



Version 1.12E (30 March 2023)

Introduction

Thank you for downloading *Radiata*. *Radiata* is a freeware multi-ending visual novel. Due to the content matter present in some of the story, we only recommend this piece for those **16 years of age or older**.

In order to start the game, please do the following:

- *Windows*: by default the installer puts a shortcut to *Radiata* in your Start Menu. You can start from there.
- *macOS*: the program comes packaged in a DMG file. Open that DMG file up and you will see the application bundle. You are free to drag and drop that application bundle wherever you like (most people put it in the Applications folder) and the game can be started from there.

Game Information

Title	<i>Radiata</i>
Original Title	悲願花 (Higanbana)
Release Date	30 March 2023
Original Release Date	6 September 2006
Game Type	Freeware Visual Novel
Requirements	<i>Windows</i> : any computer within the last 15 years <i>macOS</i> : macOS Catalina (Intel); macOS Ventura (Apple Silicon)
Original Requirements	Pentium 133 with 32MB RAM, running Japanese Windows 95/98/ME/XP
Created By	PANDAPENGUINS (http://www3.to/pandapenguins)
English Localization By	Insani (http://insani.org)

Game Controls

Starting the Game

To start the game, after you have launched *Radiata*, select “Start” from the Title Menu.

Saving and Loading

During gameplay, right-click to access the System Menu. You can save and load from there. There will be some times when you will not be able to right-click into the System Menu, so be forewarned.

Quitting the Game

During gameplay, right-click to access the System Menu. Select the “Return to Title” option, then select “Yes”. Once you have returned to the Title Menu, select the Quit option.

To Advance Text

Left-click or hit the Enter key in order to go to the next page.

To See Previous Text

In visual novel parlance, this is known as “Log Mode”. You can access Log Mode one of three ways:

- Scroll the mouse wheel up
- Hit the Left Arrow key
- Right-click to access the System Menu, and access Log Mode from there

Most players tend to use the mouse wheel method.

To Skip Text

In visual novel parlance, this is known as “Skip Mode”. You can access Skip Mode one of two ways:

- Hold down the Control key
- Right-click to access the System Menu, and access Skip Mode from there

Unlike with Log Mode, there’s a difference between these two methods. Holding down the Control key will skip all text, whether you’ve ever seen it or not. Entering Skip Mode from the System Menu, on the other hand, will only skip text until you hit text that you’ve never seen before. Both versions of Skip Mode have utility in different circumstances.

View CG

This option will only be available in the Title Menu once you’ve seen a cutscene graphic (known in visual novel parlance as a CG). There are 18 total CGs, spread across the 6 endings of *Radiata*. To exit the View CG section, right-click at any time.

Extra

This option will only be available in the Title Menu once you’ve gotten to any ending of *Radiata*, even if it’s the Bad Ending. Bonus illustrations and a Hint Corner for those struggling to get all of the endings are available here. Developer commentary can also be unlocked, but only after you’ve seen all the endings.

Sound and Background Images

Translator's Note: many of these links are dead, as the manual for *Radiata* was written in 2006. We preserve the links as-is to give you a flavor as to what the freeware visual novel scene of the mid-2000s was like.

Background Images

- [EnsiLumi](#)
- [Doujin Game Haikai-You Shashin Sozai no Heya](#)
- [Haikai Shashin Hokan no Kai](#)
- [ZIG ZAG](#)
- [Nihon no Discus \(NND\) no Homepage](#)
- Haikai Catalog 5

Music and Sound Effects

- [TAM Music Factory](#)
- [Remair ~Kioku no Hoshi~](#)
- [MusicPalette](#)
- [nerve \(Zatsuon Kuukan\)](#)
- [Finalia Sound Design](#)
- [G2-MIDI](#)
- [Ramine](#)
- [Digi-Fami Ongakudou / Hiroyuki Oojima](#)
- [Zero-Shiki Material](#)
- [Koukaon-g](#)
- [The Matchmakers](#)
- [Oto no Mori](#)
- [WEB WAVE LIB](#)

FAQtual Weirdness

How Many Endings Are There?

If you count the Bad Ending, there are **6 endings total**. Unlike some visual novels, all 6 endings are possible from the get-go. However, some endings are much more difficult to get than others.

OMGWTFOTL! I Just Can't Get a Certain Ending for My Waifu of Choice!

There's a certain urban legend around *Radiata*-ville: once you unlock any ending, certain apparitions capable of *High Intensity Network Transfers Consisting Of Randomly Numbered Erotic Renders* might appear somewhere. Perhaps we might suggest that you attempt to do a séance with them ...?



English Localization

Introduction

This is the official English localization of *Radiata*, sanctioned by the original creators. This also has the honor of being the longest-running project in all of the English visual novel translation space – it began on 30 March 2009 and has been released exactly 14 years later, on 30 March 2023.

About insani

insani, founded in August of 2004, was one of the pioneering groups for English visual novel translation. At that point in time, no one had ever completed a full-length translation of a visual novel into English. insani was responsible (in conjunction with collaborators) for the first-ever complete full-length translations to be released ([Wind: A Breath of Heart](#), [Planetarian](#)), but we decided to focus solely on freeware visual novels from that point forward. Indeed, our hallmark became the fact that we meticulously asked original creators for permission before embarking on translation projects. In several cases, we collaborated with the original creators themselves in the creation of the localization (most notably with [True Remembrance](#)).

Our last translation prior to *Radiata* was released in 2008. At that point in time, we had two projects going – this one (which we codenamed *Project Dysmetria* in honor of the themes of the storylines) and another, which we codenamed *Project Dragon*. Our goal isn't to start any new translations; it's to do the following:

1. *Serve as a historian for the freeware visual novel scene of the mid-2000s.* Most works from this era are completely lost, and the works that we translated may be some of the only remaining examples to be found. To that end, we have backported the features of onscripter-insani into the latest onscripter build (11 August 2022) and are guaranteeing compatibility with modern Windows and modern macOS (Apple Silicon only). We will be releasing updated builds of our entire freeware visual novel catalog over time.
2. *Finish what we started.* Our translation of *Radiata* is half of our active project portfolio at the time that insani went dormant. We are now shifting our attention to *Project Dragon*.

We recognize that we are figures from a much earlier period of visual novel fandom, and we consider ourselves to be a historical curiosity at this point in time. We're very pleased to see just how many visual novels are available on Steam, and just how much the community has grown over time.

On onscripter-insani

The *Radiata* English localization (and, indeed, many of insani's English localizations) utilizes an open-source NScripter implementation known as onscripter. onscripter is licensed under the [GPLv2](#), and its source code can be found [here](#). onscripter-insani is a branch of onscripter, and its source code can be found [here](#). **Only onscripter/onscripter-insani are GPLv2**; the script and the assets of *Radiata* are © 2006-present PANDAPENGUINS and © 2023-present insani.

Between 2006 and 2011, there existed a fork of onscripter for the English-speaking community known as onscripter-en. Its source code is available [here](#). We would have preferred to work on onscripter-en, but it is so badly out of sync with the upstream onscripter code (which it would be, since it's 11 years out of date) that for our purposes, it was better to take the latest onscripter source code and backport in English localization features. Furthermore, ogaapee, the maintainer of onscripter, has integrated much of what was in onscripter-en at this point in time, making the choice much easier.