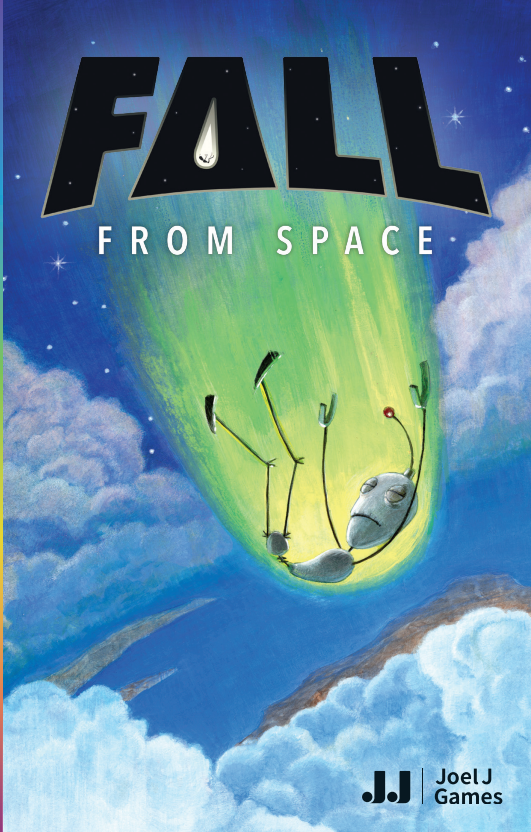


INSTRUCTION BOOKLET

MODRETRO **CHROMATIC**

FALL

FROM SPACE



Joel J
Games

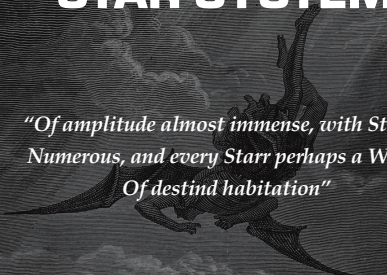
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A FALLEN ROBOT'S GUIDE TO THE STAR SYSTEM



*"Of amplitude almost immense, with Starr's
Numerous, and every Starr perhaps a World
Of destined habitation"*

A head-first fall from space can be disorientating!
Ground yourself, automaton, no doubt you have many questions! Trust in this handy manual as you regain your core functions and seek to repair those damaged memory banks.



You are here.

The Nova Solis System

BEGINNING YOUR JOURNEY



To begin a new journey, press *[Start]* and select *'Begin'*.

Select *'more...'* to change **difficulty modes**, delete **saves** and **view unlockables**.

Choose *'Continue'* to see your save game slots.

Each slot displays:

- Your location in the Star
- System (if known)
- Total amount of credits found (including spent)
- Hidden disk count
- Vault count



UNLOCKABLES

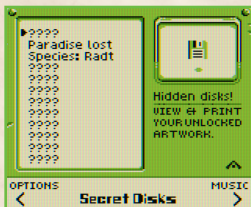
Jukebox

Crank up your volume dial and enjoy your favourite tracks in this built-in jukebox! Perfect for reliving your greatest (or most questionable) moments.



Secret Disks

They say true explorers seek discovery for discovery's sake. Prove it by uncovering all 12 hidden disks scattered across the system*.



Put it in Print

Unlocked artwork will be viewable here and if you've got a Game Boy Printer you can print and bring your discoveries into the physical world.

**Discovered disks and tracks unlock across all save slots.*

DIFFICULTY MODES

Be sure to select the operational conditions most appropriate to you.



Easy Mode

Recommended for recently fallen automatons seeking a forgiving experience.

Your unit has inexplicably been issued three pre-installed upgrades to help you get back on your feet: **Energy Upgrades I & II** (Starting HP reserves increased to 150%) and **Damage Upgrade I** (Your strikes will land with extra enthusiasm).

A more forgiving journey for those of a nervous disposition, while you reacquaint yourself with gravity, combat, and existence.



Normal – Factory Standard Mode

Recommended for a first-time activation.

Your model is restored to its factory settings, exactly as originally intended by its manufacturers. A balanced experience and the recommended way to begin your story.



Hard Mode

Warning! your chassis integrity is compromised.

You awaken with 13% structural integrity remaining. Unlucky.

- A more dangerous star system.
- You are strongly advised to reach the nearest settlement for repairs without incident.
- Manual saves are restricted to safe locations only.



Fallen Mode

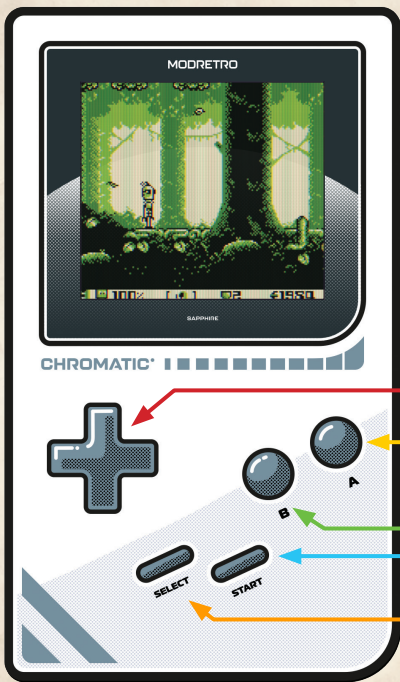
Regrettably, your fall left you permanently damaged.

Your chassis has suffered irreversible damage, in addition to Hard Mode:

- Armour and Health upgrades cannot be installed
- Overall durability is permanently reduced

This mode is intended for automatons who wish to experience the star system at its most indifferent, despite clear warnings to the contrary.

CONTROLS



Action Mode

RPG Mode

 Roll towards

 Roll back

 +  Step towards

 +  Step back

Exploration

Jump

 +  Step towards

Talk, Examine & interact with background objects

Strike

 +  /  Throw SRPP*

Run in Overworld Map*

Pause, Status, Items, Quick Save/Load, Quit Game, Teleport to Ship*, Visual Filters*

Attack/SRPP toggle*

Pan Overworld Map toggle

**Unlockable in game.*

ITEMS

In addition to various quest items and trinkets you may pick up on your journey, you'll surely want to spend your hard earned credits on some of the following:

Credits

You won't get far without them! Gain by defeating enemies or discovering unique credits hidden across planets and by carrying out paid jobs.



Pop-Z

Recover 25% HP.



Pop-Z Max

Recover 100% HP.



Short Range Personal Portal Cube (SRPP)

As sought after as they are hard to come by, a throwable cube that transports the user as far as... they can throw it.



RcvR-Thee

Single use nano revival capsule – bounce back from a fatal hit, don't leave home without one!

Leech Gauntlets

It is said to attain these, a dark toll must be paid.

Harvest 1 energy from a destroyed enemy.

OPTICAL FILTERS

See the world in colours you never knew existed!
An upgrade that comes with a code for future falls.

DMG+

The default optics for your model, high contrast, four shades of the same green.



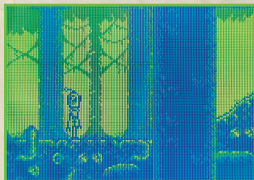
Planetary Chroma

View worlds in the different shades produced by their unique atmospheres.
Limited by your available visual bandwidth.



DMG & Pocket

A throwback to earlier models, limited distractions, low contrast green and grey. Quaint, charming, nostalgic.



B&W

Crisp, high contrast. For the discerning minimalist!

UPGRADES

Turn heads by enhancing your factory model with *certified augmentations*! Available in a range of exciting levels.

Base stats

Attack: I, II, III

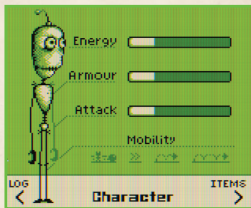
How hard you hit!

Energy: I, II, III

Boost your HP—up to 200%!

Armour: I, II, III

Take less damage!



Mobility

Evasive roll

This advanced combat technique allows skilled robots to roll through hostiles!

Speed: I, II, III

No more dilly dallying! Up your overall speed.

Double jump

Defy the laws of physics and jump... while you're already in the air!

Triple jump

Two jumps not enough? Really? Well, you'll want to find this rare upgrade then!

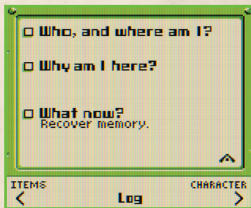
GUIDANCE

Dropped onto an unfriendly world on your head may seem like a rough start, but fear not automaton! Here's a cheat sheet that may just increase your chances of survival.

Log

Who are you? Why are you here? Where are you!

Your log is here to help you answer these important existential questions!



Saving

The star system can be an unforgiving place. Find a safe location and save often!

Chatbot

Talk to as many beings as you can in order to progress in your journey. If you're unlucky, you might even end up on a quest!

Alignment

As an amnesiac, it's the perfect time to take stock of things and decide what sort of robot you really want to be.

Decisions matter and have lasting consequences, for others, for yourself, and for how your journey may end.

EXPLORATION

The Nova Solis system is as fascinating as it is dangerous. To achieve your goals, you'll need to visit settlements and venture well off the beaten path.

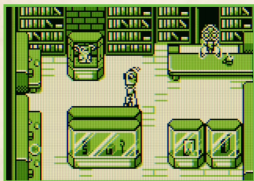
Charm or Intimidate!

Talking to other beings is essential, but sometimes they may need a little... encouragement.



Be a Good Consumer!

Each planet has its own range of stores, stocked with items and upgrades. Don't be a miser, spend those hard-earned credits!



Navigate & Teleport*

Press [Select] on the overworld to view a planetary map, or access it from your ship's console.

**Teleportation requires a ship.*



COMBAT TACTICS

Not every problem is solved by rushing in. Keep a cool head and watch your opponent closely. Land your blow when it really counts!

Re-make, Re-model!

Tougher enemies besting you? Come back with an upgrade or two and teach them a valuable lesson!

AI Will Survive!

Study your foes, find a window, and counterattack!

Rolling, Rolling, Rolling

Facing an incoming projectile? Roll () right under it, then deliver a quick, sharp strike () to the culprit.

Steppin' Out

Dealing with an advancing enemy? Step away ( + ) , regain composure, and strike back on your terms.

Everybody Hurts

Feeling beat up? Pop the cap on a refreshing bottle of Pop-Z for an instant energy boost.



None at hand and bolts falling off? A visit to the nearest mechanic will have you running like new in no time.



For a small, no doubt reasonable fee, of course.

CREDITS

Development, graphics, story, box design, manual

Joel Jarman

Original Soundtrack

Beatscribe

Cover art

Mitsuhiro Arita, © 2026
Mitsuhiro Arita / 312STUDIO,
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SFX

Beatscribe, Coffee 'Valen' Bat

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Special Thanks

Chris Maltby, the GB Dev
community, and you.

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Mike Smith,
James White

A NOTE FROM THE DEVELOPER

Throughout the development of my first game, *Tales of Monsterland*, I'd been taking notes on a story and ideas for a much more ambitious second project. One that I could get stuck into over the course of years, inspired by the 'step-out' moments, non-linearity, choices that matter and freedom to explore I'd experienced in some of my all-time favourite, non-Game Boy role-playing games.



I wanted a modular construction, where I wasn't boxed in by level design and could freely add new areas, secrets and side missions. I began building a very early prototype of what would become *Fall from Space* at the end of 2021.

Over four years later, it's been a journey with many lessons learned. I don't think it's a typical Game Boy game, but hopefully I've made something engaging and worthwhile for players, with plenty to discover, and that you'll want to return to the Nova Solis system again.

Thanks to everyone for the support, I really appreciate it
— Joel

Notes

Notes

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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