

Michako' this speed action manual

Date of renovation:2019/05/29

Introduction

It is a time attack type 3D action game that competes for how fast you can reach the goal by operating a girl named Michako.

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Please contact such as bug bug following home page of the forum.

Author of Homepage:<https://michako.netgamers.jp/>

Method of operation

Number of high score-stage button: left click.

Player of direction: the cursor keys left and right.

Before and after the player movement: the cursor keys up and down.

Jump: Z key.

Pause: Tab key.

Killed (during game play only): Esc key.

Description of the screen

title screen



1, 2, 3 buttons of the beginner level, is the stage for beginners.

Middle level 1, 2, 3 buttons of, is the stage for intermediate players.

1, 2, 3 buttons of high-level, is the stage of for advanced users.

Button of ish transparent gray can not be currently playing. We plan to add a stage in the next release.

Rule screen



Back button to return to the title screen.

High score screen



High is the score screen. It will be saved until the top five.

Button of level 1, 2 and 3 is the button to switch the beginner Middle high level.

Back button to return to the title screen.

Options screen



Language, select the language. You can choose a Japanese or English.

Resolution, select the resolution of the screen. You can choose from a 1280x720 · 1600x900 · 1920x1080.

Quality sets the quality of the graphics in the game play. Low You can choose from (lightweight quality) · Medium (standard quality) · High (high quality) · Ultra (the highest quality).

As the quality of the graphics is high texture and shadow will be fine, but the minute the operation will be heavy.

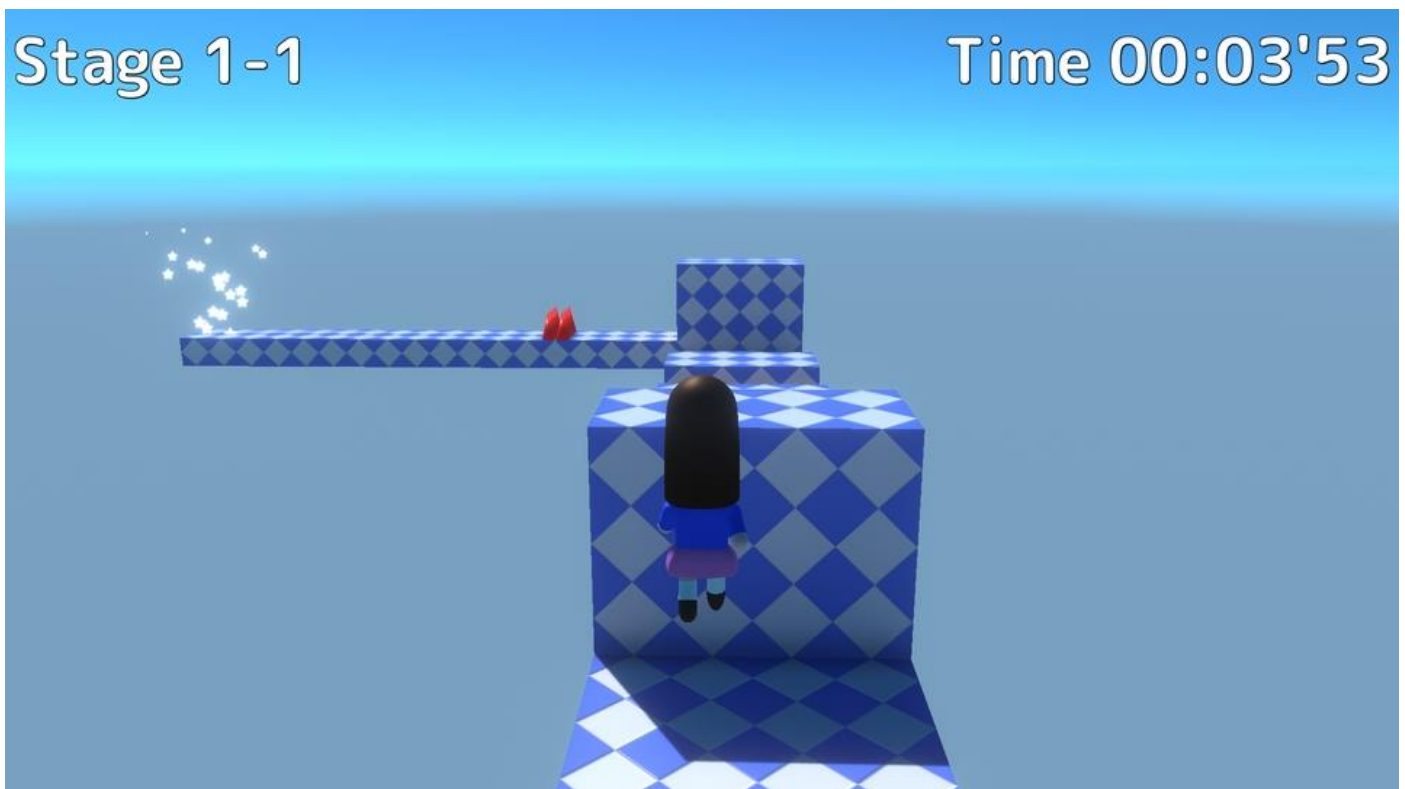
Anti-aliasing is a feature to reduce the jagged feeling of the end of the model. You can choose from among the FXAA · SMAA · TAA.

Bloom check button of is the effect that seems to be overflowing light so blurred the bright part.

Motion blur is the effect of leaving a residual image in fast motion.

Back button to return to the title screen.

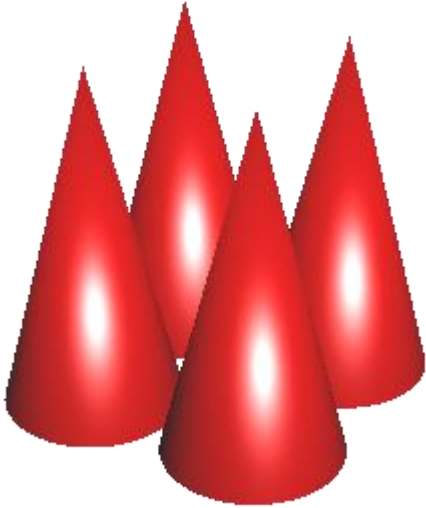
Game play screen



The upper left corner of the screen: the current stage. Top right of the screen: The elapsed time from the start.

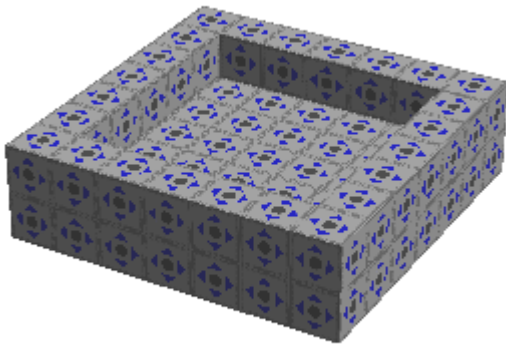
When we arrive at the star that is shining on the left side of the screen is the stage clear.

Gimmick stage



Thorns

It hits to this mistake.



Move block

You can move riding on this.



Candy

When obtaining this player becomes huge, the mass becomes so move the heavy block.



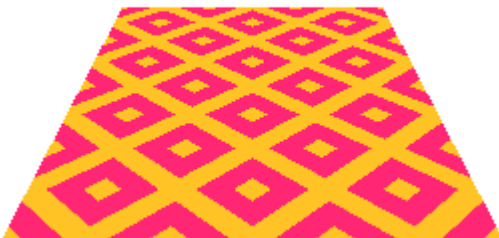
switch

Somewhere in the block or the emergence of stage and head-butting, or disappear.



Cannon

Come skip the glowing ball, hit and miss.



Dashboard

When the ride to this can move the player at high speed.

About save data

Save data save.dat of the file is automatically generated after the application start-up, save.dat of the file will be updated after stage clear. Please delete the save.dat that is automatically generated if you want to erase the save data.

Save data can be handed over just by dragging and dropping save.dat file of old version (1.00) folder to new version (1.01) folder.

Do not carry over the michakospeedaction_Data folder. You may not be able to play the game.

Copyright

Use BGM: DOVA-SYNDROME

Use SE: sound effects lab

Frequently Asked Questions

Q.1 is the behavior is heavy.

A.1 This game is work with the built-in GPU is often used because it is 3D game in a space-saving PC and notebook PC might be severe. Please be only try lowering the resolution and graphics quality can be. Please give up if heavy but still.

Q.2 game to capture, whether the game is good to put on the play by play-by-play video YouTube or the like?

A.2 is good. May I not 's live in live.

Q.3 Since the game is interesting you sure you want to introduce your site, blog, etc.?

A.3 Michako' is good if it is possible to specify this homebrew game Storage.

Release notes

- 2019/05/29 Ver.1.01
 - Added.
 - 4 stages.
 - Changed.
 - Development environment from 2018.3.12f1 to 2018.3.14f1.
- 2019/04/26 Ver.1.00
 - Initial release.