Editor:	rose_river	@rose_river (Bsky)
Editor:	Huneybeaz	@That_potate
Sensitivity Reader:	Cerulean C. Nosys	@ceruleancnosys
Sensitivity Reader:	Callisto	@CallistoA1610
Accessibility Lead:	Huneybeaz	@That_potate
Accessibility Writer:	tamacitas	@tamacitas
Accessibility Writer:	misseschibiROTA	@mxsseschibi
Website Lead:	Dalurenne	@dalurenne

Shinri's Case Files Participants

NAME:	CREDITS	NAME:	CREDITS
HipHipFrey	@hiphipfrey	Cie	@ComfieDreamer
Semiluminary	@semiluminary	Kapi	@chappybara
Dalurenne	@dalurenne	tamacitas	@tamacitas
Gwii	@gwiibles	Fluor	@FluorescentArt
BEER	@brwlvs	Amehige	@amehigejz
Cris	@yozora_rt	LazyMoon	@xlaizimoon
Vala	@valawari	4theSweets	@4thesweets
lady	@ladysusanoo	Oyster	@transoyster
Bubble Tea	@bubbletea121	Lemon	@Senza0813
Raienn	@Raienn_k	Cereals	@dragonscereals
Mikki	@Mikki_P0817	Ascen	@ascenchuu
Eri	@V_Tuver_Love	La Sifo	@LaSifo_
PureBlue	@chunblurr	Skolastika Detya	@skolas-a
Avie	@aviekokyre	egg yolk	@AstralisArts
Remorium	@CardiacFragment	Nan	@aaadennt
Muse Wallis	@Muse9420	Ruselee	@Ruselee
V-ya	@vyafay		

Guestbook Participants

NAME:	CREDITS	NAME:	CREDITS
Brookecisecki	@Torihakarau_art	Soulless Sanctuary	@soulless009
Semiluminary	@semiluminary	BEER	@brwlvs
Avie	@aviekokyre	Kanaru	@kana_lafia
Mabopoki00	@Mabopoki00	Nyu	@nyucean
HipHipFrey	@hiphipfrey	Bold Impact	@CamiliaDaemon
Kim	@kimhan717752kim	Jiggly	@gibbylvrific
Nori/Konori	@konoriarts	Amehige	@amehigejz
Muse Wallis	@muse9420	Moon	@Lun4rM00n_
Name	@thatlostcat1	Verdandi	@nogoldenapples
Petani Lemon	@petani_lemon	Puppet	@ushinochan
tamacitas	@tamacitas	Remorium	@CardiacFragment
Rubberduckie fairy	@rubberduckiefae	Lovinlifetothe fullest's Gremlin #3	@lovinlifetothe fullest
Fishie Fish	@fishiecreates	Cie	@ComfieDreamer
Napp	@INeedA_Napp	Tota	@AstralOmen
Hazard	@hazardousmix	Fio	@freefiona85
Dalurenne	@dalurenne	LazyMoon	@xlaizimoon
Bubble Tea	@bubbletea121	T	
Falcona	@falconanetelius	umemi	@umemi
Ren	@renrolo	egg yolk	@AstralisArts
HuneyBeas	@That_potate	Kaika Hana	@kaikahana
xiakha	@xiakha	Ruselee	@Ruselee

