

# The complete guide, screen by screen.

A complete local guide for Google Play testers: real workflows, expected results, errors, privacy, and authentic screenshots.

**Before you start.** Install the build from the private Google Play link and verify its version. Never share an API key, reviewer access, a private backup, or an unauthorized VRM.

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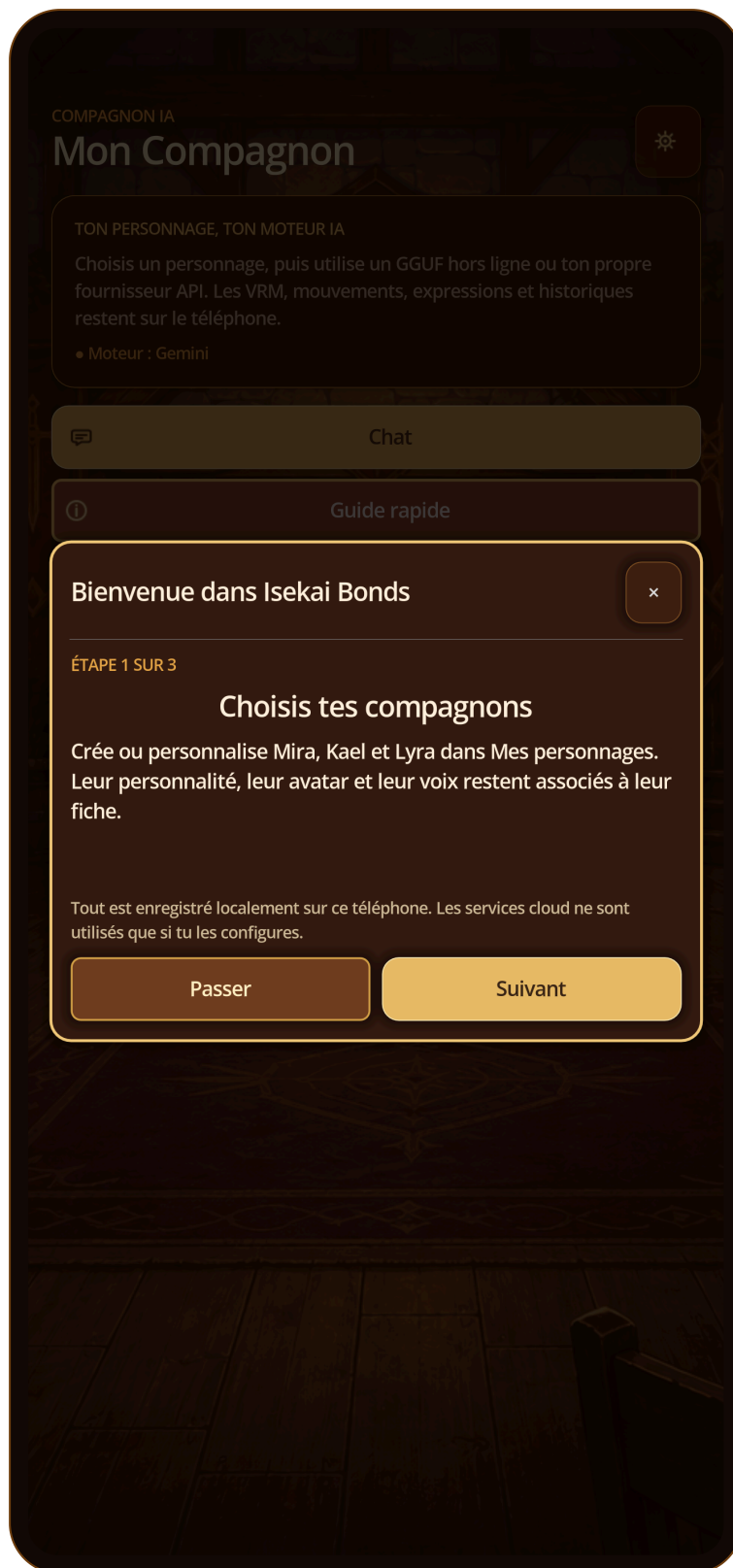
Send useful, safe evidence

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# Open the portal

1. Read Choose your companions, Start your story, and Write or dictate.
2. Use Next, or Skip, then Open Chat.
3. Locate Chat, Quick guide, My characters, AI models, Avatar Studio, and Settings.

Data stays local except prompt text required by a cloud provider you configure.

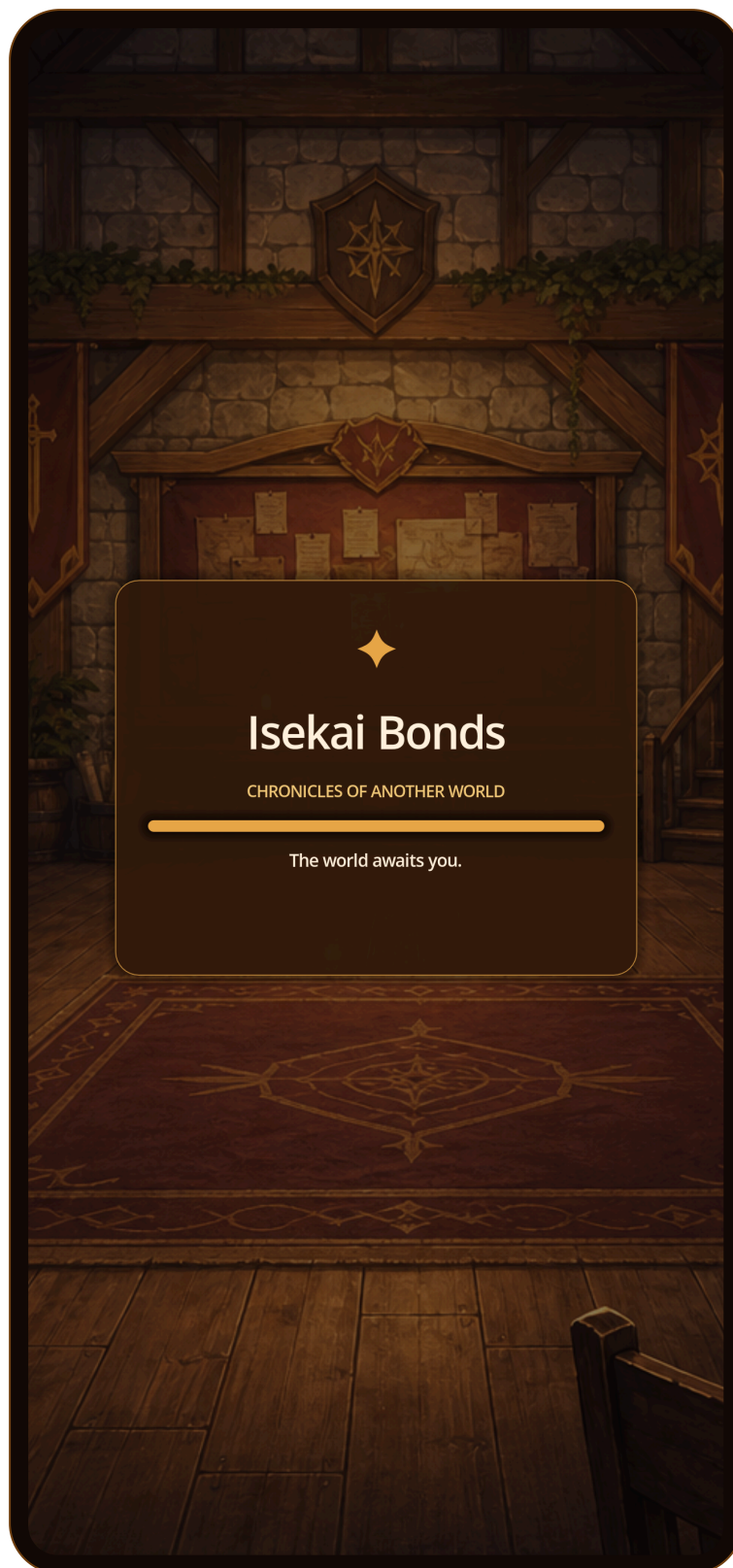


Official Home screenshot.

# Wait for local preparation

1. Launch Isekai Bonds and let the bar reach 100%; do not close the application during the initialization of local stores.
2. At the very first launch, the preparation screen is voluntarily in English before the registered language is known.
3. If the home does not open, restart once and then attach the displayed message to your report without including any private data.

Expected result: "The world wishes you.", then welcome. This capture comes directly from the boot scene V0.21.26 executed on computer.

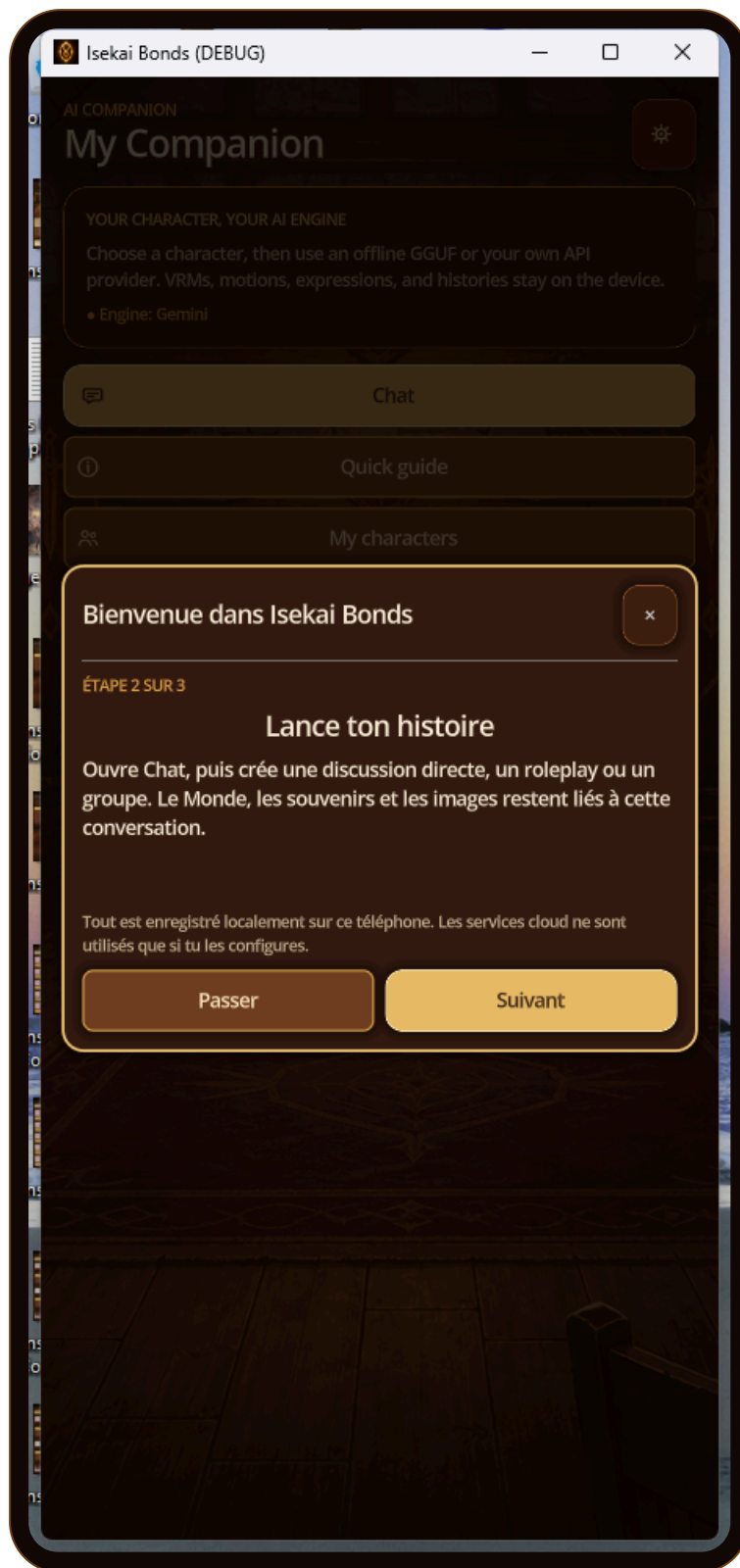


Authentic start screen while preparing local services.

## Step 2 - Launch Your Story

1. After the first card, tap Next.
2. Read the available accesses to start a conversation and select a companion.
3. Return with Previous if you want to read Step 1.

The capture includes the framework of the Test Godot window; The interior interface is the authentic product scene.



Second authentic step of the quick guide.

## Step 3 - Write or dictate

1. Touch Next from step 2.
2. Find the text input and Android dictation described in the map.
3. Finish with Open Chat or use Pass to directly reach conversations.

The dictation is visible and operational only on Android; the tutorial audited separately.



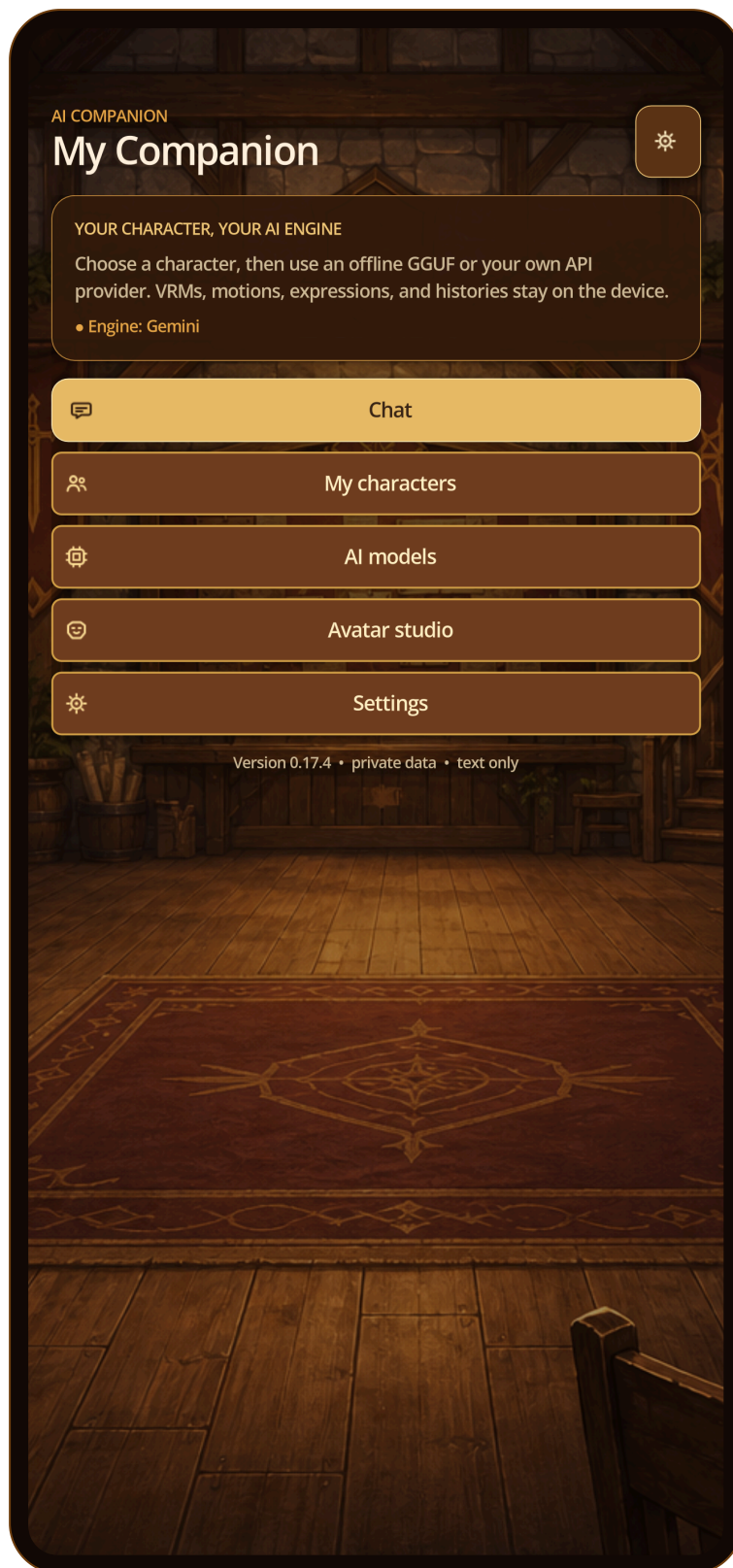


Third authentic stage of the quick guide.

# Find the permanent entry points

1. From Home, use Chat, My characters, AI models, Avatar Studio, or Settings.
2. On main screens, the bottom bar jumps directly between Chats, Characters, Studio, and Settings.
3. Use the screen Back button or Android Back. On Home, press Back twice to confirm exit.
4. The brown-and-gold presentation is the only visual theme in V0.21.26; there is no light/dark theme selector.

Do not look for a theme option that is not implemented. Real visual options are text size, high contrast, reduced motion, and scene background.

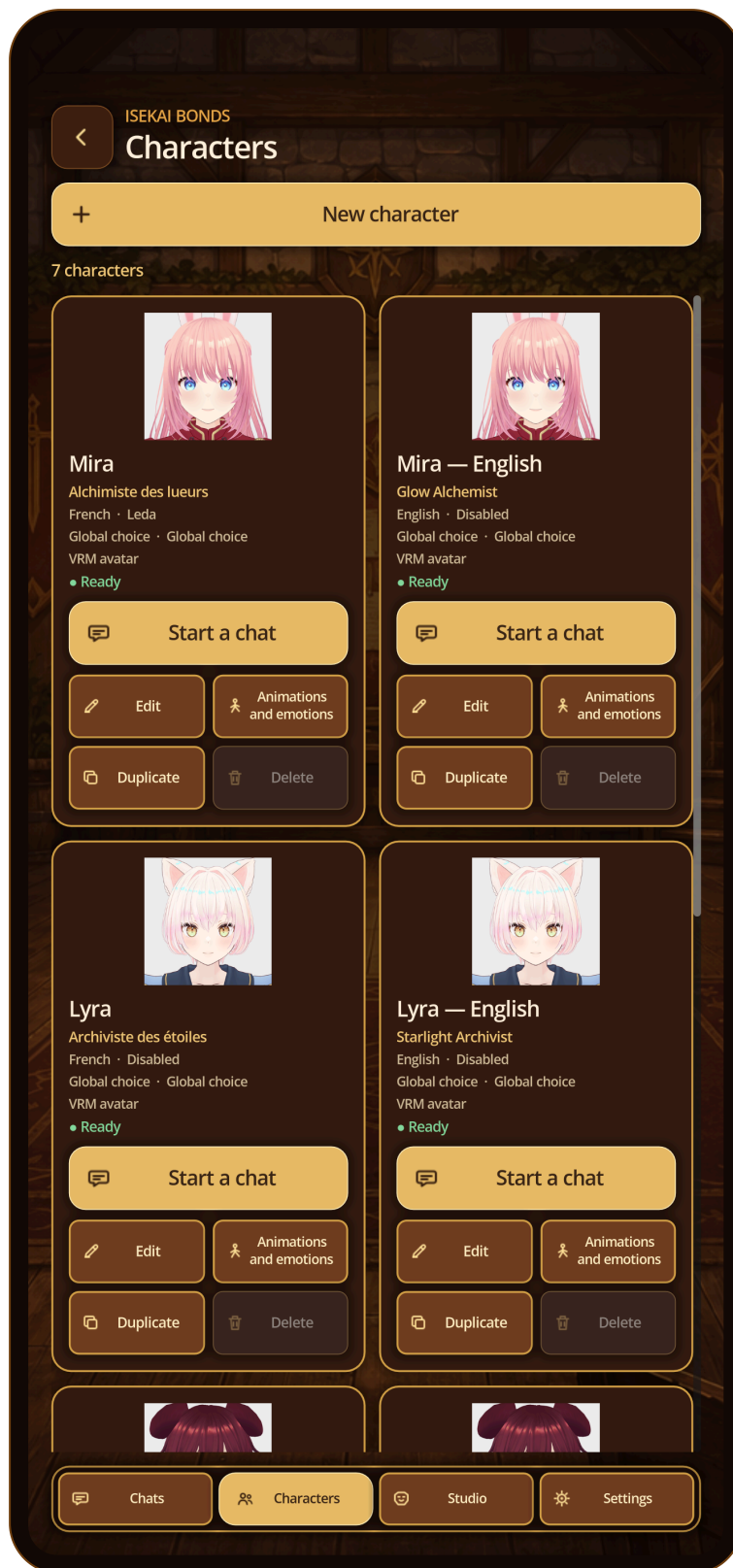


Main navigation in the default theme.

# Choose or create a companion

1. Open My characters and first try a built-in character with Start a chat.
2. Tap New character and enter at least a name, role, and personality.
3. Optionally add appearance, style, opening messages, a preferred local model, and voice.
4. Save and confirm that the character appears in the library.

Free allows one custom character using built-in avatars. Built-in characters cannot be deleted.



Authentic character library.

# Edit a character without losing chats

1. Open My characters, choose Edit, then review identifier, name, role, language, personality, backstory, and opening messages.
2. Choose Static image or Animated VRM avatar. For VRM, select a built-in avatar or open the private library.
3. Set the preferred local model, generation profile, and voice, then Save changes.
4. Create a new conversation: the saved avatar and portrait appear from the first chat screen.
5. Duplicate creates an independent profile. Delete asks for confirmation and also removes that character's local conversations.

Built-in characters are permanent. Free allows one custom character with a built-in avatar.

ISEKAI BONDS

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Character profile

IDENTITY AND PERSONA

Local identifier

mira

Name

Mira

Narrative role

Alchimiste des lueurs

Character language

French

Type d'apparence

Avatar VRM animé

VRM avatar

Built-in Mira

 Import or manage VRM avatars

Preferred local AI model

Default global model

Generation profile

Balanced

CHARACTER VOICE

Enable voice

Voice provider

Voice disabled

Selected voice

Aucune voix sélectionnée

Voice language

fr-FR

Speed

1.0

The profile links identity, avatar, model, and voice.

# Separate images by emotion

1. Open Characters → Edit → Images and emotions.
2. Choose An Emotional Image and select the emotion to inform.
3. Import only an image with your rights, adjust the framing, test and save.

In Free, the import of custom images is limited by Pro rights. An empty box is not an error: it awaits an authorized image.



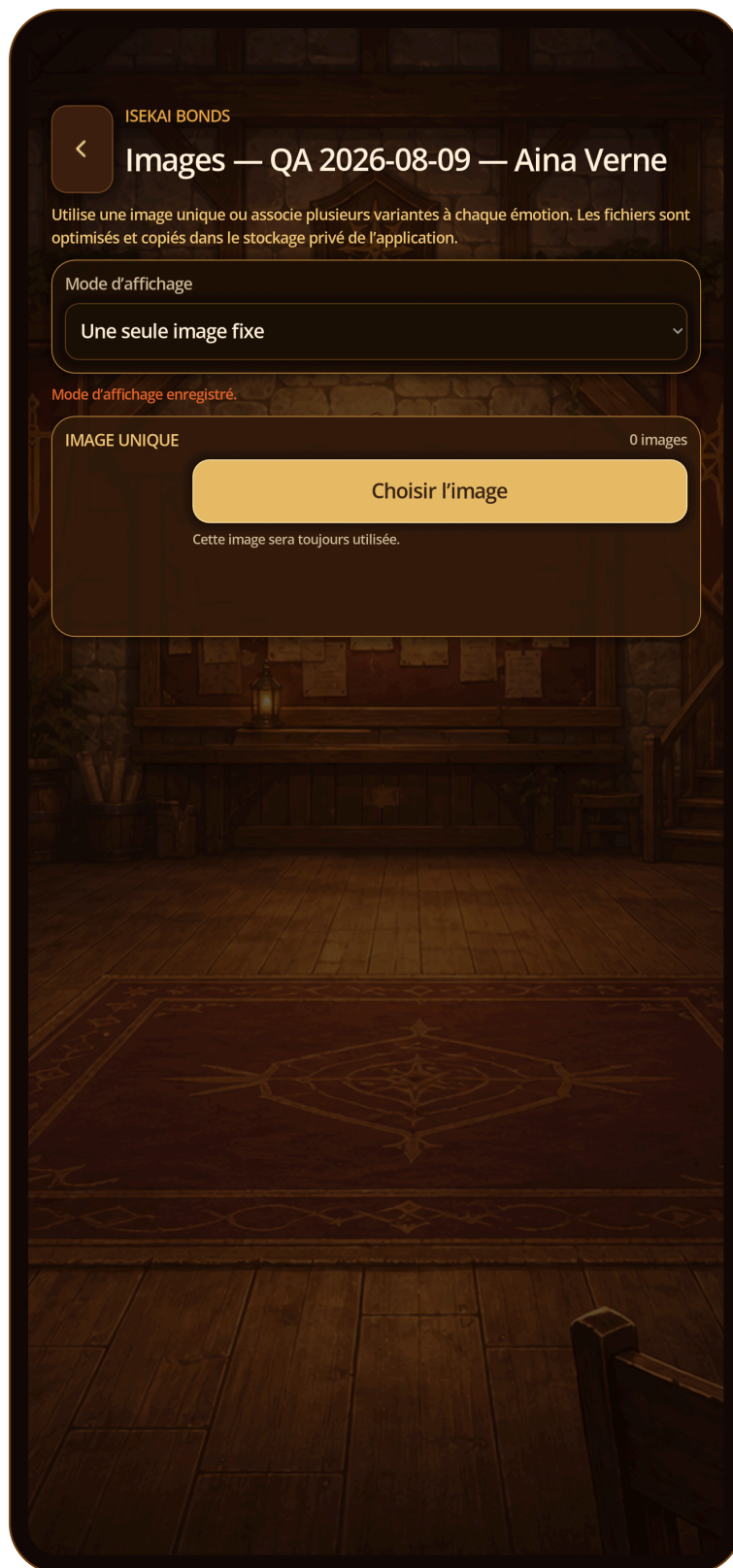


Direct screen Images and emotions in emotion mode.

# A unique image for all emotions

1. In Images and Emotions, open the mode menu.
2. Select Unique Image, import the allowed image and check its framing.
3. Record; the same portrait will be used at the beginning of the new chats and for all emotions.

Return to An Emotional Image to restore emotional associations without inventing missing images.



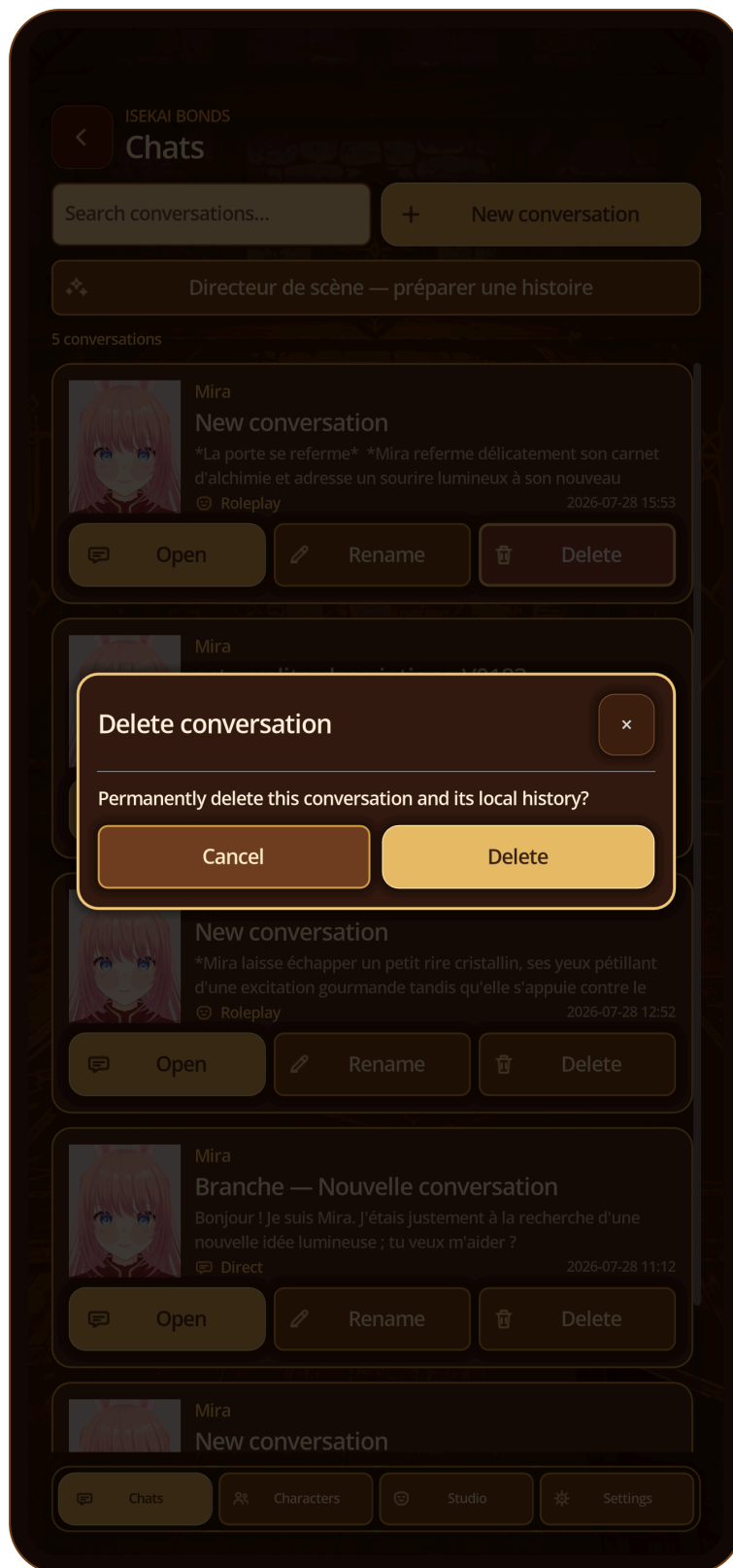
Direct screen Images and emotions in single image mode.

## Search, resume, rename, or delete

1. Open Chat: each card shows character, title, excerpt, type, and date.
2. Enter a term in Search conversations to filter, then Open to resume the exact local thread.
3. Rename changes only the card title; messages and memory stay intact.
4. Inside a chat, History opens every message. Close history to return to the same conversation.
5. From the list, Delete opens a confirmation. Cancel changes nothing; Delete permanently removes the conversation and its local history.

Conversation deletion cannot be undone. Export a private backup first if the content must be kept.

The confirmation capture is authentic but retains English wording of an earlier validation state; the current procedures and orders are described here in French.



Deletion requires explicit confirmation.

# Solo chat and solo roleplay

1. Open Chat, then New conversation.
2. Select a character, name, and Direct chat for a face-to-face conversation.
3. Select Narrative roleplay for a narrated scene and optionally apply a reusable scene.
4. Send a message. History restores exchanges; three suggestions offer possible replies.

More opens Scene, Replay, Stop voice, Memory, Relationship, Journal, and World according to mode and entitlement.



All four conversation types use this dialog.

## Act on one exact point in history

1. In History, tap Actions on the relevant message.
2. Copy text places only that message on the clipboard.
3. Pin as memory and Mark as important event enrich user-controlled memory.
4. Edit then continue rewrites that point and rebuilds the continuation; Create a branch here preserves the original and opens a derived conversation.
5. Illustrate this moment prepares an image from that message. Report this content appears only on AI replies.

A branch copies the context, memory, journal, and World available at that point. Locked Pro actions show their gate.





Actions apply only to the selected message.

# Test the avatar prototype

1. Open Studio → Test the avatar from the library.
2. Wait for the VRM load, then check the settings, rotation, animation, expressions and labial synchronization.
3. If the rendering remains empty, go back to the library, reactivate the avatar and check its provenance/licence.

This capture is the VRoid trial file documented in the artifacts; no unknown VRM is distributed with the tutorial.



Direct VRM prototype test screen.

# Choose the mode actually available

1. Touch Chats → New conversation.
2. Open the Type menu: Direct Discussion, Narrative Roleplay, Group Discussion or Group Roleplay.
3. Select the character(s); the direct group and the Roleplay group are subject to the Free/Pro limits displayed.
4. Validate and check that the Open Screen Type language matches your choice.

The "game mode"/old adventure creation is not active in V0.21.26: features flags isekai and world creation are disabled.

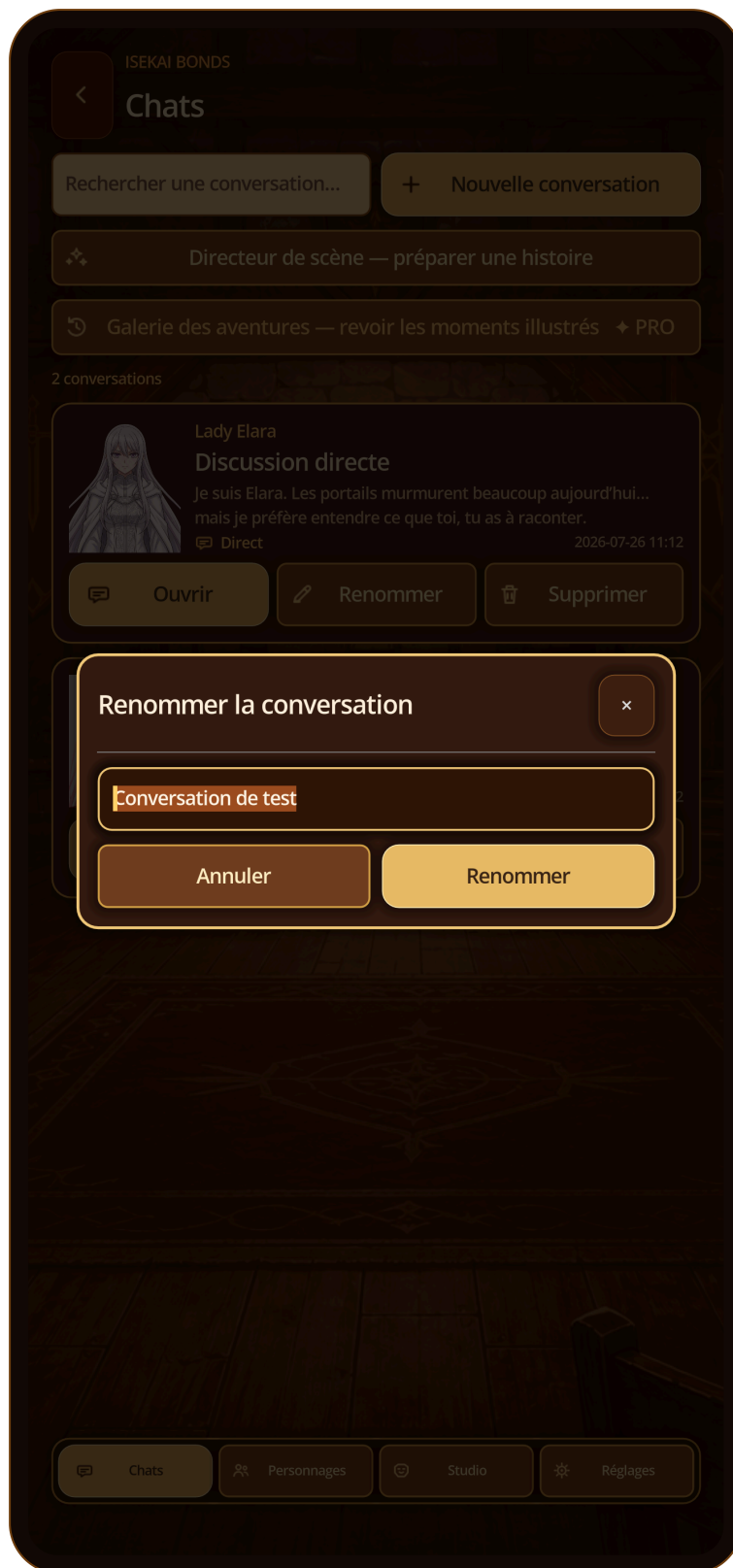


Direct menu of the four active conversation modes.

# Rename without losing history

1. In Chats, find a conversation card and tap Rename.
2. Replace the selected title with a non-sensitive name and then tap Rename.
3. Reopen the conversation and check that its messages, memory, journal and world are unchanged.

Cancel and the cross close the window without changing. An empty title must be refused or standardized.



Direct French window renaming a conversation.

# Check and retrieve multiple messages

1. In a conversation, touch History.
2. Scroll several tricks and find author, text, possible date and associated illustration.
3. Tap Resume/Open Message when the action is proposed; the conversation returns to this point without exposing any other history.

An empty history displays an empty state. Corrupt local data must produce a warning and not a blank page.



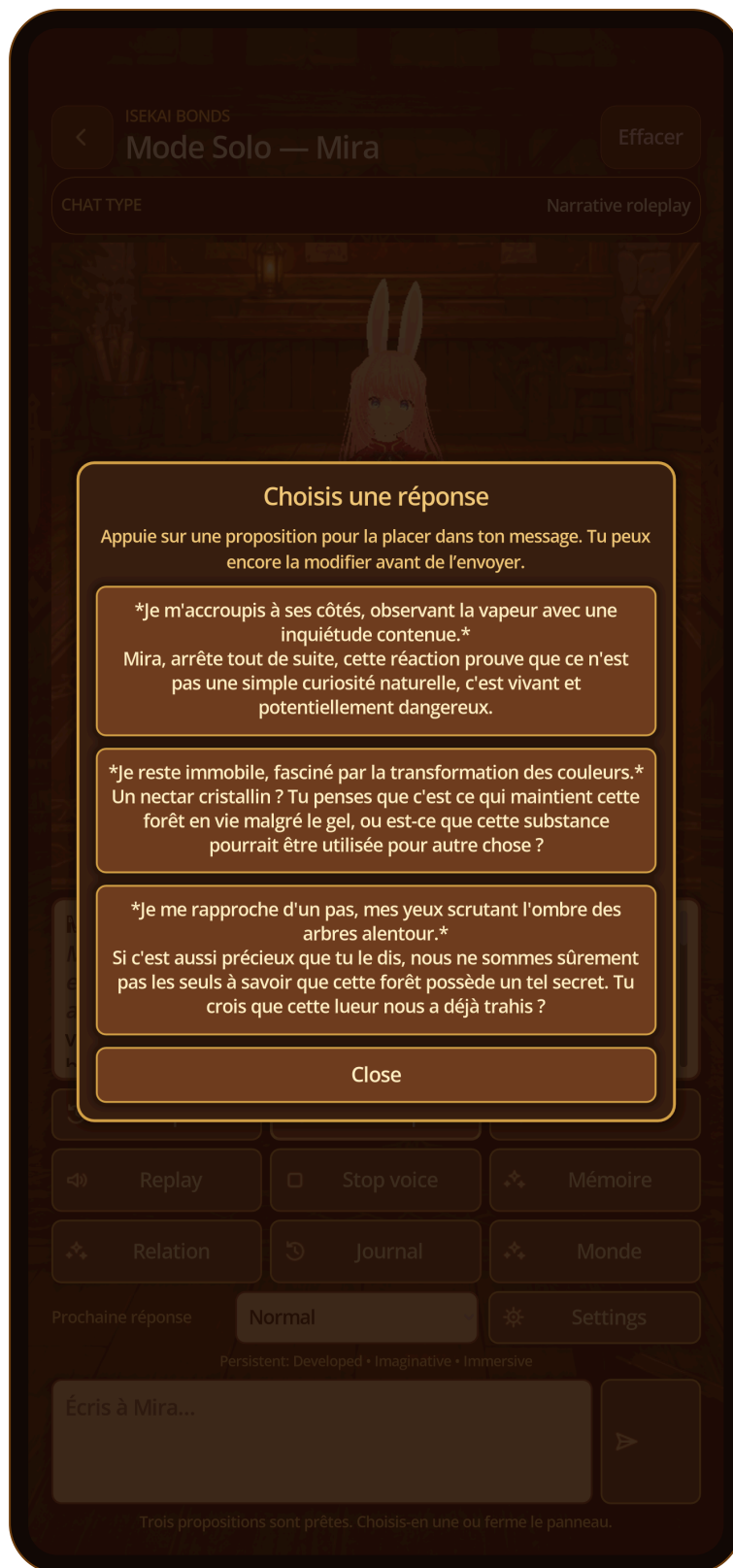


Direct history opened with several messages.

# Compare three variants

1. After a complete answer, tap 3 answers.
2. Wait for the three proposals and read them before choosing; this action can consume an additional cloud or local call.
3. Touch a variant to place it in the draft, edit it if necessary and then send it.

The button remains unavailable during streaming or without a ready template. Failure preserves the current conversation.



Direct window containing three variants of response.

## Create a safe branch

1. Open History, choose a compatible message and tap Connect.
2. Read the confirmation: the branch copies the messages to the selected point and can copy memory, journal, world and private images.
3. Confirm, give a title to the branch and check that a new card appears in Chats.

The branch is independent: delete the branch should not delete the original conversation.



# Check the branch created

1. Return to Chats after confirmation.
2. Open the new card marked Branch and review the last copied message.
3. Compare Memory, Journal and World with the original before continuing a different timeline.

The branch line and the Gallery are part of the Pro functions.



Authentic trendy conversation after creation.

## Bring several characters together

1. Group chat accepts two or three same-language characters. Speaker can stay Dynamic - based on messages or force one companion.
2. Pass turn changes the respondent without a fake player message or World Master.
3. Group roleplay adds Direction: dynamic by scene, a forced character, or World Master - scene and NPCs.
4. Continue advances the scene without creating a fake player message.

Free allows one direct group and one roleplay group. The older New adventure/game-mode screen is hidden in V0.21.26; do not bypass feature flags.





Authentic group-roleplay capture.

# Watch the response arrive

1. Select Local GGUF model and load its weights.
2. Open a conversation and send a short message.
3. Confirm that text appears progressively and the status names the local model.
4. Tap the ■ square: generation stops and received text remains visible.

Record time to first text and responsiveness. Slow generation on modest hardware is not automatically a bug.



Authentic GGUF streaming in chat.

## Control what guides the next reply

1. Open More then Memory to review pinned memories, important events, and scene state.
2. Context preview details character, mode, provider, recent conversation, older memories, World, journal, and budget prepared for the AI.
3. Refresh recomputes the preview with the current draft without sending a request.
4. Relationship adjusts trust, affection, and tension; Journal tracks quests, decisions, encounters, and items; World stores active canonical facts.
5. Save each panel after editing. Changes affect subsequent replies.

No API key, technical secret, or private path is added to the preview. Advanced features may require Pro.

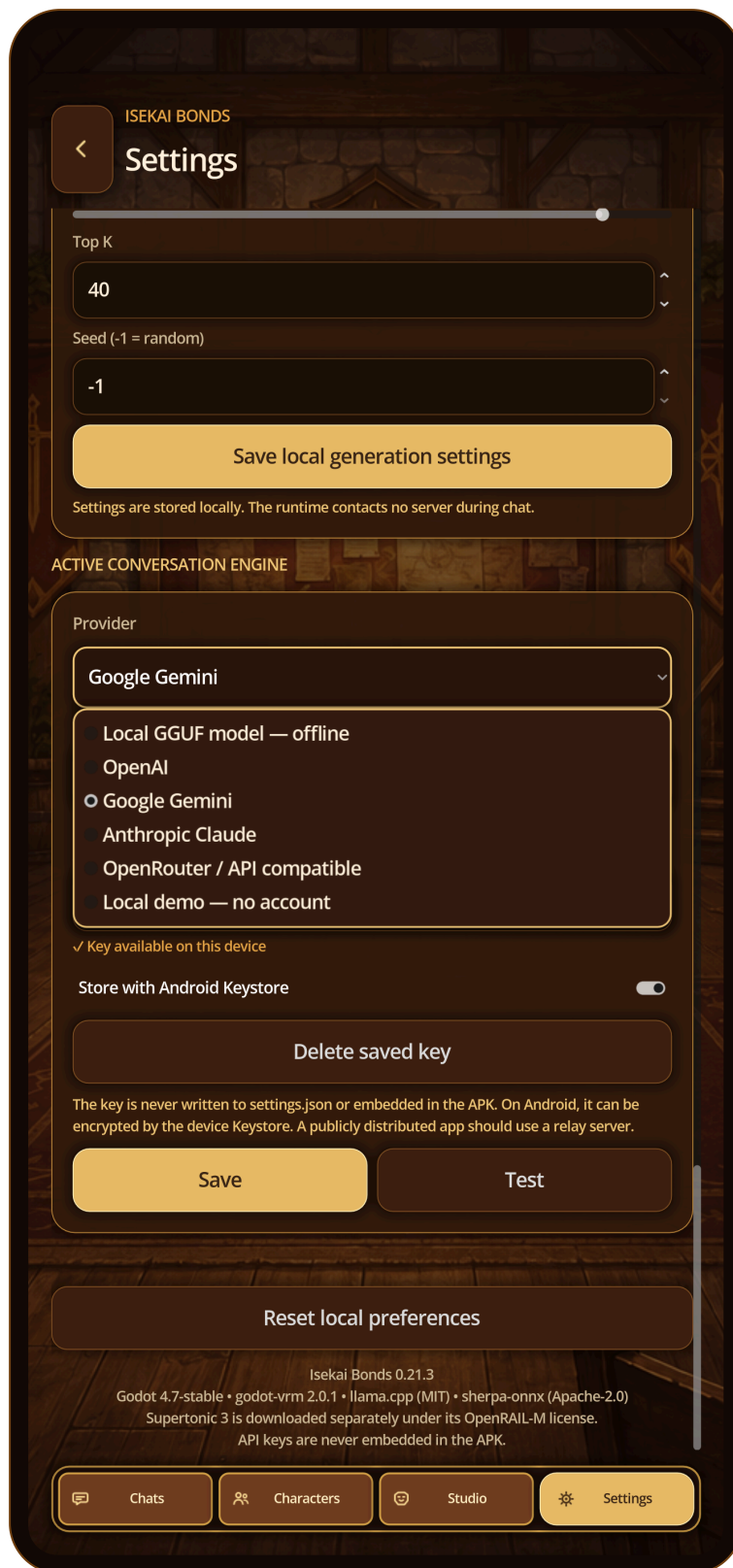


The panel shows what will actually be prepared for the AI.

# Configure your provider

1. Open the AI model section in Settings.
2. Choose OpenAI, Google Gemini, Anthropic Claude, or an OpenAI/OpenRouter-compatible service from the shown presets.
3. Enter your own key, model, and a base URL only when required.
4. Enable secure storage if desired, then Save and Test before sending a short message.

Android Keystore protects a stored key. Costs, quotas, and privacy depend on the provider. Never attach the key to feedback.



Capture of the actual provider list.

# Configure the provider without exposing the key

1. Open Settings → Create cloud images.
2. Choose the proposed provider and model; For Cloudflare, provide the Worker's HTTPS URL, for others the service requests its dedicated key.
3. Enable the Android Keystore, save and then tap Test Connection.
4. Never capture the key field; The "available protected key" status is sufficient in a report.

The available providers come from the app catalog. The text sent includes the character description, the location and up to the last six messages only after Generate.





Direct configuration of the image generation, hidden key.

# Trigger from Scene

1. In an active conversation, touch Scene.
2. Describe the setting or timing; check the quota and transmission warning.
3. Touch Generate image once and then leave the window open.

The same window is available in solo and group conversations. The Stage Manager provides a visual instruction used in this voluntary action.



Direct French window before generation of an image.

# Wait for progress

1. During generation, observe the progress message and the Generate button disabled.
2. Do not send a new message and do not force closure during the query.
3. Wait up to two minutes depending on the provider and network.

A network break, a quota reached, an absent key or an unavailable model shows a recoverable error; Retry only after correction.

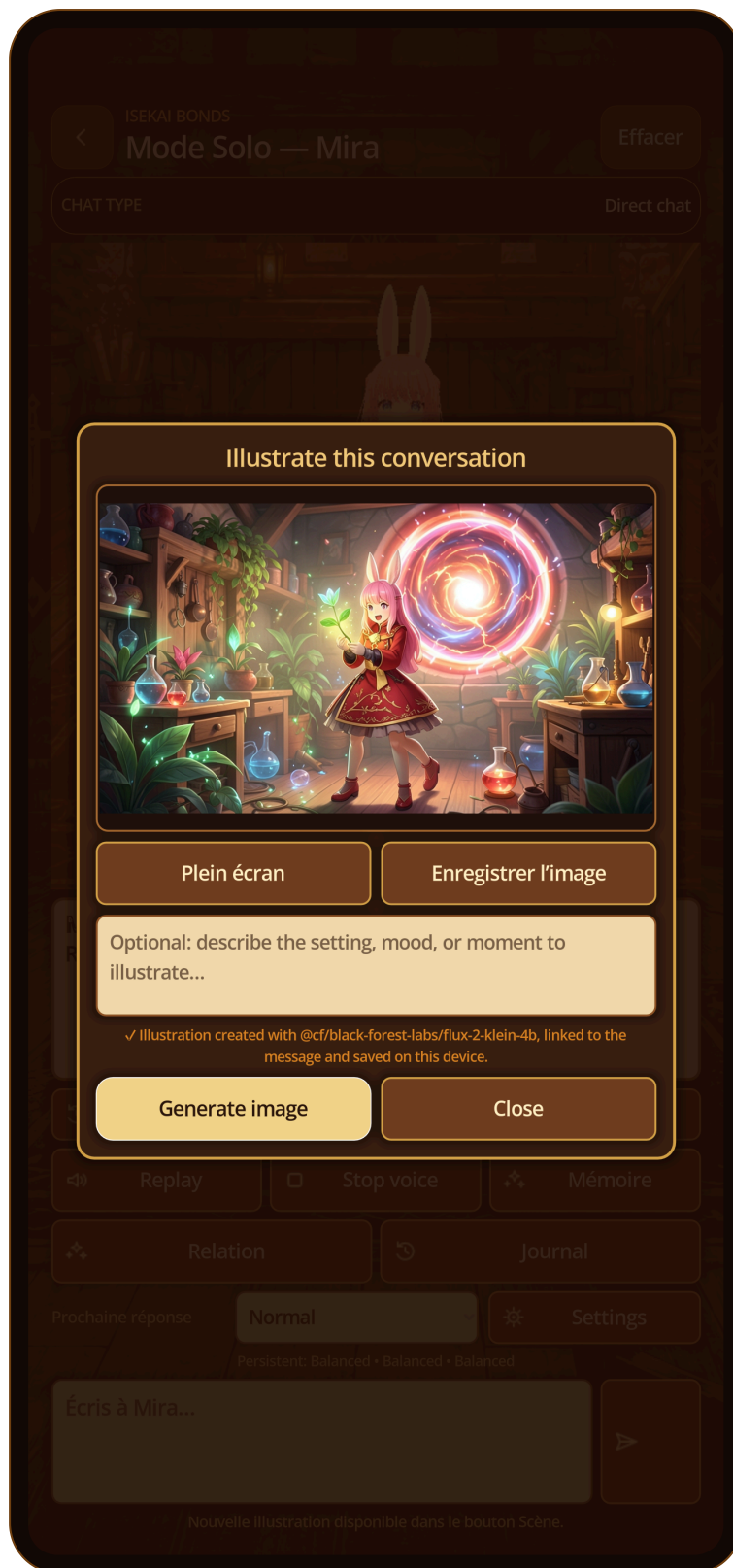


Direct image generation status in progress.

# Review, save, or delete the result

1. Check that the illustration corresponds to the moment without unexpected private content.
2. Tap Fullscreen to inspect, then Save Image for a selected copy; The original remains in private storage.
3. The thumbnail attaches to the message and becomes visible in History and, in Pro, Gallery of Adventures.
4. To delete, use the image action or delete the message/conversation after confirmation.

This result capture comes from an earlier real test with some visible English words; the behavior V0.21.26 is described here in French.



Genuine result of a generation of images in conversation.

# Handle errors without losing the chat

1. Read the exact message: network, HTTP, quota, model, key or response format.
2. Close the window, correct Settings → Create cloud images and test the connection.
3. Open Scene; the draft and historical remain local, then restart once.

Never include API key in a report. Attach provider, model, time and text error.



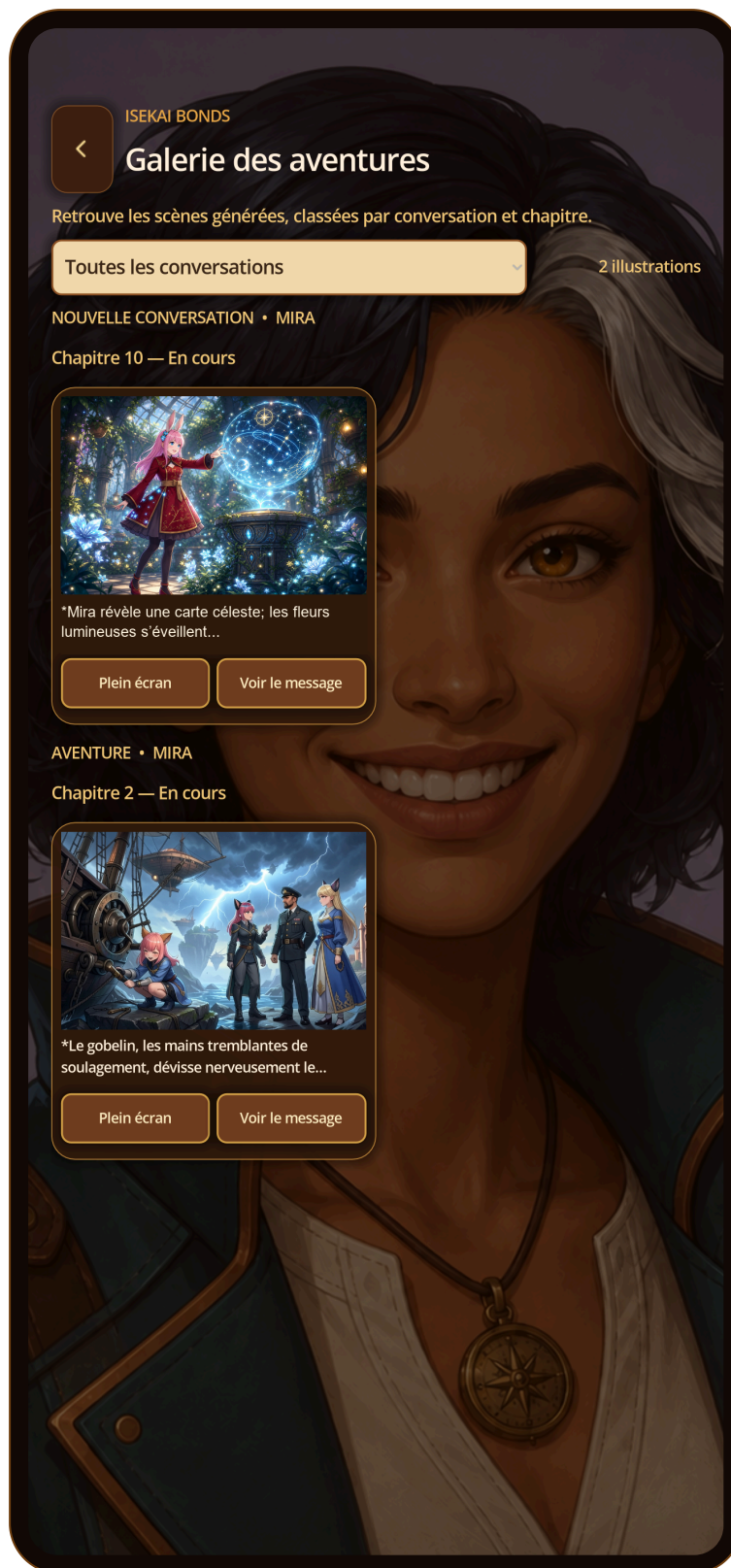


Direct network error during image generation.

# Recognize the empty state

1. From Chats, touch Adventure Gallery.
2. Choose All conversations or a filter.
3. If no private illustration is indexed, check the empty state and return to generate an image from Scene.

The Gallery is Pro; It does not download or produce illustrations alone.

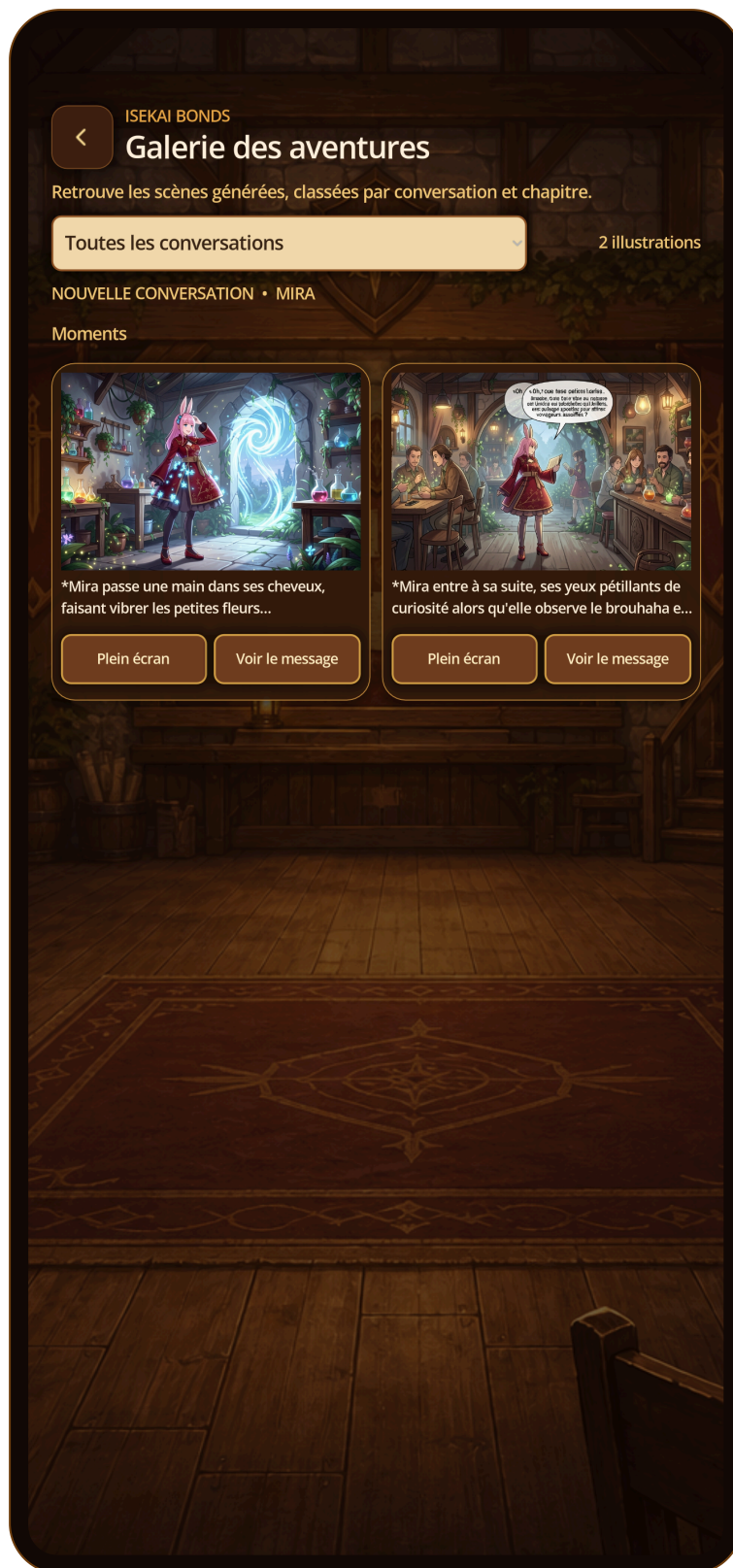


Mira discovers a luminous star map in the Adventure Gallery.

# Find a saved illustration

1. Open Adventure Gallery after a successful generation.
2. Filter by conversation and chapter, then tap Fullscreen or View Message.
3. Export only an image that you are allowed to share; Remove it from its message/conversation if necessary.

Visible illustrations are safe test results; No personal photo or franchise content is added to the tutorial.



Direct gallery filled with test illustrations.

# Import or search for a GGUF

1. Open Models IA; The empty state proposes Import a GGUF and Hugging Face.
2. For a local file, choose an authorized .gguf: extension, size and signature are validated before private copying.
3. For Hugging Face, look for a GGUF public repository, compare size, quantification, estimated RAM and license, and then download the selected file.

No Hugging Face token is required. The user remains responsible for the GGUF license; No third-party model is included in the KPA.



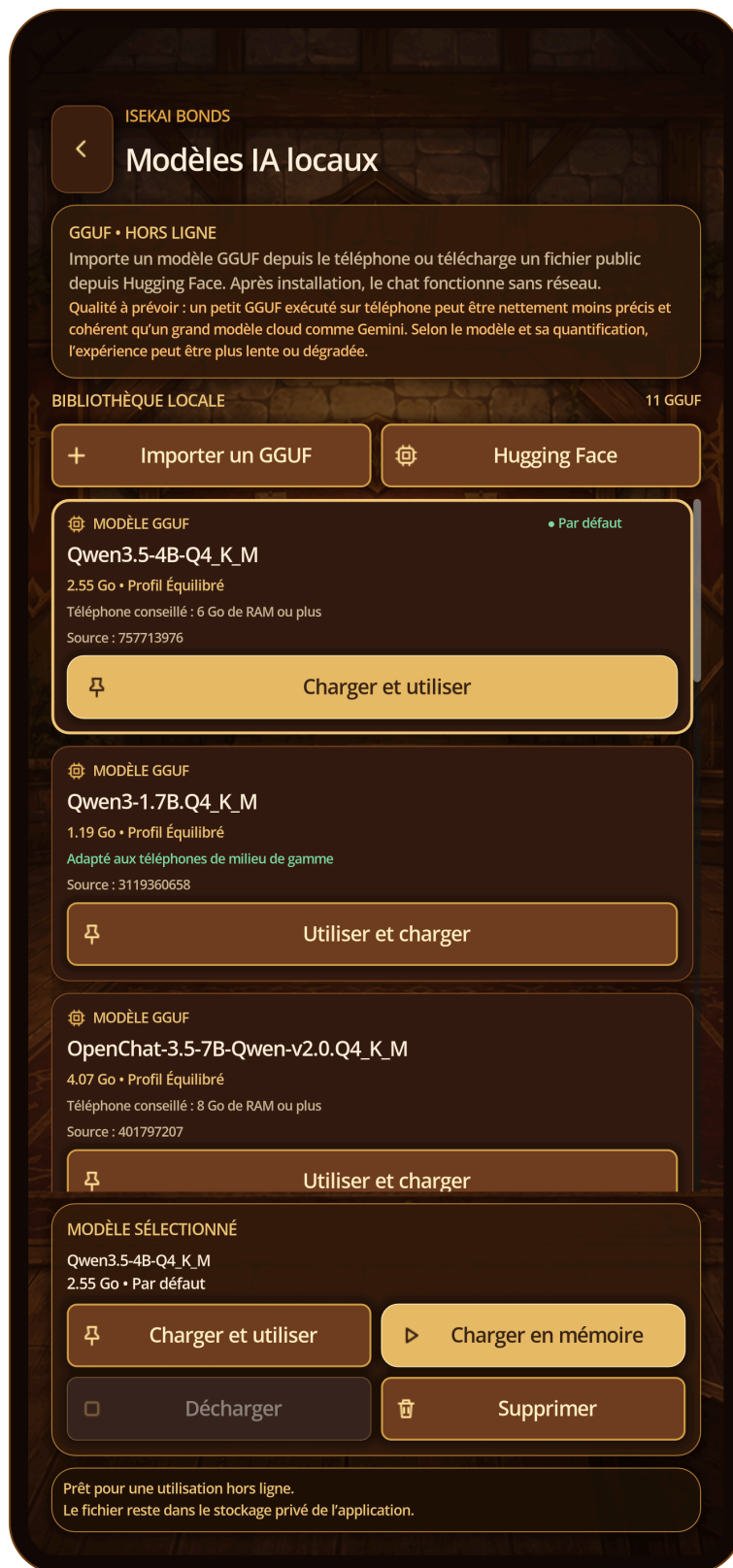
Direct GGUF library in empty state.

# Load, use and unload

1. Select a card and then tap Load and use or Load in Memory.
2. On Android, follow Loading → ready; OpenCL is tried if compatible, otherwise the message announces the automatic CPU fold.
3. Choose the default or character model, then run a chat and wait for the initial context loading.
4. Return here and tap Unload before a heavy local TTS or to release RAM; Delete erases the file after confirmation.

Vulkan has been removed. On computer, the runtime answers "available only in the Android APK". An incompatible GGUF, too large or unsigned, must be rejected with a readable error.





Direct GGUF library with models, selection and loading commands.

# Understand why a GGUF import was rejected

1. Tap Import a GGUF and choose a file actually carrying the .gguf extension; the native system selector normally filters the other files.
2. After selection, wait for "copying and validation of GGUF...": the application checks extension, maximum size of 32 GB and GGUF header before any private copy.
3. If the status displays "Select a .gguf file", return to the selector and choose the correct file; for "Unable GGUF header", redownload the model from its official source.
4. For a file too large or incomplete, free space, check its published checksum and prefer a Q4 quantification from 1B to 3B adapted to the phone.

Direct capture obtained by submitting to the actual repository a secure local file that is not a GGUF. Refusal occurs before any copy and no user model has been modified. The native Android/Windows file selector cannot appear in a Godot texture capture.



Direct French screen after refusal of a non-GGUF file by the actual validator.

# Download, import, and load a model

1. From Home, open AI models and the local/GGUF library.
2. Import a legally obtained .gguf file or use public Hugging Face search without a token.
3. Start with a small Q4 suited to device memory and wait for the complete download.
4. On its card, use Set as default, then Load into memory or Load and use.

If memory is low, unload it or choose a smaller model. OpenCL/Adreno may fall back to CPU.  
Always check GGUF license and source.



An installed GGUF can work offline.

# Android, Piper, Supertonic, and cloud

1. Enable voice in a character profile, then open Voice library.
2. Select a language, download a Piper or Supertonic voice, and play its preview.
3. For Supertonic, read and accept the OpenRAIL-M license before downloading.
4. Assign the voice, return to the profile, and use Test voice.

Piper and Supertonic remain local after installation. Cloud voices in Settings - Gemini, OpenAI, xAI, OpenRouter, Azure, or ElevenLabs as shown - send text to the provider. Unassign a voice before deleting it.



Authentic local voice library.

# Activate voice on character profile

1. Open Characters → Edit and descend to Voice of Character.
2. Activate voice, choose Android, Piper, Supertonic 3 or a cloud provider actually configured.
3. Select voice and language, set speed, height if the engine supports it, volume, auto playback, narration and interruption.
4. Touch Test Voice; correct the selection if no sound starts.

Piper doesn't simulate height. For cloud service, text is sent to that service; a local voice keeps the text on the device.



PORTAIL ISEKAI

<

Personnages

Langue

French

Avatar VRM

NekoChan intégrée

Modèle IA local préféré

Modèle global par défaut

Profil de génération

Équilibré

VOIX DU PERSONNAGE

Activer la voix

Fournisseur vocal

Voix Android système

Voix sélectionnée

Aucune voix sélectionnée

Langue vocale

fr-FR

Vitesse

1.0

Hauteur

1.0

Volume (%)

100

Lecture automatique des réponses

Lire toute la narration en mode roleplay

Interrompre la voix lors d'un nouveau message

▶ Tester la voix

🔊 Bibliothèque de voix

Voix locale — aucun texte envoyé en ligne

STYLE DE CONVERSATION

Direct TTS commands of the character profile.

# Read license, language and memory before Piper

1. Touch Voice Library.
2. Find SIWIS - English, en-FR, recommended size, RAM and CC-BY-4.0 license.
3. Touch Download only after checking the license and free space.

The library can also list Android voices from the system; they depend on the phone and are not downloaded by Isekai Bonds.

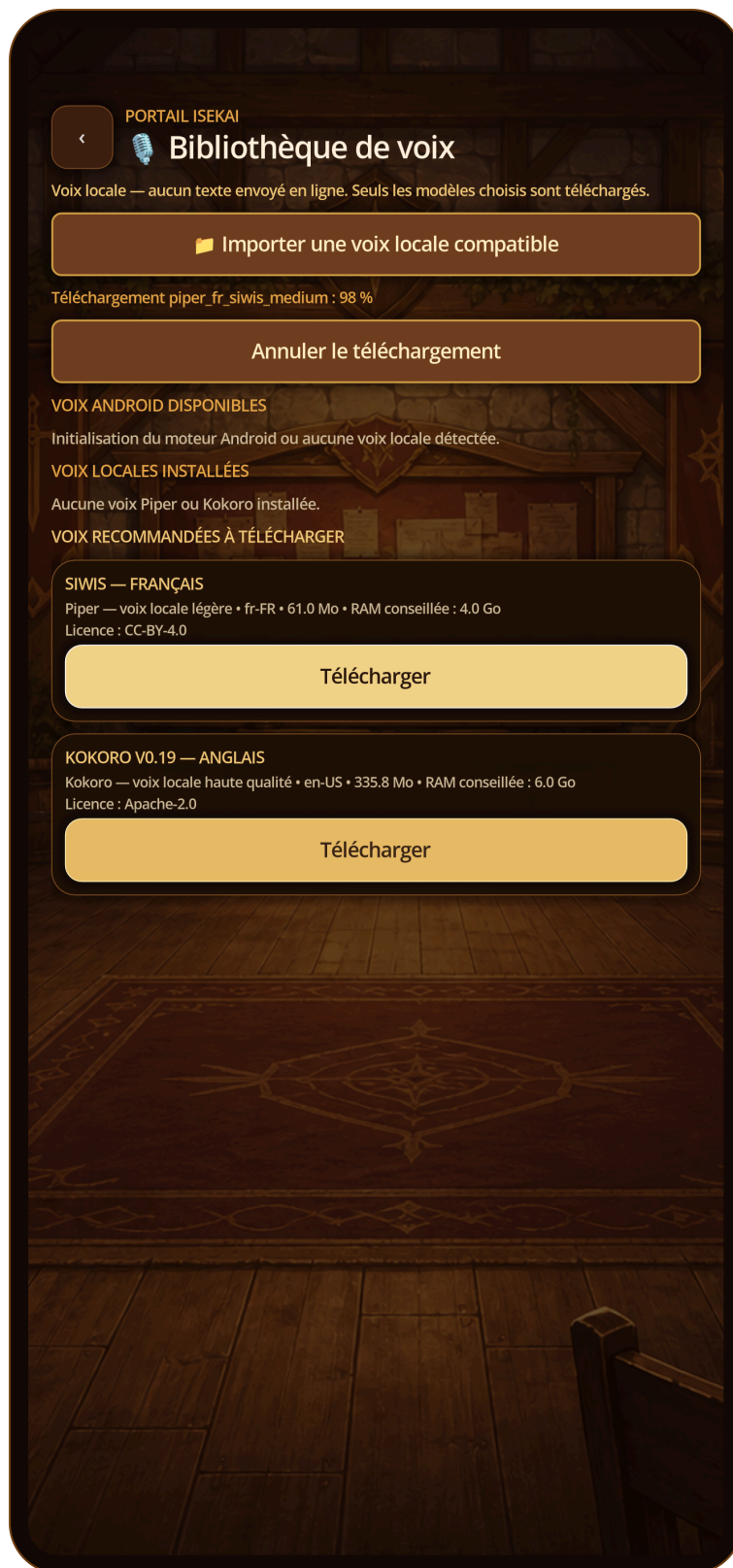


Direct Piper library with language, size and license.

# Follow or cancel Piper download

1. During download, check the percentage.
2. Use Cancel download if network becomes unstable.
3. After 100%, wait for the check sum validation and installation.

An incorrect sum, an incomplete archive or an interrupted network leaves the voice uninstalled;  
Remove the partial download and repeat.



Download 98% Piper Direct.

# Assign and preview Piper

1. In Local Voice installed, tap Listen for an overview.
2. Tap Use to assign to the current character.
3. Go back to the file, check Piper/SIWIS and then test the voice.
4. Use Delete only if no character has yet to use this voice.

Expected result: local audio and voice status installed, without sending text online.



Piper installed with Listen, Use and Delete.

# Install Supertonic 3 and accept OpenRAIL-M

1. In Voice Library, develop Supertonic 3.
2. Choose the language; The shared multilingual heart is downloaded once.
3. Read the OpenRAIL-M package leaflet and explicitly accept its restrictions before downloading.
4. After installation, assign a Supertonic voice to the character and test it.

Supertonic recommends more RAM than Piper. If the local GGUF occupies the memory, unload it before the first voice load.





Supertonic Packs Direct Library 3.

# Explicitly validate the Supertonic license

1. In Voice Library, tap Download on a Supertonic 3 voice corresponding to the character's language.
2. In Voice Model License, read the OpenRAIL-M conditions and tap Read the full license to view the text distributed with the template.
3. Touch J Cancel close the window without downloading.
4. After acceptance, follow the shared heart and then the voice pack to the installed state, use Listen, then assign the voice from the character file.

The application recalls that the voice is AI-generated and that the license must be kept with the model. An acceptance is never simulated in the tutorial. In case of network failure or invalid checksum, the voice remains uninstalled and can be redownloaded.



Direct French OpenRAIL-M license window before downloading Supertonic.

# Play, stop, and combine with streaming

1. After a complete answer, tap Replay.
2. During synthesis/reading, observe the status and use Stop Voice to interrupt.
3. With Autoplay, the TTS starts after exploitable streaming fragments; a new message may interrupt the voice depending on the setting.
4. With a local GGUF, the application serializes heavy engines; wait until the TTS is released before a competing local load.

A TTS error should not delete the message or break the LLM streaming. Cloud quota errors offer a local voice.



Direct TTS reading with action Stop voice.

## Play, stop, and continue without blocking chat

1. Enable voice in the profile and choose Automatically play replies if every reply should be spoken.
2. Text may finish streaming before speech synthesis completes; Preparing indicates background work.
3. Replay speaks the latest available reply. Stop voice immediately interrupts playback and clears that queue item.
4. With Interrupt voice on a new message, the next send cuts current playback.
5. In groups, voice follows the active speaker; World Master may use a separate voice in roleplay.

Voice never removes text. A TTS failure leaves the reply visible and chat usable.



Stop voice remains available during playback.

# Test Studio and an authorized file

1. In Avatar Studio, try a built-in avatar, emotions, animations, and lip sync.
2. VRM import is Pro. Open the library, tap Import VRM, and select an authorized file.
3. Provide the requested author, source, and license; a file found online is not automatically free.
4. Select the VRM, tap Activate, then Test avatar before assigning it to a character.

Import only files authorized for your commercial use and redistribution. Free retains viewing and testing of built-in avatars.





Only a built-in avatar is shown; no third-party VRM is redistributed.

# Import with license and provenance

1. Open Studio → Library of d
2. Choose an authorized .vrm file; The application reads the integrated metadata (title, author and usage rules) instead of requesting a separate form.
3. After validation, the application copies the VRM to its private storage, creates a thumbnail and displays the available metadata.
4. If the author or license is empty, keep proof of provenance outside the app and do not use the file until your rights are established; in case of refusal, check format, size, commercial rights and redistribution.

The import of the avatar is Pro. No additional source field exists in V0.21.26: the tutorial does not invent. Never add a VRM whose authorization is not documented.

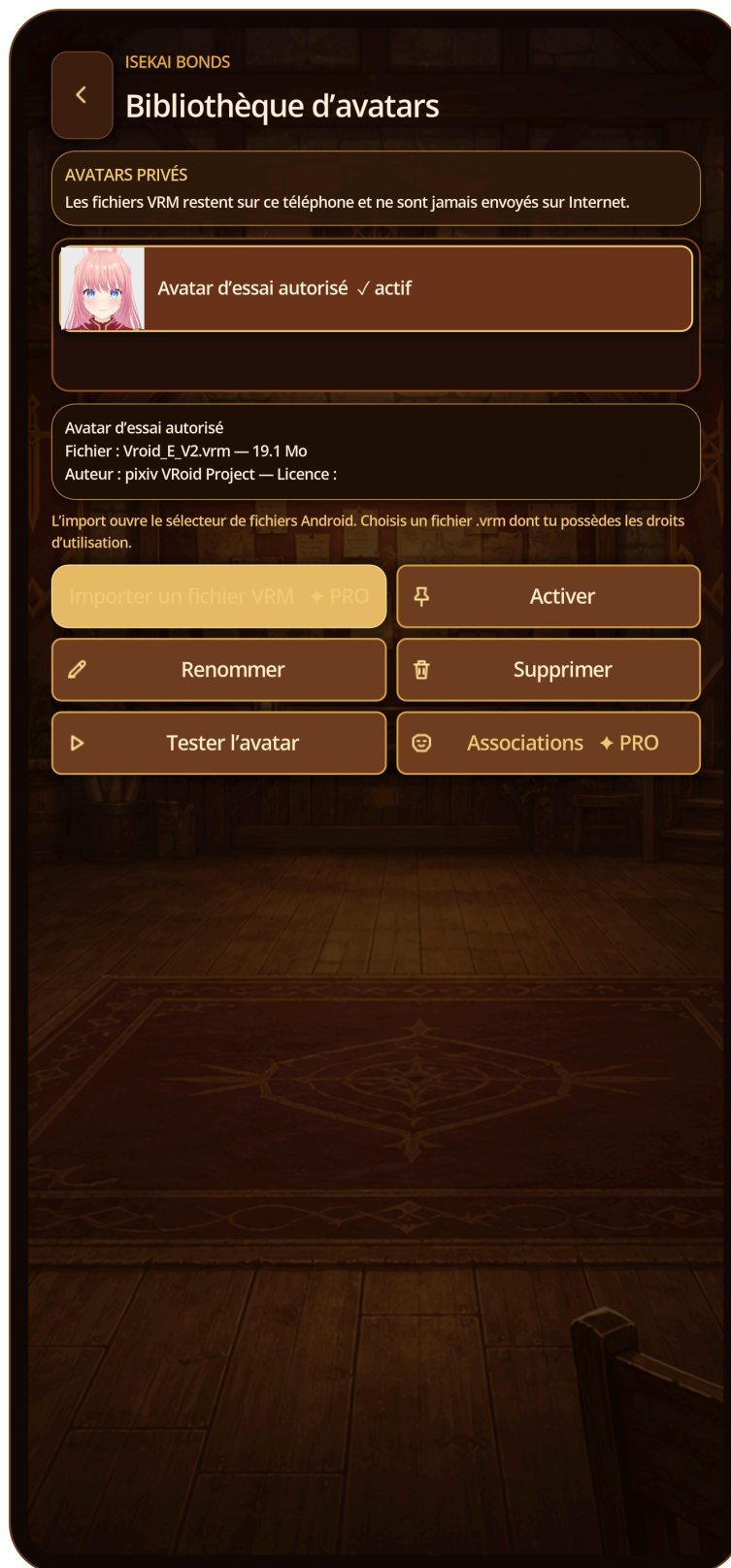


Direct VRM import result with documented test avatar.

# Enable, rename and associate

1. Select the imported 的 avatar in the library.
2. Touch Enable, then Rename if necessary.
3. Open Associations to link emotions, lips and movements/BVH to the character.
4. Check the author and license displayed before any capture use or export.

The library remains local; No VRM is sent over the Internet.



Direct VRM library with activation commands, testing and associations.

# Test rendering, emotions, and lip sync

1. Touch Test the avatar.
2. Try several emotions and movements allowed; Check face, eyes, bones and framing.
3. Run a vocal test and observe the labial synchronization.
4. Return to correct Associations or Animations and emotions if an expression is missing.

An empty screen, an invalid skeleton or an absent blendshape should be reported with the name of the VRM standard, never with the private file.



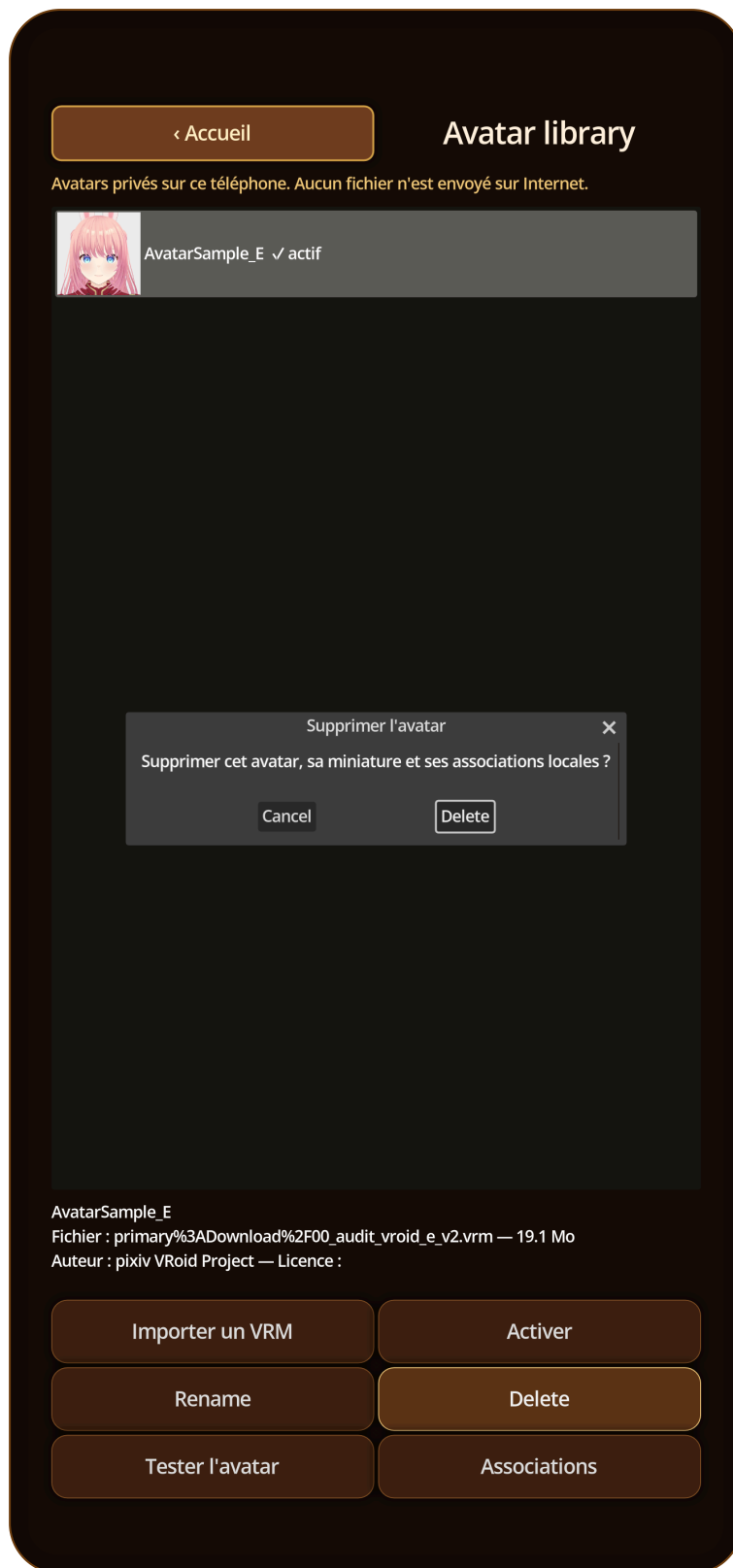
Direct VRM rendering test.

# Delete with confirmation

1. In the library, select an unintegrated avatar.
2. Tap Delete and read the confirmation on file, thumbnail and associations.
3. Confirm and check that the associated characters return to an available avatar.

The deletion is final in the application; Keep your original authorized elsewhere. Integrated avatars are not removable.





Direct confirmation of VRM deletion.

# Import only an authorized avatar

1. Open Avatar library then Import VRM file. The picker must receive a valid .vrm file.
2. Enter or verify name, author, license, and provenance. Do not import a model you are not allowed to use.
3. Select the avatar and Activate. Rename changes its local label; Test avatar opens the real prototype.
4. Associations opens expressions and motions. Return to the character profile, select the avatar, and Save.
5. Delete asks for confirmation. First change any character that uses the avatar.

VRM files remain in private storage. Custom import is Pro; built-in avatar testing remains available in Free.



No third-party avatar is included in the guide.

# Test before saving

1. In Associations, choose avatar or character target and one of 28 emotions.
2. Set VRM facial expression, intensity, duration, and playback mode. System emotions remain available without customization.
3. Import BVH starts a wizard: choose file, choose an emotion, verify compatibility, test, then save.
4. Manage BVH lets you enable, loop, choose primary, add to another emotion, move, or delete.
5. In Studio, run Test all 28, Pause, Next, Stop, and Neutral. Talk with this emotion tests voice, lips, expression, and motion together.

An incompatible BVH is rejected before entering the library. Reset affects only the displayed target.



Settings are separate for each avatar or character.

# Match each emotion to the character

1. From Library d's avatars, tap Associations, then choose the Avatar or Character target.
2. Select one of the 28 emotions and choose "Hériter" (the app's French label for Inherit) to maintain general behavior, or Customize for this target only.
3. Match the VRM expression, its intensity, duration and mode of playback; add a BVH only after compatibility validation.
4. Tap Test before recording, then Save; Delete customization returns to the legacy without erasing shared resources.

Reset 28 erases the customizations of the displayed target after confirmation. An expression or bone absent in the VRM produces a neutral fold rather than an invented animation.



Direct screen Associations with distinct target, emotion, face and movement.

# Test 28 emotions and the Talk animation

1. Open Studio avatar, choose an authorized avatar and launch Test 28.
2. Use Pause, Previous, Next, Stop and Neutral to control every face and movement change.
3. Filter custom or fallback emotions to quickly identify a missing association.
4. Choose character and emotion, touch Talk with this emotion, control voice and lips, then Stop Talk to interrupt immediately.

The Emotion Studio is a separate test screen from the animation manager and the Associations screen; Each has its own direct capture here.





Direct studio during the emotion test, distinct from the Associations screen.

# Frame roleplay with your local model

1. Load a GGUF, make it active, then open Scene Director from Chat.
2. Copy a built-in example or create a personal scene; Free allows one.
3. Fill language, name, setting, era, tone, goal, stakes, cast, and introduction.
4. Save and apply it to Narrative roleplay or Group roleplay.
5. With a loaded GGUF, speakers and World Master answer sequentially; keep replies short on modest hardware.

The cover prompt never generates an image automatically. The scene is copied into the conversation, so later edits do not rewrite an active story.



Authentic Scene Director.

# Create a personal scene

1. From Chats, open Stage Director and then New Scene.
2. Inquire title, hanger, frame, atmosphere, conflict, instructions from the Master of the World and visual instructions.
3. Choose the characters and model, then save.

Free permits a personal scene; Pro lifts that limit. No IA calls are made until you start the conversation or a generation.

ISEKAI BONDS

<

Directeur de scène

Prépare des scènes réutilisables, indépendantes des personnages. Chaque conversation en reçoit une copie privée.

Préparer une scène réutilisable

×

LANGUE DE LA SCÈNE

Français

NOM DE LA SCÈNE

0 / 90

Ex. Le bal sous la lune

DÉCOR

0 / 700

Décris le lieu, ses éléments visibles et son atmosphère.

ÉPOQUE / MOMENT

0 / 240

Ex. Royaume ancien, nuit d'hiver

TON

0 / 240

Ex. Mystérieux, romantique et tendu

OBJECTIF DU JOUEUR

0 / 700

Ex. Découvrir qui a volé le sceau royal.

ENJEU

0 / 700

Ex. Si le sceau n'est pas retrouvé avant minuit, la paix sera rompue.

DISTRIBUTION

0 / 500

Annuler

Enregistrer la scène

L'Embuscade dans la Forêt d'Émeraude

Langue : Français

Une forêt dense et ancienne éclairée par de grands champignons bioluminescents verts et bleus. La brume serpente au sol entre de lourdes

Chats

Personnages

Studio

Réglages

Direct form for creating a scene.

# Edit and review the saved scene

1. Open the created card, tap Edit and change a field.
2. Save and return to the list.
3. Open the scene and check that the fields and meters match.

A private scene remains local and is included in the private backup.



Direct personal scene after recording.

# Apply the scene to a conversation

1. Touch Use in a conversation.
2. Choose mode, distribution, characters and model available.
3. Create the conversation and check that the original context and the Master of the World reflect the scene.
4. The local model must be installed and ready; Otherwise select a configured cloud provider.

The stage director is active. The old complete creation of adventure remains hidden by feature flag.





Direct configuration of a conversation from a scene.

# Adjust the experience and protect data

1. Check language, text size, enhanced contrast, and reduced motion.
2. Review default solo mode, proactive messages, LLM provider, and generation profile.
3. Choose local or cloud speech, performance metrics, and scene background.
4. Export and restore an encrypted .isekai private backup using test data only.

Never place a private backup in a public ticket; it may include conversations, characters, and settings. The app excludes API keys, models, and downloaded voices.



Character preferences complement global Settings.

# Keep control of local data

1. Under Application, choose French, English, German, Portuguese (Brazil), or Spanish (Latin America). The change is immediate.
2. Set text size, high contrast, and reduced motion. No other visual theme is available.
3. Private backup exports characters, avatars, conversations, Worlds, scenes, and images to an encrypted file.
4. Enter the same password twice, at least eight characters. It is never stored and the backup cannot be opened without it.
5. Import requires the file and password. API keys, settings, GGUF models, downloaded voices, and caches are intentionally excluded.
6. Reset preferences restores settings but does not delete adventures.

Never attach a private backup to a report. DE, PT-BR, and ES-419 currently have 198 recent app labels that fall back to English.



The backup explicitly excludes keys and downloaded models.

# Export an encrypted backup

1. Open Settings → Private backup.
2. Choose Export, set a highly unused password and keep it out of the report.
3. Save the archive in a controlled location and check that it exists.

The backup can contain private characters, conversations, worlds, scenes and images. It does not include keys to the Android Keystore.



Direct private backup export panel.

# Import without unexpected overwrites

1. Before import, export the current state.
2. Choose Import, select the archive and enter its password locally.
3. Read the summary/confirmation and confirm only if the scope is correct.
4. Launch the main screens and check characters, conversations, scenes and media.

A false password, an altered archive or an incompatible version must fail without destroying current data.





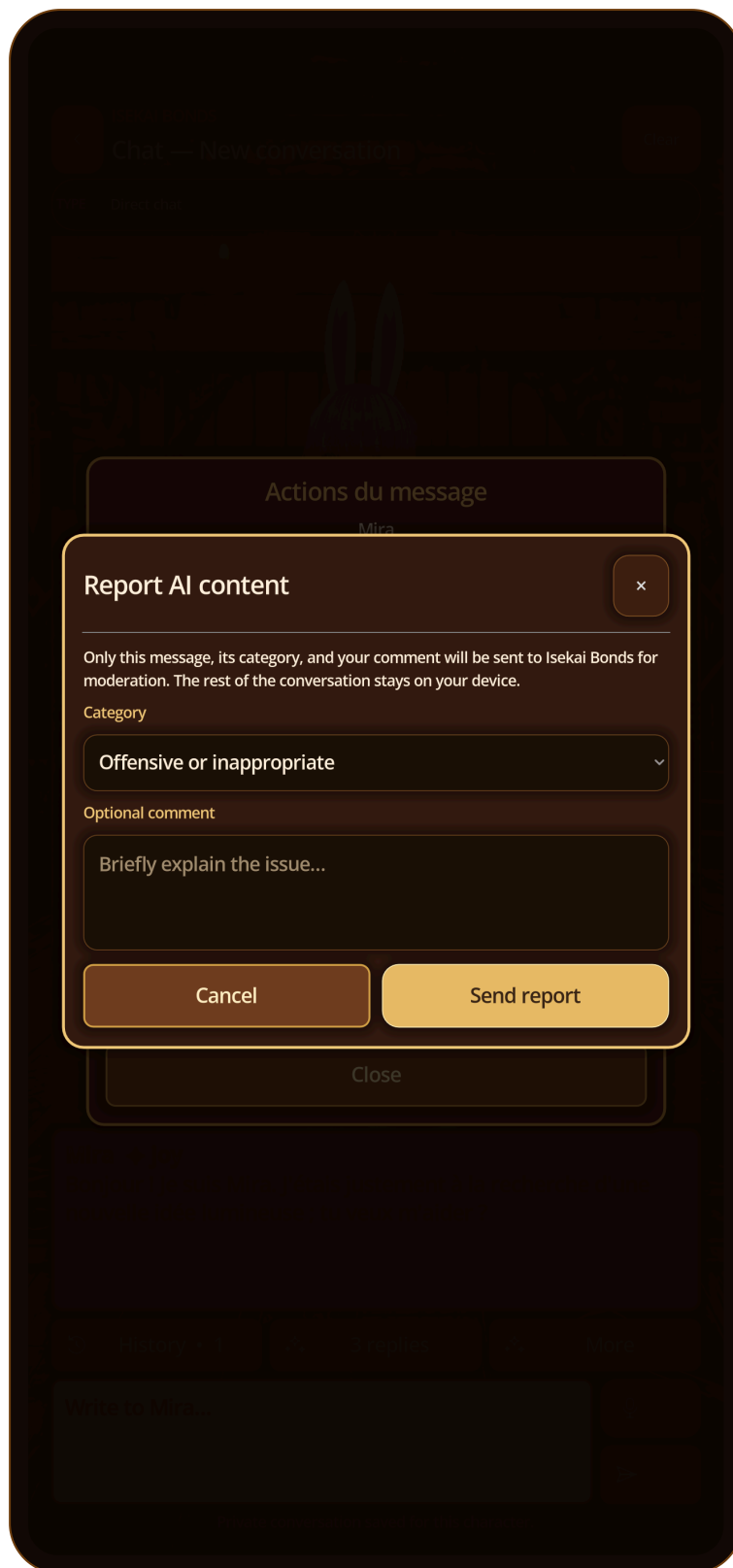
Direct security check during a backup import.

## Send only what is necessary

1. Long press the exact AI reply.
2. Open Message actions, then Report this content.
3. Select a category, add an optional comment, review, and send.
4. For a general bug, use the private testing-listing channel or support@isekaibonds.com with app version, Android, device, steps, expected, observed, and frequency.
5. After Send, wait for confirmation of account or network error, then return to the message: the conversation should not be deleted or replaced.

The built-in report sends only the selected message, category, and comment. Remove keys, credentials, real names, and unrelated conversations from screenshots.

The captured window is authentic and still displays some English wording. Final confirmation was not forced on computer: obtaining it would have submitted a true external report; the form and its content transmitted are nevertheless captured directly.

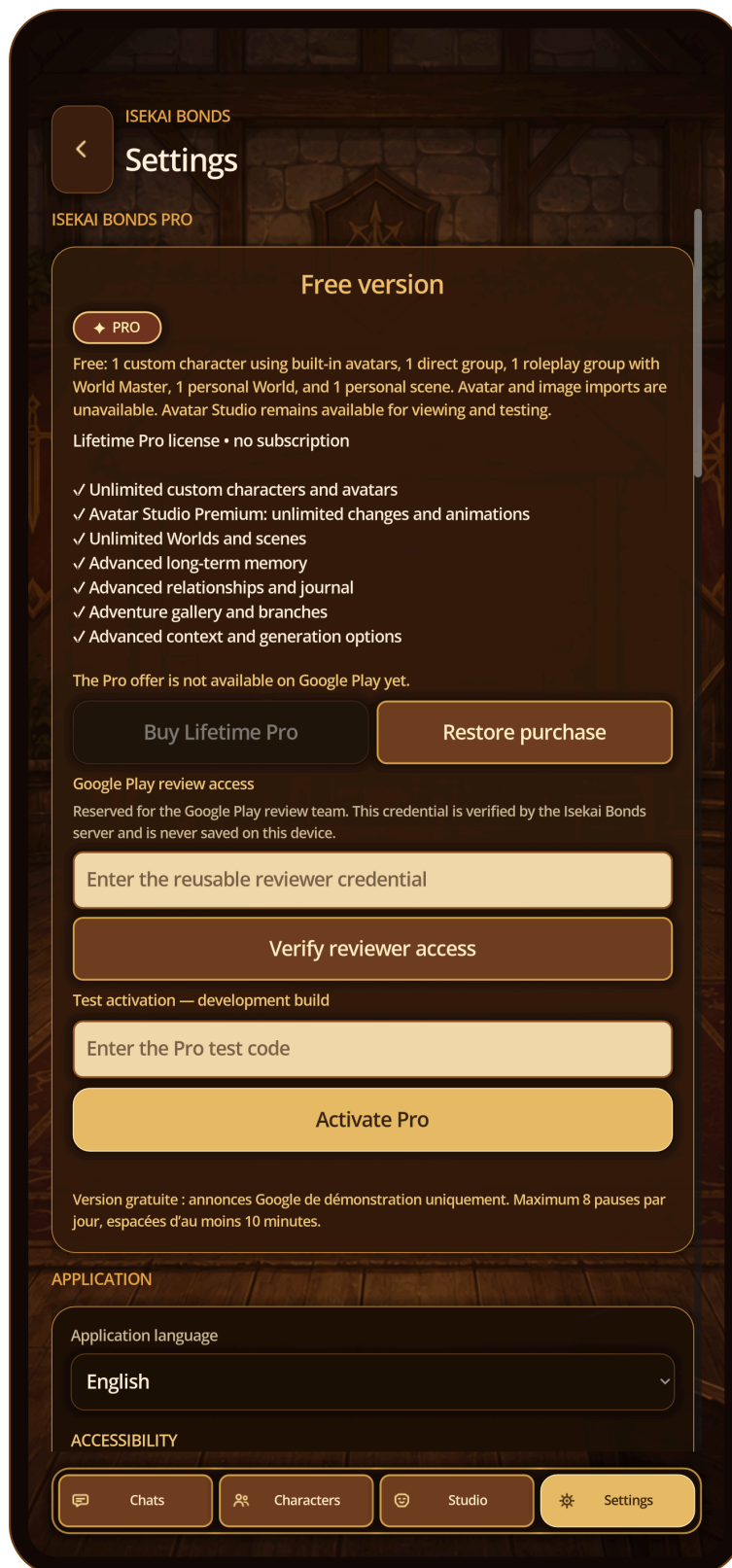


The rest of the conversation remains on-device.

## Verify unlocked features

1. In Settings, open Isekai Bonds Pro. A Google Play reviewer uses only the private credential supplied through Play Console.
2. Enter it in the dedicated field and validate. The server checks it and the app does not retain it on-device.
3. After activation, test multiple characters, groups, and scenes, an authorized VRM, long memory, relationship, journal, and advanced settings.
4. For a real purchase, Google Play price and currency prevail.

A validation capture may show test controls. Never use a debug code in the Google Play build. Free retains one custom character, one group of each type, and one personal scene.



Sanitized capture: no reviewer credential is visible.

# Test purchase and restoration without actual payment

1. In Settings, read Free limits and Pro functions.
2. In the Google Play test channel, use Buy Pro for Life with the authorized test account; do not share any reviewer identifiers.
3. After validation Play, return to the application and check the Pro status.
4. After reinstalling or changing sessions, tap Restore purchases and check for recovery.

The capture shows the "test" development activation, not real purchase proof. On computer, the Play Billing plugin is not available.



Pro state direct test in Settings.

# Allow microphone only if necessary

1. In the Android chat, tap the microphone icon.
2. Accept RECORD AUDIO if you wish to dictate; otherwise refuse and continue on the keyboard.
3. If the native service is not available, the app opens the dictation of the Android keyboard.

The dictation is not accessible on desktop execution. Recognition depends on the Android service and can transmit audio according to the rules of this service.





Direct request for Android microphone permission.

# Check recognized text before sending

1. During listening, the icon becomes Stop and partial results fill the draft.
2. Tap Stop or wait for the final result.
3. Read and correct the recognized text before pressing Send.
4. In case of silence, denied permission or missing service, use the keyboard and only attach the error message to the report.

The dictation does not automatically trigger the LLM; Sending remains an explicit action.



Direct state of Android dictation listening.

# Understand the occasional English labels

1. The text of the French tutorial describes the current V0.21.26.
2. Some authentic screenshots come from earlier validation states where French and English were mixed; their legend reports it.
3. Rely on the section IDs, command position and expected result, then report any non-localized wording in the tested version.

No interfaces were reconstructed or manufactured for this guide.



Example of an authentic screen; the legend documents the visible language.

# Understand what is actually available

1. The repository contains legacy New adventure and Portal/roleplay scenes.
2. In V0.21.26, the isekai feature flag is false: no user-facing button opens those two scenes.
3. The available game-like path uses New conversation, Group chat or Group roleplay, with Direction and World Master.
4. Do not edit settings files or bypass feature flags during Google Play testing.

This documents hidden technical presence, not an advertised feature. No fake screen or simulated capture is provided.

## Diagnose without erasing data

1. Cloud model error: check provider, model, base URL, network, and key, then Test connection. Never copy the key into a report.
2. Rejected GGUF: verify .gguf extension, complete file, supported quantization, and free space. Try a small 1B-3B Q4.
3. Load stuck or low memory: unload, choose CPU, reduce context/profile, and retry. GPU remains prioritized for the avatar.
4. Missing voice: open Library, accept license, finish download, and retest the profile. Supertonic shared core downloads only once.
5. Rejected avatar/BVH: verify file, license, metadata, and skeleton compatibility. Do not merely rename a wrong extension.
6. Stuck streaming or TTS: use Stop, wait for Ready, then send a short message.
7. Before resetting anything, export a private backup and note the displayed version.

After a crash, do not uninstall immediately: note the screen, previous action, and time so useful local evidence remains.



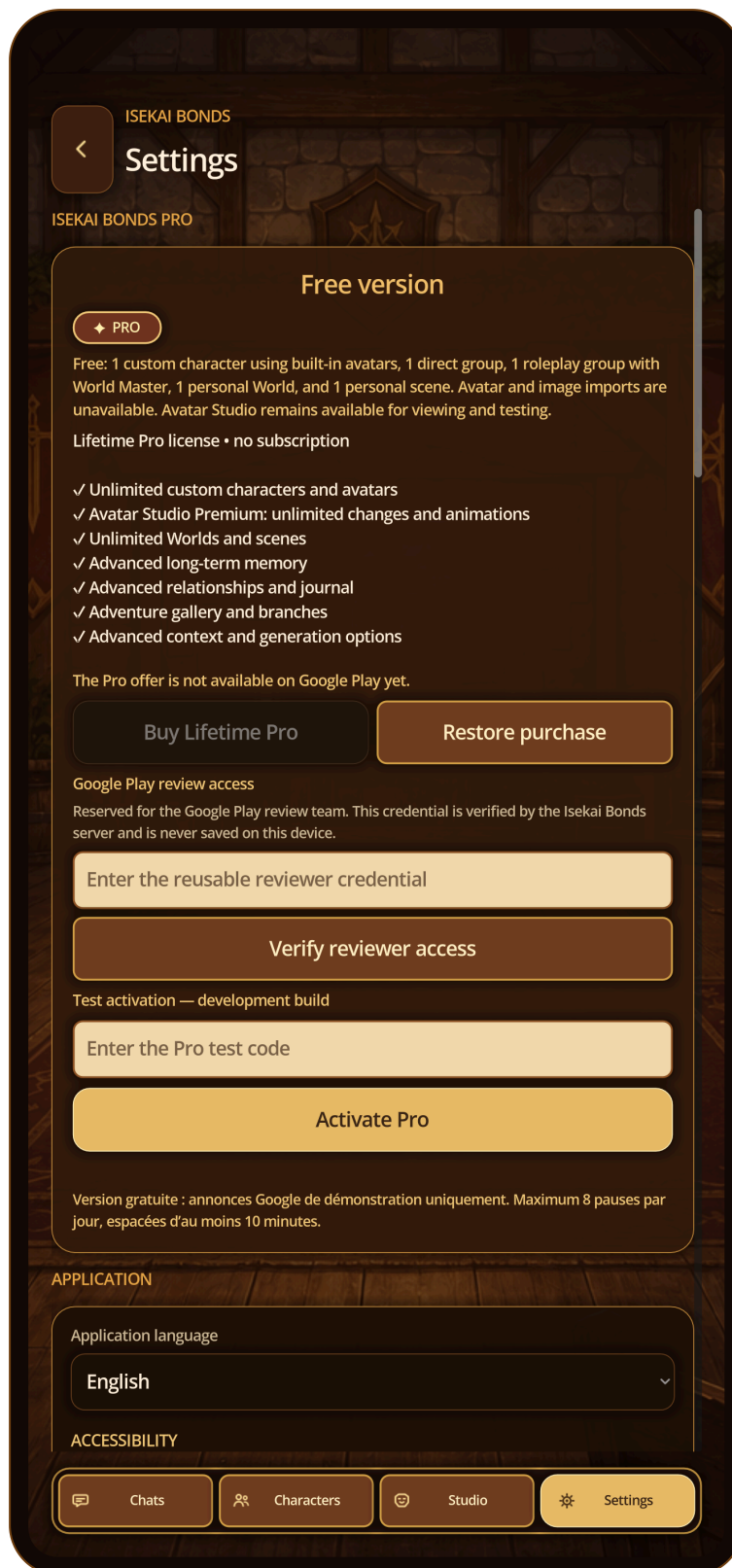
Start diagnosis from the state shown by the app.



## Finish a reproducible cycle

- Version and language checked; onboarding and navigation completed.
- Built-in character opened; custom character created, edited, avatar changed, and new-chat avatar verified.
- Direct chat, solo roleplay, group chat, and group roleplay tested; resume, search, rename, and delete confirmed.
- History, actions, suggestions, branch, context, memory, relationship, journal, World, and report tested as entitled.
- Cloud provider tested without exposing a key; GGUF imported or downloaded, loaded, used, stopped, and unloaded.
- Piper or Supertonic downloaded with license, assigned, played, and stopped; Studio, emotions, lips, and avatar tested.
- Scene Director created/applied; languages, accessibility, and encrypted backup tested.
- Free/Pro, purchase/restore, or reviewer access observed without an unrequested real purchase.
- Report sent with steps, expected/actual result, version, language, and anonymized screenshots.

Mark Not tested instead of guessing when a model, Pro entitlement, or service is unavailable.

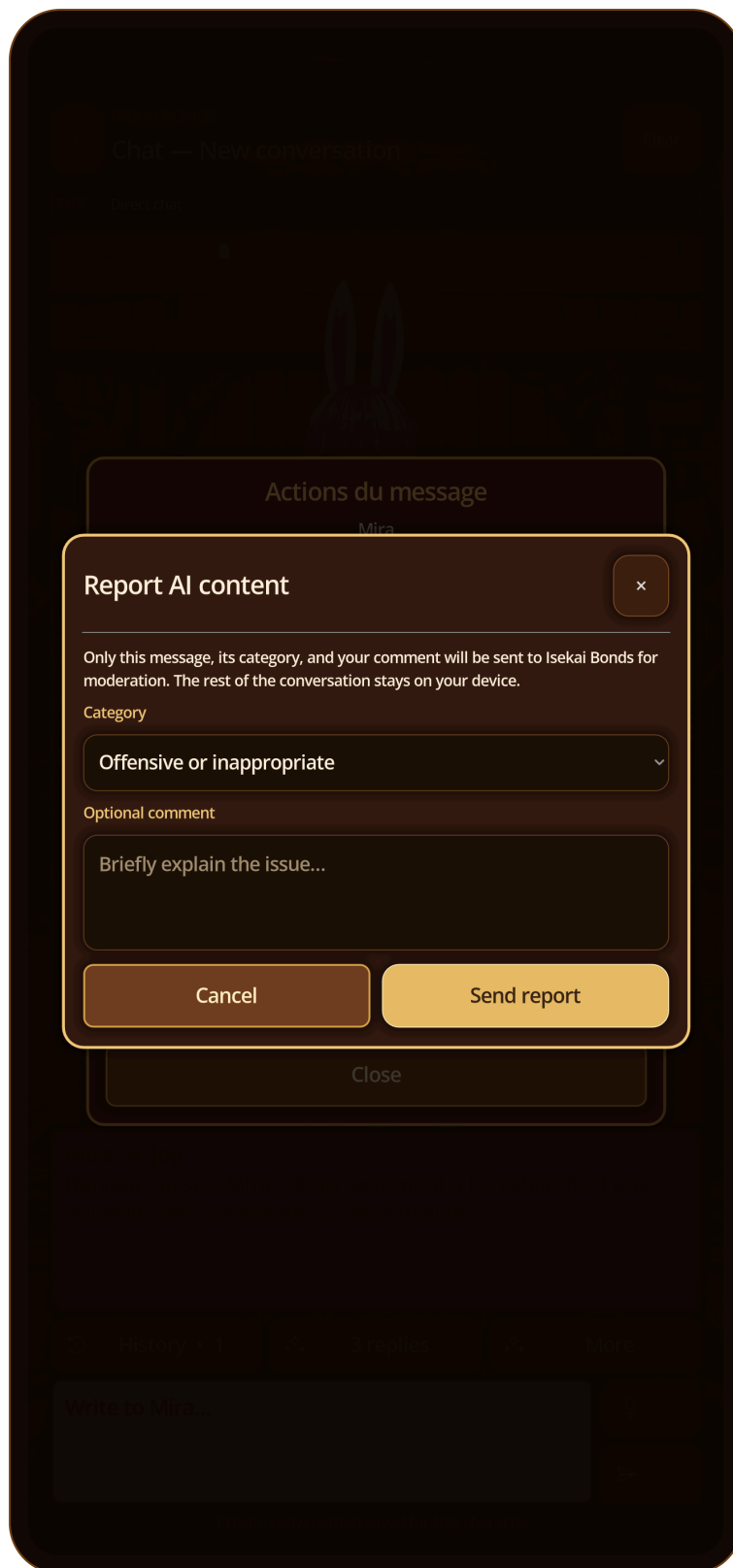


The checklist covers the full cycle without reviewer credentials.

## Send useful, safe evidence

1. For one AI message, open History > Actions > Report this content, choose a category, and optionally comment.
2. The report sends only the selected message and minimal metadata; the rest of the chat remains local.
3. For an app bug, record version, language, Free/Pro status, screen, time, exact steps, expected result, and actual result.
4. Attach a cropped screenshot only if it contains no API key, reviewer ID, real name, password, private backup, or restricted file.
5. Include cloud/local model, GGUF size, and voice only when relevant. Replace sensitive values with [redacted].
6. Send through the support channel listed on Google Play or the official website.

A good report can be reproduced from a clean install without asking for your secrets.



The report targets one selected message.

# Before you send feedback

- onboarding and Home
- built-in and custom character
- solo chat and roleplay
- Group chat and Group roleplay
- one cloud model without exposing its key
- GGUF, load, streaming, and stop
- Piper or Android, then Supertonic
- Studio and built-in avatar
- authorized Pro VRM
- scene with local model
- accessibility and test-data backup
- sanitized report and Pro features

If a control is absent, record the installed version. Do not bypass feature flags; report the mismatch.