

Characters, Story, and Music created by J.N Pickee.

Game Program written and designed by J.N Pickee. Characters, Art, and Music Copyright 2013-2019 all rights reserved.

System Recommendation:

Macbook Air (11-inch, Mid 2012), 1.7 GHz Intel Core i5, 4GB 1600 MHz DDR3, Intel HD Graphics 4000 1536 MB, Mac OSX El Capitan Version 10.11.6



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Revision 1 © MMXIX

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A Mystery That Kicks Off A Adventure

In a era where magnetism reaches breakthroughs capable of creating A.I. matrixes from magnetism alone, people started animating objects using this technique by having those A.I matrixes posses those in inanimate objects to make them come to life.

Vortex along her Brother Victor, and her sister Velocity were born this way, so one day, mayhem started spreading throughout the nation and no one knew why, and thus a mystery was started, Vortex with the help of her brother Victor was on the job.

Velocity wanted to help, but she is too young, but don't worry she will be saving your game on your adventure, so look out for her!

It seems the best way to journey across the nation is the use the "Library Of States" which contain rotundas of each state of the nation.

But when Vortex and Victor got there, it seemed as if someone was expecting them as the place was riddled with locked doors.

Obstacles, and bad gals all over, hmmm what to do? The mystery starts....

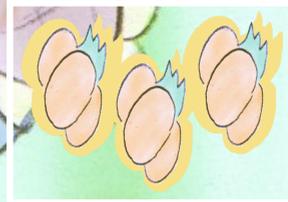


Winding Up!

During Gameplay many different pictures around the screen will help to tell your health, spin stamina, and your progress.



Found southeast from your character's head, this number is your lives count, when it runs below 1, you get a game over and must restart.



Depending on if you are playing as Vortex or Victor, that character's head will always appear on the upper left corner of the screen .

This displays how the character is feeling currently.



After touching a bell, it will appear on the upper right corner of the screen, when 3 are obtained, a fight awaits!

This is your health and stamina, when you get hit the rightmost colored pumpkin will turn gray, when all pumpkins are gray you will lose a life and return from the last point in which you entered.

See the orange outline around each pumpkin? This is your stamina, it drains when you use your spin moves when it drains completely you cease use of those moves until it recharges .

Which of course happens when your on the ground not using spin moves, but be careful, the recharge will only go up to your last colored pumpkin!

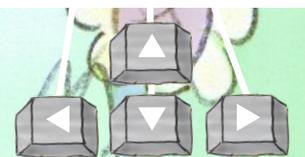
Controls

This key does many actions such as swimming, talking to people and twirl diving. But at the appropriate times



This key when held while moving will cause you to "Gyro Twirl", if falling and not moving, you will glide or exit gliding if gliding.

The directional keys move your character in the direction of the arrow where it is pointing.



These Keys control the camera view, A and D rotate the camera around your character while W zooms in, and Z zooms out.

This key enters you into creeping not creeping or exit creeping if already creeping.

Meet Vortex!

This is Vortex The Pretty, she is a anthropomorphic wedding dress, gifted with gyro twirling, she was born from the infusion of a magnetical robot (A.I matrix composed and based on pure magnetism) and a beloved cream orange wedding dress.



Hi, I am vortex!, Vortex The Pretty!

And I spin around, come on lets spin together!

But do not get sick, I'm sure you can keep up.

Ready or not! Here we go!

That is some good spinning! I'm sure we will get along, unless you are a boy then I know we will get along "Wink" Wink" "Wink".

Since we are all introduced, it is time to start, Come this way! The adventure starts here! Spin, Spin, Spiny-Dee!

Meet Victor!

This is Victor The Pretty, he is a anthropomorphic wedding dress, gifted with gyro twirling (a rare sight), he was born from the infusion of a magnetical robot coded with "male signatures".

He was made from a wedding dress of the same sheet of fabric as Vortex's, thus making him Vortex's bother, more of a dexterity type and loves tinkering around with stuff unlike his sister vortex who loves adventure.

Hey, I am Victor The Pretty!

And when duty calls I can spin just as good as my sister!

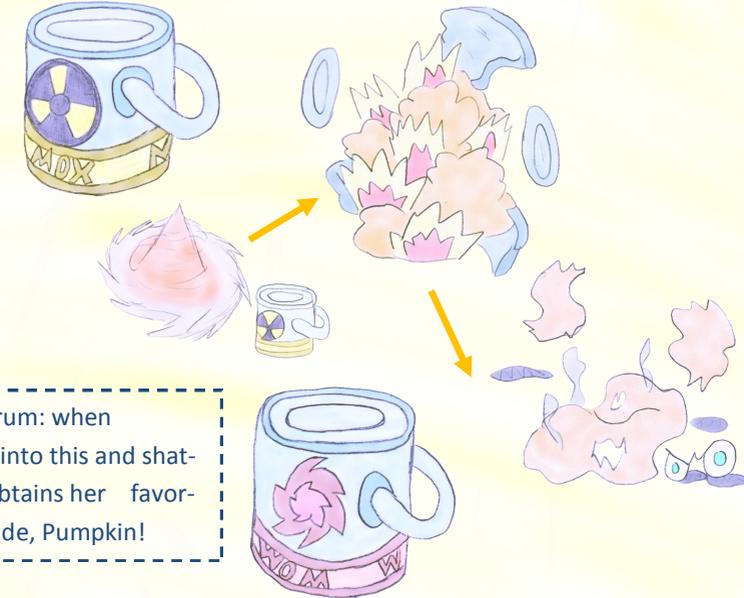
I love building and studying things but I, am always ready to tangle .

A secret quirk of mine is like tennis balls, though I do not know how to play the sport, like throwing them around and how they look, but do not tell anyone! So, now that we are introduced, we can get this started! Shifty Swift Spin!



The tagalongs

Mox Explosive Drum: when vortex makes contact with this, just a simple tap, it will explode, blowing her up to cinders.



FreeWom Drum: when vortex spins into this and shatters it, she obtains her favorite snack inside, Pumpkin!

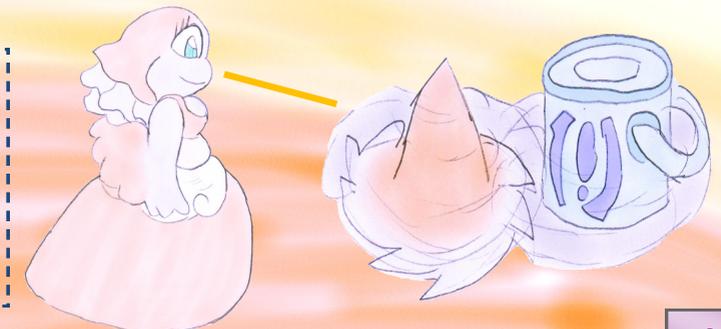


Spiny Drum: when vortex makes contact with this, when she is spinning, this will restore her spinning momentum to it's maximum when next to it every time it is not at it's maximum.



Goal Bell: if you make contact with this, you will obtain it and it will appear on your screen.

Getting the same bell of the same level will result to nothing.



The Heroes!



Vortex The Pretty: A happy (and lovey dovey) anthropomorphic cream orange wedding dress, who can gyro twirl, meaning she can spin and move while spinning.

Allowing her to twirl on walls, ceilings or in the air, she has two siblings named Victor the pretty and Velocity the pretty.



Victor The Pretty: A dexterous anthropomorphic light green wedding dress, who can gyro twirl, meaning he can spin and move while spinning.

Allowing him to twirl on walls, ceilings or in the air, he is related Vortex the pretty and Velocity the pretty, he is also a rarity for him being a male wedding dress.



Velocity The Pretty: A energetic anthropomorphic ice blue wedding dress, who can gyro twirl, meaning she can spin and move while spinning.

Allowing her to twirl on walls, ceilings or in the air, she is related Vortex the pretty and Victor the pretty, due to her being made from the same wedding sheets as Victor and Vortex.

She is cant undertake this adventure yet, but she can save your progress (Saving is not available in this preview)



Piñata The Mermaid: A mermaid born in the swamp, hence her legs, she speaks mostly “Piñata Speak”.

She hunts for piñatas all day, she has a daughter-like connection to “Monty Mothman”.

She can swim all around and can freeze water or moisture, she can take advantage of this by freezing her own moisture to stick and climb walls.

She can also shoot ice bullets under water! (Piñata’s gameplay is not available in this preview)

Trampoline The Mermaid: A mermaid that can bounce with her tail, she is also a pyrokinetic. She is normally docile mannered however if provoked, she will prank.

She can heat water and can use her bio-magnetic field to reflect heat, thus allow her to cross any temperature liquids (Trampoline's gameplay is not available in this preview)



Pually Pinwheel: The sister of “Sammy Slinkee” she has a jumpy attitude, she can fly like a plane if running fast enough.

She is a useful Gynecoid to the nuclear industry, she can gyro twirl and jump! (Pually’s gameplay is not available in this preview)

The Villains!



The "Smitty": a anteater like creature, not vary smart but reliable, blue ones are female and red ones are male, if that matters.

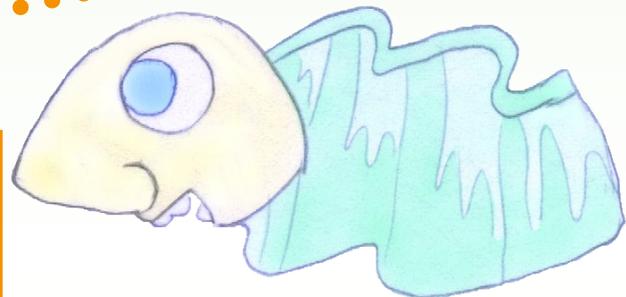
The "Somie", a tumbleweed like race which is sadly gullible, however to make up for that, they are numerous.



The "Beeva", a bratty bee bunch whom seems to be paid off with treats.
But by whom?



"Gulper", a ribbon fish, a master of ponds, cause tidal waves that can wipe any smirk off someone's face, and racing across waters at jet speeds.



"Expeditioner", a good lackey for the culprit, she appears to be a Easter Island head of sort, she can blow powerful songs at you which can cause harm, watch out now, you do not want your ears to blow!

Also what is worse is her insane jumps, that impact can cause some waves!

"???", the culprit! But who is it? not much else is known until you get deeper!

