Fake Happy End - Readme File
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Neok (https://twitter.com/Neokuriyo)

System Requirements
OS: Microsoft Windows XP/Vista/7/8/8.1/10 (32 bit or 64 bit)
CPU: Intel® Pentium® 4 2.0 GHz equivalent or faster processor
RAM: 512 MB RAM
HDD: 70 MB or more free space
Graphics: 1024 x 768 pixels or higher desktop resolution
Sound Card: DirectSound-compatible sound card

Disclaimer
Fake Happy End is rated PG13, and contains partial nudity and suggestive themes. The developer takes no responsibility for any damages that may occur through use of this game. The user accepts sole responsibility.

This is a fictional work. Any resemblances to people living, or otherwise is purely coincidental.

This is a commercial game and should not be re-sold or re-distributed. Please stop any unauthorized sales.

Fake Happy End is copyrighted 2016 to the developer. All content not created by the developer is copyrighted to their original creators.

Description
Fake Happy End places you in control of a team of young adults, who soon realize only they can perceive the tower that has mysteriously appeared in the middle of town. Why has it appeared, and why can't anyone else see it? Traverse it, and find out!

Features:
- Maps are hidden when you first enter them. Explore to reveal what's lurking within the darkness. Treasures? Traps? Or maybe a deadly foe!
- No random encounters! All enemies can be seen on screen and must touch the player to trigger a fight. If you're daring, you may attempt to beat the game without fighting a single non-boss encounter...
- Turn based movement. Enemies don't move until you do, giving you all the time you need to plan out your route and leave them in your wake.
- Equip skills with various effects and use them as the situation demands. Skills use ability points (AP) that regenerates automatically and resets at the end of combat. No need to manage a limited MP resource pool. No boring spamming of a default attack.
- Meet and get to know three delightful girls, each with their own defining traits and unique personalities. Take care of them and they'll have your backs as you seek to solve the tower's

mysteries together.

Controls

Z/ Space/ Enter - Interact/ Confirm decision.
X/ Esc/ Num 0 - Menu/ Cancel.
Shift - Fast forward through text.
A - Review recently read text.

Custom Portrait

You can insert a custom portrait for the main character, by replacing the 'portrait.png' image file inside the folder 'Custom Portrait'. A template image (labelled 'portraitsample.png') is provided in the folder 'backup', which you can use for alignment purposes.

If there is no 'portrait.png' image inside the 'Custom Portrait' folder, the game will not run. If later, you wish to revert to having no portrait, do not delete the 'portrait.png' image. Instead, use the blank 'portrait.png' image provided in the 'backup' folder to overwrite the undesired custom portrait.

Credits

Engine

Enterbrain (http://www.rpgmakerweb.com/)
Archeia Nessiah (https://divisionheaven.me/)

Font

Enterbrain (http://www.rpgmakerweb.com/)
William Cunningham (http://www.dafont.com/william-cunningham.d4561)
Jean Catalano (http://www.dafont.com/jean-catalano.d3403)

Graphics - Animations

Pipoya (http://piposozai.blog76.fc2.com/)
Enterbrain (http://www.rpgmakerweb.com/)

Graphics - Parallax Backgrounds

Petan Haikei (http://hellohello.dousetsu.com/)
Shijimi (http://www7b.biglobe.ne.jp/~osumashi/)
Aya Miyabikai (http://www5d.biglobe.ne.jp/~gakai/)
Enterbrain (http://www.rpgmakerweb.com/)

Graphics - Enemy Art

Cyan Yurikago (http://cyanyurikago.web.fc2.com/)

Graphics - Character Art/ Cutscene CG/ Map Tilesets

Neok (https://twitter.com/Neokuriyo)

Music

Joel Steudler (https://soundcloud.com/joel-steudler/)
Rengoku (http://www.rengoku-teien.com/)
JDB (http://www.rpgmakerweb.com/products/music) [Copyright](C) 2015 JDB Artist
Sonorode (https://soundcloud.com/sonorodevgm)
Darren Curtis (https://soundcloud.com/desperate-measurez)
Marcel Scheitza (https://soundcloud.com/rpgmusic-1)
Napi (http://mart.kitunebi.com/index.html)
Fyresale (https://soundcloud.com/fyresale/)
JohnnyR (https://soundcloud.com/jgabriel37/)
Hagall (http://hagall.hacca.jp/index.html)
Ove Melaa (http://opengameart.org/node/15779)
Otowabi (http://otowabi.com/)
Neoarandil (https://soundcloud.com/victorien-thomas)
Yufuruka (http://wingless-seraph.net/)
Aaron Krogh (http://soundcloud.com/aaron-anderson-11)
John Rayson (https://www.freesound.org/people/John%20Rayson/)

Sound

Enterbrain (http://www.rpgmakerweb.com/)
Fagiolino (https://www.freesound.org/people/fagiolino/)
Pocket Sound (http://pocket-se.info/)
Hurt Record (http://www.hurtrecord.com/)
Web Wave Library (http://www.s-t-t.com/wwl/)
Gowlermusic (https://www.pond5.com/artist/gowlermusic)
Matt Hawkins (http://www.freespecialeffects.co.uk/)
Maoudamashii (http://maoudamashii.jokersounds.com/)

Scripts

Lone Wolf (http://forums.rpgmakerweb.com/index.php?/profile/230-lone-wolf/)
Esrever (http://forums.rpgmakerweb.com/index.php?/profile/7676-esrever/)
Zeus81 (http://forums.rpgmakerweb.com/index.php?/user/601-zeus81/)
Yanfly (https://yanflychannel.wordpress.com/)
Moghunter (https://atelierrgss.wordpress.com/)
TheoAllen (http://www.theolized.com/)
Raizen884 (http://www.mundorpgmaker.com.br/user/41177-raizen884/)
Fomar0153 (http://cobbtocs.co.uk/wp/)
Shaz (https://www.facebook.com/TheDragonsAmongUs)
Hime (http://himeworks.com/)
Mithran (http://forums.rpgmakerweb.com/index.php?/user/20-mithran/)
KilloZapit (http://www.rpgmakervxace.net/user/12111-killozapit/)
Saba Kan (http://petitrare.com/blog/)
Yato (http://forums.rpgmakerweb.com/index.php?/profile/587-yato/)
Vlue (https://daimonioustails.wordpress.com/)
NeonBlack (https://cphouseset.wordpress.com/)