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About This Game

The hero is a girl with wings.
The player operates her.
Players will score by approaching birds and flowers by gliding through the deeply spreading vertical holes.
This is a simple action adventure game.



Easy.
And freedom air.
But, this wing does not flutter.

There is a vertical hole that ends infinitely.
A bottomless cave that lasts forever.
The girl's name is Gar Gooyo Lilienthal.
She does not know her name.
She does not know why she is here.
However, there were beautiful flowers and birds there and I was able to play together...

!!! This game has no purpose. It is a game that only drifts.



"Time required"
First ending: about 1 hour
All clear: about 3 hours





"VerticalFall"
Game Manual

In order to play "VerticalFall", "DirectX End User Runtime" must be installed.

---- Before You Start Playing -----

Before starting the game, exit every software application including internet browser.

Turn off screensaver, energy saving mode, and sleep mode.

While playing the game do not start other applications.

Especially the applications with automatic update must be updated before starting the game.

Back up the data of your computer.

We assume no responsibility whatsoever for any secondary damage or loss of your computer caused by the defects of the game.

Back up all the data and application on your computer in order to avoid erasing them accidentally.

---- Setting up and System Requirements -----

In order to start the game, double click on "vf.exe" in the folder "VF".

Read "readme.txt" in the same folder for further information.

---- The Title -----

When "VerticalFall" has been started, you'll hear the music playing and 4 menus below will be displayed.

GAME START-----

You can play the game from the beginning.

SYSTEM-----

You can change the basic settings of the game.

>Window Size

Applicable size: 1280 x 720, FULL SCREEN

No other sizes can be applicable.

If you change the window size restart the game otherwise you won't be able to play with the new settings.

>FSAntialias

The screen became clearer if you select "ON".

You can't select if your computer does not have the function.

>SOUND

You can select the volume level from 1 to 5.

>FPS

The number of updates per second will be showed if you select "ON".

>GamePad Setting

Buttons can be set arbitrarily.

QUITGAME-----

You can quit the game.

---- Story -----

There is a vertical hole that ends infinitely.

A bottomless cave that lasts forever.

The girl's name is Gar Gooyo Lilienthal.

She does not know her name.

She does not know why she is here.

However, there were beautiful flowers and birds there and I was able to play together.

---- Getting Started -----

Let's play with flowers and birds to get points.

There is a structure in the vertical hole.
Let's operate the structure and find the next cave.
Let's check the score with SCORE on the title screen.
Let's aim at all clear!

---- "Gar" can not rise and will continue to descend! -----
But it is all right! This cave does not have a bottom!

---- Use the keyboard or game pad to operate -----

[MOVE]

keyboard : W A S D

gamepad : stick

[SPEED UP]

keyboard : SHIFT

gamepad : RB

[CANCEL & ACTION]

keyboard : R

gamepad : B

[QUIT GAME]

keyboard : Esc

gamepad : BACK

---- How to make friends with birds and flowers -----
Just approach birds and flowers!

---- How to move a structure -----
It just approaches the structure!

---- Becomes a soap bubble when colliding! -----
But it's okay! You can move freely and return to Gar with R button (B button on game pad).

---- All other mysteries! -----
but it's okay! That interpretation is in you!

All the characters, organizations, companies, and schools in the game are fictional.

There is no relation between them to those that really exist.

Also the story, the backgrounds, and the lines are all fictional and there is no relation between them to those that really exist

Your comments and feedbacks are welcomed and appreciated.
Please feel free to contact us via e-mail or comment on our blog articles.
Your voices would be precious hints for our future development.

Thank you.

Winter, 2018 MATRE.

"VerticalFall"

Please read

To the players of "VerticalFall"

---- READ CAREFULLY BEFORE PLAYING ----

Thank you for playing "VerticalFall".

Before you start playing please read this "readme.txt" and "manual.txt" in the folder "PoM2_prologue" for proper use.

In order to play "A Piece of Memory 2: Prologue", "DirectX End User Runtime" must be installed.

---- System Requirements -----

---- Before You Start Playing -----

Before starting the game, exit every software application including internet browser.

Turn off screensaver, energy saving mode, and sleep mode.

While playing the game do not start other applications. Especially the applications with automatic update must be updated before starting the game.

Back up all the data of your computer

---- Back up the data of your computer ----

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Back up all the data and application on your computer in order to avoid erasing them accidentally.

---- Operating System ----

This program runs on Windows 10, Windows 8, and Windows 7 only.

No other operating system nor equipment applicable.

---- Screen Resolution ----

Applicable Window size:

1280 x 720 dot

1366 x 768 dot

1600 x 900 dot

1920 x 1080 dot

No other sizes can be applicable.

---- Monitor color ----

32-bit full color monitor

---- CPU / Graphic card / RMA ----

CPU: Core 2 Duo or more

Graphic card: GeForce GT630 or more

RAM: 4GB or more

---- Sound ----

Media Control Interface, DirectSound and its driver required.

---- DirectX ----

In order to play the game the latest DirectX must be installed.

You can download DirectX from the website of Microsoft.

Also if the error message "D3DX9_42.dll not found" appeared and the game quit itself, you also need to download DirectX.

Look up "DirectX End User Runtime" using search engines then you'll find the proper website.

---- Free Disk Space ----

180 MB or more. Make sure there's enough disk space left.

---- Contact ----

Please contact via e-mail if you have any questions.

---- Installation and Startup -----

1. Place the folder "VF" on your desktop.
Double click on "vf.exe" in the folder "VF" to start the game.
2. Before starting "VerticalFall", exit every software application including internet browser.
Turn off screensaver, energy saving mode, and sleep mode.
Especially the applications with automatic update must be updated before starting the game.

---- Caution -----

This program runs on Windows 10, Windows 8, and Windows 7 only.
Do not use operating systems or equipment other than those specified here.
It may cause damage of your computer and may result in health hazard especially to your ears and eyes.

Regarding this product, other applications or backup data on your computer, we do not guarantee any damages or loss caused by wrong use.

Make sure that the volume the speaker is not too high.
It may harm your hearing or damage the speakers.

---- Health Warning -----

Rest for at least 10 to 15 minutes per hour while playing the game.
Avoid playing if you are tired or have not had much sleep.
Make sure that the room in which you are playing is well lit and do not sit too close to the screen.
A very small percentage of people may experience a palsy or seizure when exposed to certain visual images, including flashing lights or patterns that may appear on the screen.
If you have history of palsy or seizures please consult a doctor before playing the game.
Immediately stop playing and consult a doctor If you experience any symptoms such as light-headedness, nausea, fatigue, or motion sickness.

---- Copyrights -----

The copyright of "VerticalFall" belongs to MATRE, and all rights are reserved to us.
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Also the story, the backgrounds, and the lines are all fictional and there is no relation between them to those that really exist

Your comments and feedbacks are welcomed and appreciated.
Please feel free to contact us via e-mail. You can also comment on our website and blog articles of the game.
Winter, 2018
MATRE Co.,Ltd.

Title: Vertical Fall
Genre: Action, Adventure
Developer:
MATRE
Publisher:
MATRE
Release Date: 9 Dec, 2018

a09c17d780

English,Japanese







nostalgia in this game it was a great trip down memory lane (extra kudos for the peg leg!!). Only complaint is how short the game was, then again I just never want these games to end!

Absolutely loved the story line and ending for the game!

I've been a fan of the Heroes franchise since 2 came out, so it's been awhile. I like this game, but there are some major issues with it. It's pretty (it's nice to finally have nice graphics), but it's buggy (some quests won't complete), and constantly crashes on me. CONSTANTLY. Forget the campaigns too. The storyline could be fun, but when information pops up (which is annoying if I'm restarting, and there's no option for it NOT to pop up), it takes forever to get through. I get it, it's a story, but good lord it's basically a book sometimes. The AI is ridiculous as well, and either completely ignores you, or chases you down almost as soon as the game starts (no inbetween as far as I can tell). It's fun (when everything decides to work properly, which is maybe half of the time), but I'm sort of regretting my purchase. This could have been done better, and honestly needs some patches.. I used to love this game as a kid, it was so much fun. Is it as good as I remember? Well, no. Is it still fun? Yes.

It's a simple enough game. Eat smaller fish, grow bigger, eat the previously bigger but now smaller fish. I finished the game in about 8 hours, however I did take a lot of breaks inbetween levels to go do other stuff. And while I did lose all my lives, I didn't lose all my continues. By the time I got to the last level I was on my last continue. However, this isn't really because the game is super challenging, so to say.

One of the main flaws with this game for me is that it's pretty frustrating, and rather unfair at times. When you have a screen that's zoomed in on your big fish it's kind of hard to tell what's around you. One wrong move and you end up in the mouth of a giant fish you had no clue was even there, and by the time you see it it's too late. While this issue isn't present in the whole game, it's still there, making it so you can lose your lives in pretty unfair ways late in the game.

The story is simple and kid-friendly, and if you're just looking for a little bit of fun for a couple of hours, then go ahead and pick this up I guess. However, I'm not sure that this game will click with everybody. I grew up playing these kinds of Popcap games on my dad's computer. Playing this is like getting slapped in the face with a nostalgia fish.

I've also bought this game at least 3 times by now, I think. I have honestly lost count, because I always lost those codes Popcap would give you when buying it from them. Definitely a lot easier when doing it on Steam!

Now, would I recommend this game? I'm not sure, to be completely honest, as I'm writing this. You've probably already seen whether or not that thumb is pointing up and down. Even though I did enjoy it, I'm not sure if most people who didn't grow up playing this and the original would, which is why I can't say I recommend it.

However, if you think this game looks fun and you think you'd enjoy it, then go ahead and try it out. It doesn't cost a lot, so it's not like you have a whole lot to lose.. 2/10 what the heck????

The screen gets constantly bombed with effects to make you believe there is something going on. But actually the game has a minimum of content that gets repetitive after 20 minutes.

If you are looking for a retro arcade-style shooter that is fun to play, you'll have to find it elsewhere.. The devs describe Solar Flux as "a challenging puzzle strategy game". This is not correct. Well, there is an element of strategy to each and every computer game, so let's reserve the 'strategy' label for RTS (= "real time strategy", after all) games and the likes. But more importantly: this is not a puzzle game at all. You see, this is not a game of brain teasing puzzles or anything remotely like that. You don't even need to think about "what's the solution here?". The solution is very clear from the start of each mission, but the challenge is executing that solution. So this is a game of dexterity and timing.

Solar Flux is challenging, I have to give them that. The problem is that the challenge quickly becomes a full-blown chore. In the first few missions, you are introduced to the basics of the game: you need to collect plasma bubbles with your space ship and then fire that plasma at the sun(s) to stabilize them. I had fun with these missions, so the basic idea is sound, although I couldn't imagine executing half of the missions perfectly (what Solar Flux calls "win 3 stars in the mission"). So I thought: "Ok I'll leave the 3 stars challenges to the people who want to go for that and I'll just try to at least get through all the missions once ('one star quality')." But that soon became too much of a chore, as well, so I call it quits. A game should be challenging but not utterly frustrating. And in my opinion, Solar Flux crosses that line.

When browsing the reviews for Solar Flux, you'll notice that almost all the reviews that are longer than 20 words call this game frustrating in some way, even when the reviewer recommends the game. If you like a challenge to the point of frustration and if you take note of the fact that this is a game of dexterity and timing and not a puzzle game, you have all the elements you need to decide if this game is for you. However, I would strongly advise against paying full price (€8,99 atm) for Solar Flux. Games

like this are on sale often enough.

A word about the Steam Achievements: 22 of the 32 achievements require you to complete the missions perfectly (the '3 star' thing I talked about earlier). So the more casual player will only be able to get 10/32 achievements at the most. 8 achievements are easy to get in the first few levels, and 2 achievements are granted for completing all the levels. I don't think the devs really thought this through. This means that 70% of the achievements require you to complete their game in the equivalent of 'nightmare mode'. And the casual gamers earn all the achievements they will get in the first half hour of the game. If this would have been better spread out, the achievements might at least have been an incentive for some people to put up with the frustration of playing this game.. Night Trap is a classic game, for all the wrong reasons. I suppose as a FMV game its actually well made. ITs packed full of 90s cringe moments for an entire life time. Its incredibly difficult though. So if you are looking for a cake walk its not for you. But once you get the hang of it, and fully embrace the meme, you will laugh for days. Glad to see it back in full force on steam.. I really wished i read everyone elses reviews before i played this game. It was overwhelmingly short and not interesting at all.. **THE EYE CAN SEEEEEEEEEEEEEEE. This game is great for both those who love aviation both for those who do not like. It's addictive even not counting with excellent graphics, are reasonable, even account only the radar screen and control the aircraft. It is not easy, especially if control a large airport and mainly control the largest aircraft in the world in terms of passengers, the A380, as it needs a much larger room for the turn and so on. Recommend yes this game.. Such a Fun and relaxing game. Very beautiful and you can make anything you can think of.**

Score screen added.The price is \$ 6.99.:

Score screen added.

The price is \$ 6.99.



. Uploaded the operation image of game controller and keyboard!:

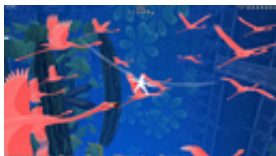
Uploaded the operation image of game controller and keyboard!

. Uploaded a new video!:

Uploaded a new video!

Release on December 10!

Please wait!



. Time required:

"Time required"

First ending: about 1 hour

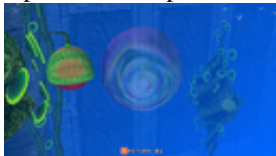
All clear: about 3 hours. **Released!:**

Released!

. "ABOUT THIS GAME" has been updated!:

"ABOUT THIS GAME" has been updated!. **Uploaded a soap bubble movie!:**

Uploded a soap bubble movie!



. Fixed a problem.:

"Water ball" event

"I can not move!"

Fixed a problem.

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