

Collaborative Spirit Solution (Puzzle by Yannick Yao)

Answer: CONFLICT

First, solve the clues. It is helpful to note that each clue is stylized in the same way as the answer (capitalization, spacing, special characters, etc., with the possible exception of the Japanese clue, which is clued in Japanese transliteration of an English clue and the answer is an English transliteration of a Japanese word).

Deceased Spirit	Dead Soul
Kingfisher genus	Halcyon
Cerebral Energy	Brain Power
NICEMEK	GOODTEK
Doorway for arrival	Entrance
Bumpy Touchdown	Hard Landing
Crack Light	Fracture Ray
Let Go	Set Free
PleadTerminal	PrayStation
BETWEEN LARVA AND IMAGO	PUPA
D.E.A.D.	R.I.P.
Resurrection	Revival
Room with Reflective surfaces	Hall of Mirrors
Dartlets	Oriens
Timeequilibrium	Chronostasis
Demonic Ball	Devillic Sphere
Immovable or Determined	Unshakable
Category Recollections	Class Memories
カラフル・フラワーズ	Saika
DARK MATTER EXPERIMENT	AXION
Christmas sēason	Noël
Combination of Chesed and Gevurah	Tiferet
Endlessness Paradise	Infinity Heaven
LiBERTY PLUNGE	FREEDOM DiVE
Engraving	Imprinting
Cherubic Ball	Angelic Sphere
Region8x23	Area184
Dairy producT	MilK
Expedition	Journey
INTERSECT†SPIRIT	CROSS†SOUL

After solving some or all of the clues, we notice that all of the clues are referring to songs that have appeared in rhythm games: in fact, each one of them appears in two or more! (Rhythm games often share songs with each other, either unintentionally or intentionally as part of a “collaboration”, hence the title of this puzzle.)

The Venn diagram given below the clues encodes this relationship, where each loop is a rhythm game (for this puzzle, all ten of them are available on mobile platforms, as arcade games tend to lack a wiki page in English). To find out which loop is which game, it helps to focus on the songs that appear in very few rhythm games to narrow down the set, and then use the popular ones to do the deduction. The correspondences are listed below:

	Cytus 1	Cytus 2	VOEZ	Deemo	Lanota	Arcaea	Dynamix	Muse Dash	Tone Sphere	Phigros
Dead Soul							X			X
Halcyon	X					X		X		
Brain Power		X			X			X		
GOODTEK						X		X		
Entrance	X			X						
Hard Landing	X	X								
Fracture Ray						X			X	
Set Free	X						X			
PrayStation		X	X							
PUPA			X	X			X	X		
R.I.P.		X							X	
Revival			X	X						
Hall of Mirrors					X	X			X	
Oriens	X							X		
Chronostasis						X				X
Devillic Sphere		X	X							
Unshakable					X		X			
Class Memories							X			X
Saika	X	X	X	X						
AXION	X							X		
Noël			X					X		
Tiferet						X			X	
Infinity Heaven						X				X
Freedom Dive	X	X	X					X		
Imprinting		X						X		
Angelic Sphere	X			X						
Area184	X	X								
MilK			X		X			X		
Journey					X	X				
CROSS†SOUL						X	X			X

(The games correspond to the loops in (roughly) rainbow order, with Cytus 1 being the red loop and Phigros being the pink loop.)

Using the indices in the Venn diagram to index into song titles (note that if there are two songs in the same region, the indices are the same so there are no ambiguities), we receive the clue phrase **SONG THAT APPEARS IN SIX OF TEN GAMES**. This of course refers to the song **Conflict** by siromaru + Cranky, which is notorious for its appearance in many rhythm games (20+

according to some sources), including six of the ten games featured in this puzzle: Cytus 1&2, Deemo, Arcaea, Muse Dash and Tone Sphere, and hence that is the answer. (Kinda ironic that the most collaborated song is about the lack of collaboration.)