MYSTERY
TOWER
GFM

The... story?

You find yourself trapped in a tower.

Who trapped you there?

Why?

Where is this tower?

Did the dev just made all this up to pretend the game has some sort of story?

It's a mystery...

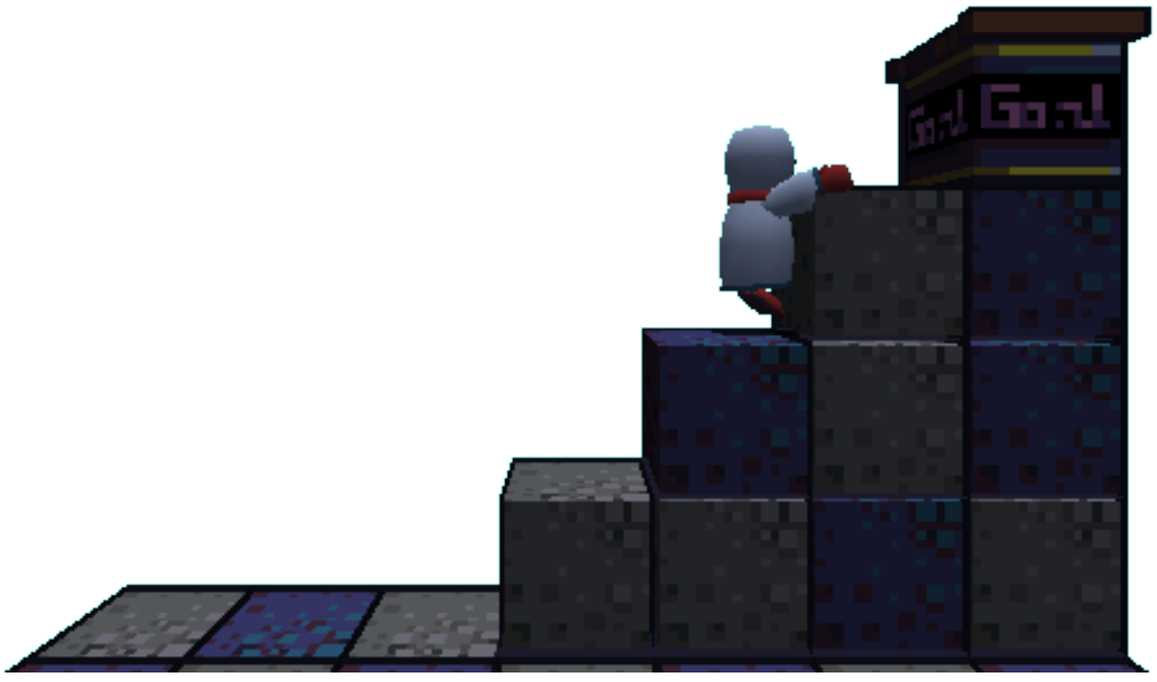
Legal disclaimer

This game is based on Catherine, developed by Atlus. This game is not affiliated with, endorsed by, sponsored by or specifically approved by Atlus, SEGA, or their partners.

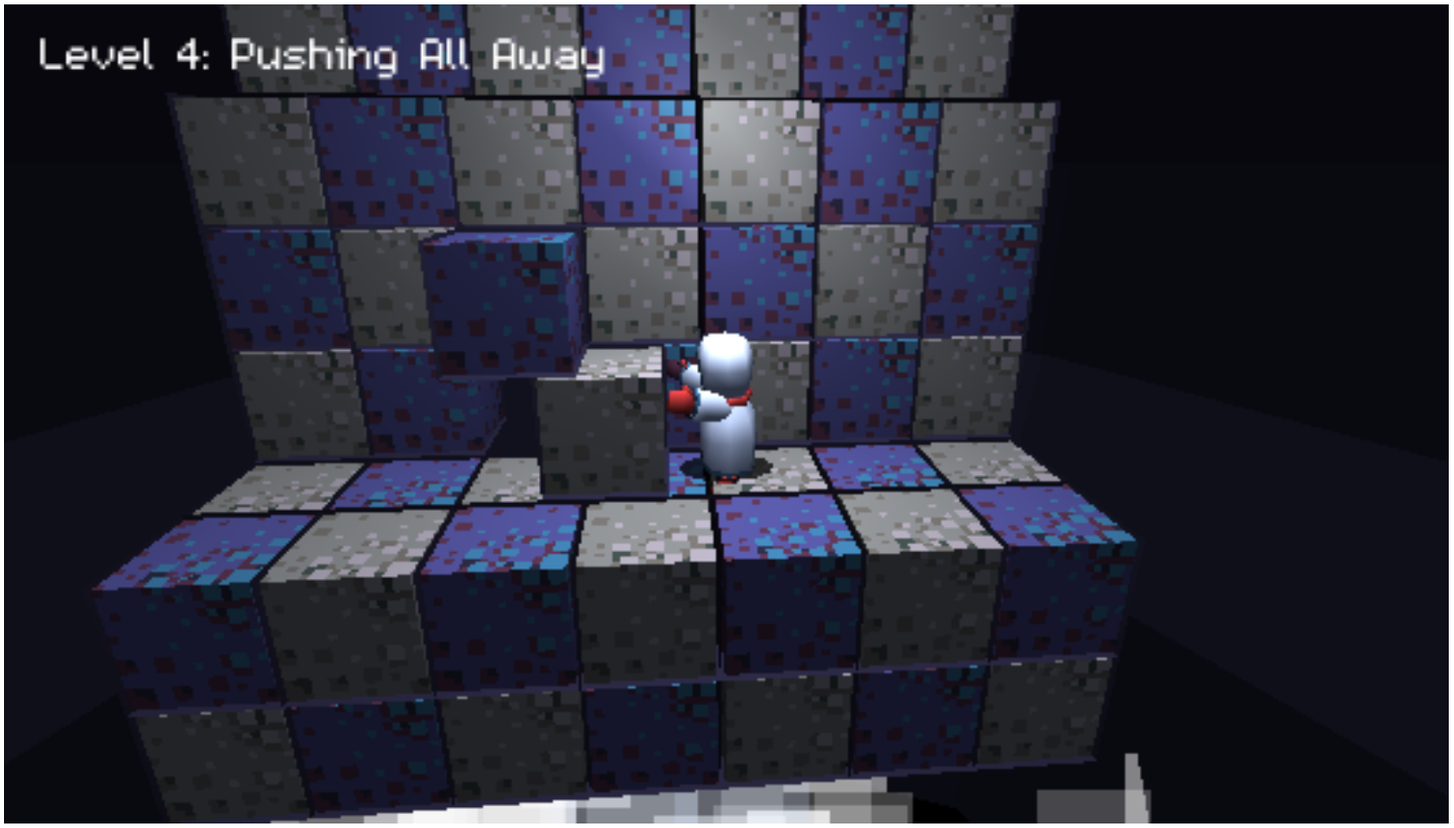
This is a homage made by a fan who has spent too much time playing that game. If you enjoyed this game, please consider supporting Atlus and SEGA by purchasing Catherine Classic, for PC, or Catherine: Full Body, for consoles.

About the game

Mystery Tower is a puzzle game in which the player is tasked with climbing towers.



You control a nameless character able to climb, push and pull blocks. Use these actions to build stairways and bridges, and even to demolish part of the tower, creating paths toward the goal at the top.

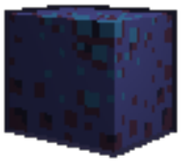


Controls

These are the default game controls, which can be remaped from the Options menu.

Action	Keyboard	Gamepad	Alt.
Movement	WASD	Left analog	Gamepad D-Pad
Push/Pull	Spacebar	Button0	
Ledge drop	Left shift	Button1	
Camera	UHJK	Right analog	Right mouse
Reset	R		
Pause	Escape	Start	

Block types



A regular block with no special traits

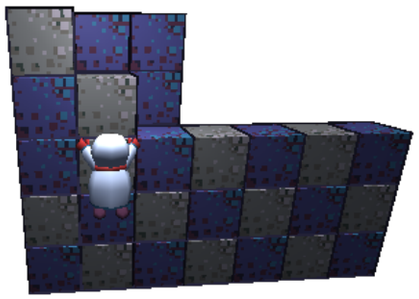
A heavy block that takes longer to push

A fragile block that breaks if you walk over it twice

An imovable block. It won't budge, but you could cause it to fall...

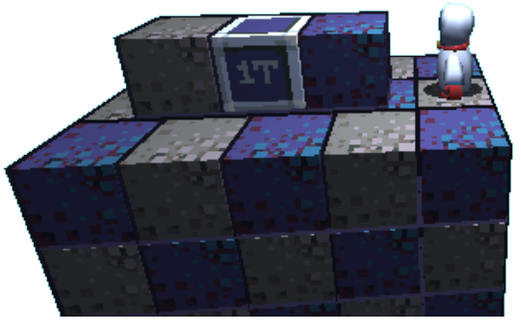
The goal block. Reach this to end a level

Climbing tips

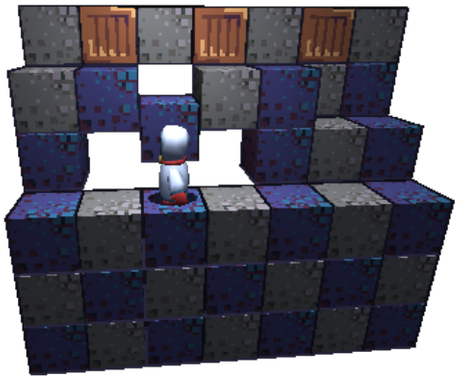


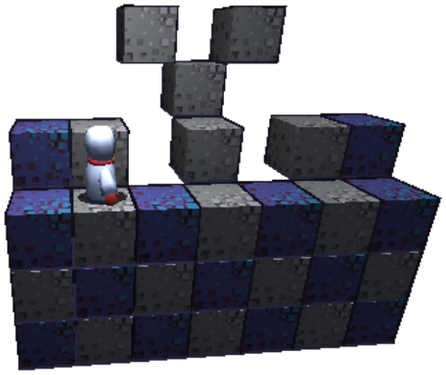
You can drop to, and move around ledges

You can push multiple blocks at once. The speed will be limited by the heaviest block, though



Blocks will start falling if there's no block supporting it





A block only needs to be touching another's edge to be supported by it

Troubleshooting

- If the input binding becomes terribly broken, reset the configuration:
  - Use the option "Reset Config and Play" on the itch app
  - Launch the game from a command-line with the option "–reset-config"
  - On Windows, you may also use the script reset-config.bat to launch the game and reset the configurations

Credits, Acknowledgments and stuff

- Made with Unity, Blender, LMMS, BFXR, GIMP, VIM, Python and Audacity
- 32 color palette by DawnBringer:
  - http://pixeljoint.com/forum/forum_posts.asp?TID=16247
- "Everything else" (code, graphics, models, animations, song) by GFM
- Project hosted on Github. It's Open Source, so feel free to check it out at:
  - https://github.com/SirGFM/FallingBlocks
- Game freely available on itch.io, at:
  - https://gfm.itch.io/mystery-tower

Back in January of 2016, I started making my next "non-game jam" game, after JJAT. After almost four years of working on and off on that project, in July of 2019 I ended up pausing that project to start Mystery Tower.

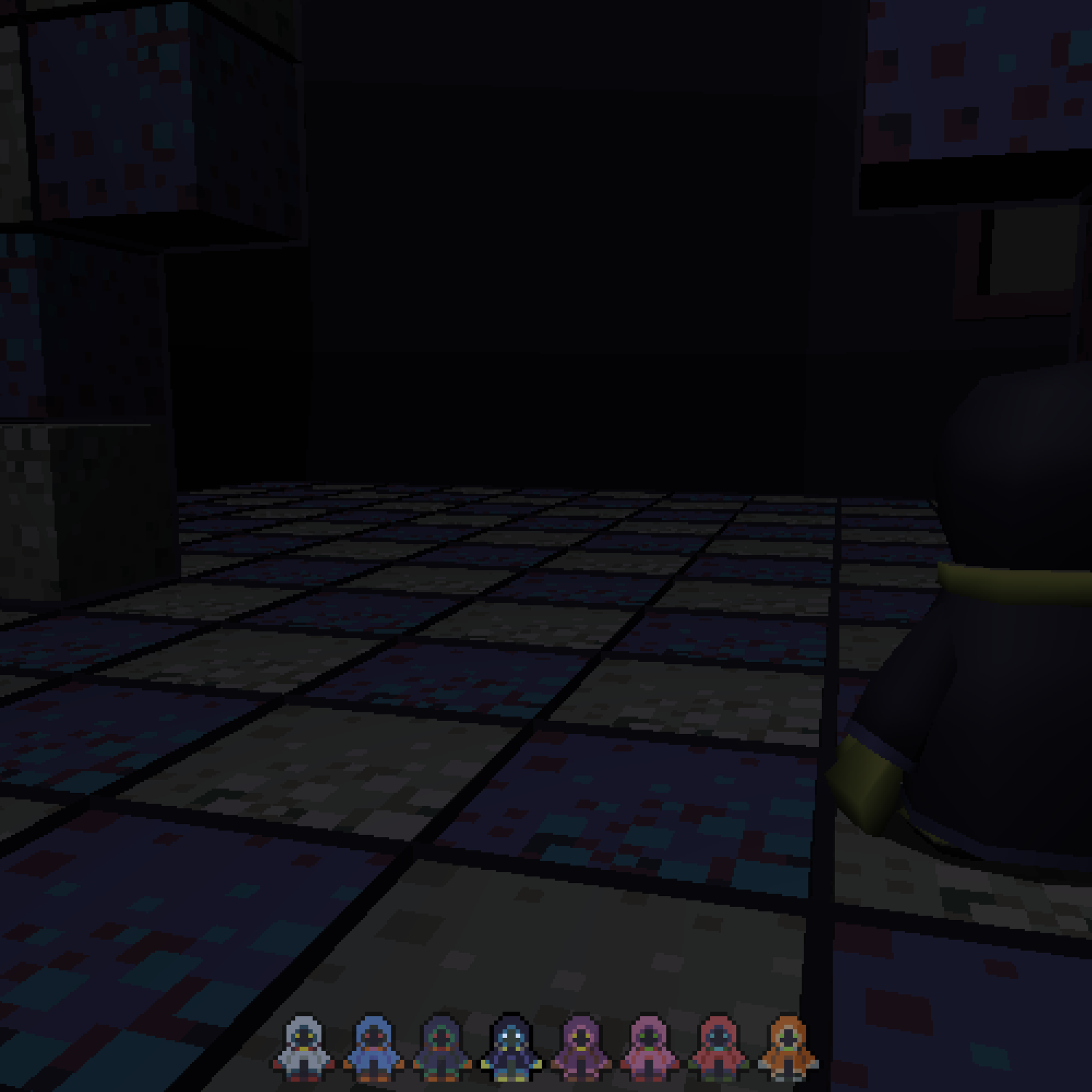
What I initially envisioned as being a three months long project ended up taking almost a full year. I learned a lot of things, had to rewrite the project once, used an effin' third-party engine, complained a lot... But had tons of fun!

If you've read this far, thank you! I must also thank friends and family for always supporting my doing these silly projects, even though I'm not even that vocal about it (I think?).

Also, special thanks to Pirata/pool_shark, who pretty much tested every version of the game, and helped a lot in defining its current form.

Also extra special thanks to everyone in SRL Mystery Game Tournament (MT), the Mystery Fun House crew, and the blind race/mystery community in general!

Having submitted a game for a previous MT and really enjoying taking part on these events, I made this game specifically so it were viable for blind racing, and so I could submit it to another MT.

All the feedback I got after submitting, specially from BlasphemousRoar and Exuno, were invaluable! And then, seeing it being raced in MT15's finals was a blast!

So thanks everyone!