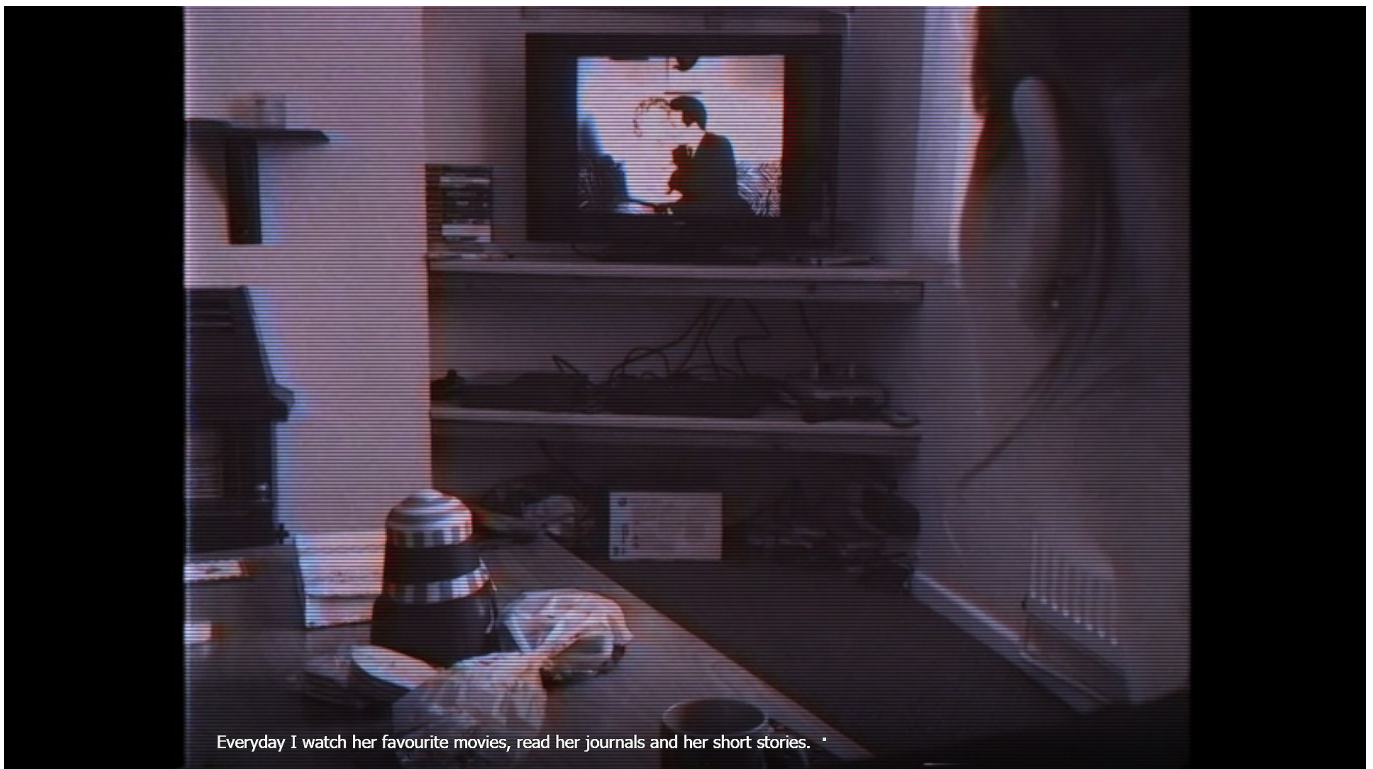

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About This Game

SUMMARY

Morph Girl is an FMV Point And Click/Visual Novel developed as a homage to 90/00's low-fi Japanese horror movies. Inspired by home VHS tapes, *Morph Girl* intends to evoke the most personal fears surrounding the presence of the unknown within one's home.

STORY

Elana Pierce is a grieving widow that cannot seem to move on following the tragic death of her wife, Rebecca. When a mysterious, supernatural being begins to force itself into her daily life – playing upon the memories of the dearly departed – she must make the decision to embrace or reject the creature.

Will you reject its invitation? Or embrace it?

FEATURES

- FMV - Immerse yourself in Elana's world via real world footage evoking a family's home VHS tapes.
- BRANCHING NARRATIVE - Make decisions that alter the course of the narrative – as well as events long passed.

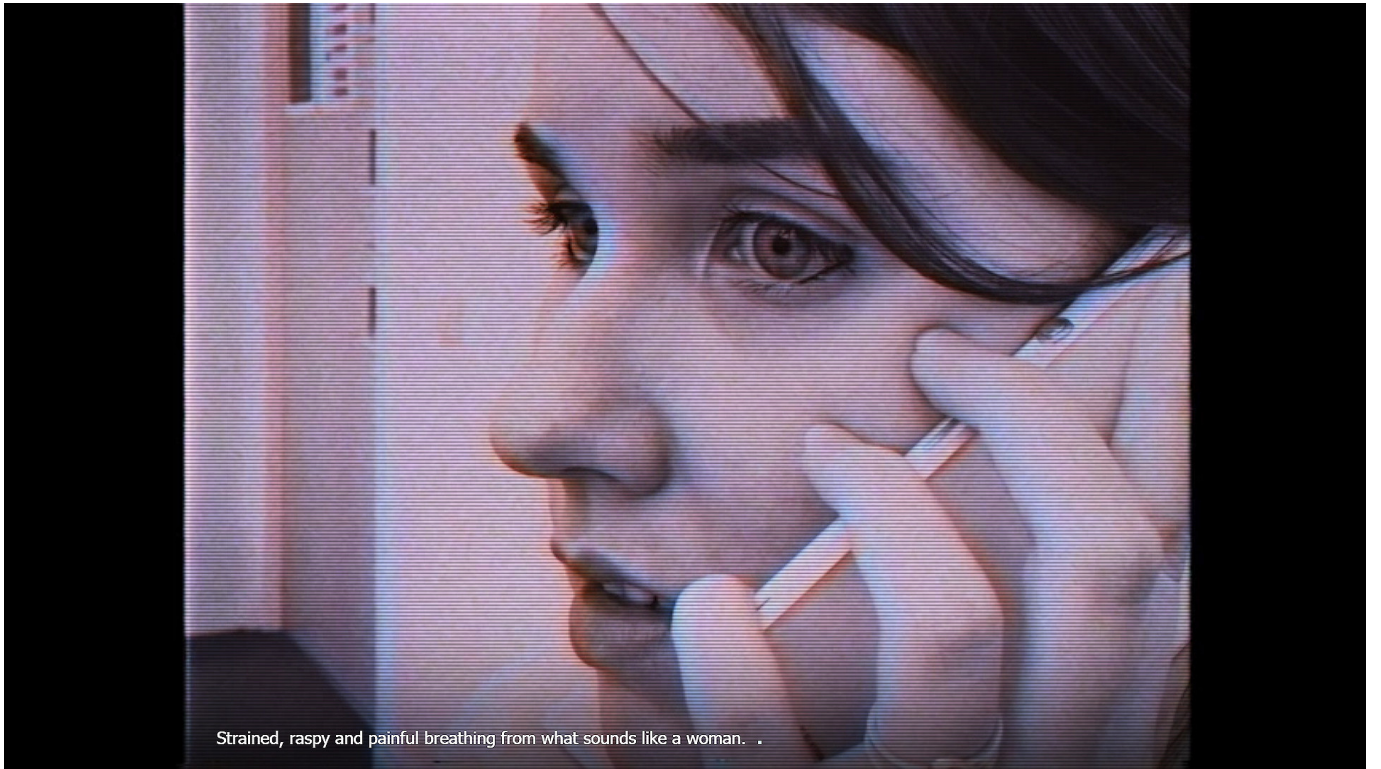
-
- MULTIPLE ENDINGS - Unlock all 6 endings and find your conclusion to Morph Girl and Elana's story.



Title: Morph Girl
Genre: Adventure, Indie
Developer:
Jaydeb
Publisher:
Jaydeb
Release Date: 30 Aug, 2017

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English





MENU

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- > PHOTOS
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morph girl voice. morph girl wiki. morph girl game actress. morph girl endings. morphvox girl voice. morph girl game endings. morph girl plot. morph girl credits. morph girl cast. morph girl game. morph girl actress. morph girl download. morph girl steam. boy to girl morph animation. morphvox pro girl. morph girl game cast. morph girl significato. morph girl explained. morph girl ending explained. morph girl review. morphsuit girl. morph girl gameplay

I was a little surprised by how much I enjoyed this title. There's no dialogue, not a lot of variety in the day-to-day, and I'll be honest, the acting could've been better. But I felt so emotional for the main character, that it kept me invested in seeing how things turned out. It's a short game with multiple endings and I really appreciated every bit of the work that went into it - I'll be playing again to see if I can get another ending I may not have seen just yet, and to finish off achievements, definitely!

<https://www.youtube.com/watch?v=qGcIBuNHLlo&list=PL5Jimra-A3jLJqh-QPufgS6eGuPpIy3gX>. Like always FMV games are a hit and miss and this was a miss in my opinion. The pacing is slow, the story is a bit banal and it seems like you're playing a bad interactive student film. The obvious piggybacking on Jhorror tropes was completely unoriginal and trite which ironically all student films tend to be. It claims to be creepy and i've read other reviews saying they were scared and I was genuinely curious if we had played the same game at all. Literally all you see is a "ring ghost" and thats it...there is nothing else. I know its supposed to "represent" something else but I go back to my previous statment that this is a pretentious student film.

Also there are two full length movies in the game which pads out the time. The problem is that the movies were just as bad as the game. Bad movies in a bad FMV game, it was like staring into infinity. Fun Fact the movies were featured on episodes of MST3K which made me think of watching those episodes. I ended up trying to synch up MST3k with the movies in the game. The Leech movie was on an episode when Joel was on the SOL and the Brain that wouldn't die was the first episode when Mike was the main character of MST3K. A lot of people think Mike was better than Joel but after watching both episodes of MST3k i can say Joel has a dryer wit than Mike so they really can't be compared on who was better.

Notice how off track I got on my review? well thats what you'll end up doing in this game. This is a game you play if you have something more important to do. Like do you have any work that needs to get done around the house...it brings out the wrong emotions when playing a game.

For the price, wait for a sale, you'll lose interest in this game fast and wonder if you left the stove on.. Let's make the figures talk; this game rating 1/10 (considering that no possible to have 0 in ranking system). "Morph Girl" exemplifies the primary reason why I don't bother with Visual Novels.

Now, let's be clear on one thing before going any further: As a dramatist myself I LOVE Interactive Drama and FMV games. However, I am also under no illusions that these games come in many different levels of quality. Sometimes, the game can be deliberately poor in quality to give it that trashy appeal. A perfect case in point being "Press X To Not Die". However, there are some FMV titles where you look at them and just think that maybe the idea would have worked better if the developers had just made a short film and had done with it.

This is definitely the impression one gets when playing, or rather watching, "Morph Girl". The whole purpose of interactive drama as a creative concept is to give players the same level of emotional engagement with the action on-screen as one would get watching a fiction film. To this end, the game is a spectacular failure. The production values are so cheap they feel like someone's high school student project, which could be forgiven if the drama was a little more...you know...interactive. Unfortunately, players will spend about 95% of their gaming experience watching events unfold rather than influencing them. Compared to superior titles like "The Bunker" and "The Infectious Madness of Doctor Dekker", where players have a far greater amount of consent over how the story develops, this game does feel like it needs some major redevelopment.

A shame, really, given that the story itself is quite well put together with regard to its emphasis on the self-imposed imprisonment and isolation brought forth by bereavement. However, even here, the emotional effect is stunted because the developer have insisted on using a non-actress for the lead character. Her reactions are so wooden and her expressions so forced that it is difficult to empathise with her on any real level. Consequently, audiences are left feeling disgruntled, and even mildly annoyed, at times when they should be gushing with sympathy.

I was foolish enough to pay money for this game, so I'm going to bite the bullet and see "Morph Girl" through to the end. Do I recommend it though? Survey says: Save your money for one of the far superior titles listed above.. If you are that kind of person who loves asian ghosts and horror movies such as The Grudge and The Ring this game would be perfect for you. It's

really nice that on the first hand is a visual novel with characters that doesn't speak and on the second hand that you got decisions to make.

The game has 6 endings and so far I only did 3. One of them was really sick and my subs was freaked out of it. So it was worth it for me.. As far as FMV games go, this is just okay. The story is poorly written but I can appreciate what they were trying to go for. I'd say you get what you pay for.. The ring girl, is one of the creepiest one's of them all.

Cool game. I've only finished once so far, but I was really interested in the story that it was unraveling.

It's not very long (first play through took me just under an hour) but I do want to replay and find different endings/options so, for the price, I don't mind the length.

It is a visual novel style FMV game, so the gameplay is based on choice making rather than puzzles. Some of those choices are genuinely gutwrenching when you read the outcome.

The other thing I liked is that there are bits of old horror films (public domain stuff) in here. I didn't sit long enough to see if those entirety of the films are included, but what was there is a pretty cool touch.. I know it's an indie game made by just a dude and his girlfriend so I won't bash them too hard.

But Morph Girl is trying too hard to be something it's not.. Not a horrible game. The "ghost" girl could be a bit more creepier and have more parts, but all-in-all her short appearances worked well.

I did a Let's Play on this game with one of the six endings. Check it out if you want to see how the game plays. <https://youtu.be/DTgpSNJDZLQ>. As ever with my reviews, if you're **only** interested in the pros/cons, and whether or not you figure the game might be something you enjoy, search for the ~tildes!~

Morph Girl; not a novel by K. A. Applegate, it is instead... Hmn.

The Steam Game, Morph Girl...

No, that's not quite right, either.

Morph Girl is a throwback to a lot of things - FMV games, a certain kind of shareware that left you feeling a little unnerved even though it wasn't actually all that frightening, and the exploratory and experimental games of the late 80's and early 90's.

What it is not, despite some flourishes and obvious influences, is 'J-horror', a term that (like so many) means increasingly different things, to increasingly large numbers of people; or in other words, very little. Those who know me know that a certain series about a certain very angry ghost were really important to me, growing up; wonkiness and all, they remain something I truly enjoy - and those novels and this game couldn't be further apart.

So, what is Morph Girl, then? If I had to classify it, I'd call it a kaleidoscopic game. Like magic lantern toys of old, it is a very certain segment of a very specific point in the narrator's life.

To even discuss the plot would rob some of the best parts of Morph Girl from the audience, and so I'm only going to discuss it in generalities.

Our narrator, Elana, is struggling with an incredible burden - the death of her wife, and the upcoming anniversary of that death. How she reacts to it, events that unfold during the game...

Well, they aren't exactly shocking. But there is a constant, low-level of horror and unrest just around the corner which is - in some ways! - even better than any outright scares.

I love visual novels, and one of the things I struggle with explaining to people who grew up with them as a normal genre is that the very first few that were translated were of incredibly different genres, from porn to horror to teaching aide. And given that most translations were questionable, at best, you *never* knew what might come around the corner. To this day, PC-98 style graphics inspire a feeling of faint unease and excitement in my withered husk of a heart.

... Morph Girl really isn't a VN, though. Sure, it's built in Tyrano, but like the FMV games of the 90s, it exists in it's own sphere. Which is good, I feel. If it were a VN, I'd have to dock it for being far too short; not in length, but in the amount of text present.

As it stands, Morph Girl uses brevity well. The terse prose combined with the - genuinely! - artful cinematic angles make that uncertain feeling stand out well for most of the game.

But is it any good, you may ask?

... That's a more difficult question, so, as always, let's start with the cons.

So let's go over the pros and cons, starting with the cons, as is customary for me.

~Cons~

- * Individual endings do not vary tremendously, and while the little differences are **striking**, see pros... If you're expecting an epic visual novel with multiple routes, that's not really what this is.
- * Some moments manage to be a little silly, even if you completely buy into the atmosphere (as I ended up doing).
- * The experience is short, though - once again, see pros.
- * Not a con for me, but player input is fairly low. If you need to have every strange experimental game you play have a knife-juggling segment, well, I wish you luck finding your ideal game; but this won't be it.
- * I feel that Ren'Py might have executed some scenes/fullscreen support better, though I'm biased towards it, aha. But I did miss being able to save more freely, even if the *abruptness* of the save menu was atmospheric in a way of its own...
- * Some endings, especially a *certain* ending, can seem very abrupt. I've my theory about that one, too, but that's for the devs - and I'll mention as much in a comment.

~Pros~

- * Both the cinematography and the sound design are fantastic. Going in completely blind, I was surprised how good individual shots were. Pay attention to the framing - you won't regret it.
- * The core of the story is incredibly solid, and I'd say that for 80% of it, I was riveted, to the point that repeat playthroughs were intensely enjoyable... Even with some engine resolutions parsing slower than others.
- * As characters, the only two characters that are present are both believable and interesting. Elana's story unfolding was heart-rending... Although I'd be really interested in seeing it from a different perspective.
- * Not only are the 'hidden extras' cool, the use of FMV itself transitions well to a game. Even the way background ambience transitions from scene to scene is *really frikkin' cool* and ends up making the atmosphere seem incredibly organic.
- * Finally, and least important to *me* but still *incredibly neat*, the aesthetic stylings - and feeling of the whole thing being a cassette tape - are done flawlessly. It would be easy to have phoned them in, but they remain consistently high-quality throughout.

~In closing~

Recommending things is hard. I know a lot of people won't appreciate Morph Girl, to be honest; there's a lot to struggle with, and it's really not a traditional game... Or a traditional *anything*. So, I had to ask myself if *I* would recommend it, and I absolutely would. Though it wouldn't work as a proper VN or perhaps even a FMV adventure game, as it's own thing, I heartily enjoyed Morph Girl, even with the elements that didn't quite click for me.

I'd recommend it to people who are feeling listless, or like they're stuck in a rut; those who want to try something new without breaking the bank, and don't mind something rather experimental. Those who enjoy brevity in their series, rather than multiple seasons, fading in quality like static on a...

Ah.

Damn.

I wonder, what will be the equivalent of static, for future generations?

... Those I'd caution against a purchase would be players who are expecting a classic game, or even a classical visual novel - those looking for a traditional tale of horror, and those who will only play it once and be done with it. You should probably play it at least twice, even if you don't get all the endings.

Finally, I'd like to extend a gigantic thanks and tip of the reviewatorial (which is a word, I swear) hat to Malkavian; I never would've known about this one without you. Hopefully, someday I can return the favour!

Comments for the developers below, they'll likely be a bit bland/spoilery.. Love this game. Fun and interesting. So far no cheap

scares. Out of three of six endings have enjoyed each. A big Fan of J-horror and i think this game definitely has the feel of a good J-horror. Hope to see more like this game from the same people.. It's an interesting experience for next to nothing but don't buy this thinking its a scary or even horror game it's something more like a bad independent movie for what the asking price it's an ok "game" (more like interactive movie)

5/10 Meh. This game is [REDACTED] + an effective, to-the-point study on the effects of loss.. *I'd like to give a very special thanks to Ultra Skeleton for his edits and research on this review.*

In Morph Girl, we play Elana, a melancholic woman who is mourning the tragic death of her girlfriend. Inspired by Japanese filmography, this game communicates the horrors of loss. These horrors extend beyond the social and emotion - Morph Girl depicts how overwhelming debt and lack of rent can be a source of contention for work, relationships, and happiness. For this review, I will amalgamate a set of comments on loss, dissociation, and economics into a good recommendation of this FMV, point-and-click oddity.

Dissociation is the process of disconnecting from one's thoughts, memories, or sense of time. As part of one scene, we can go through her loved one's belongings to recapture her essence. It is here that Morph Girl depicts just how painful grief can be. As we search through the remnants her old life, Elana finds a film called 'Attack of the Giant Leeches.' While alive, this was your partner's favorite film, whereas you found it boring and distasteful. It is here that we have the option to watch all of this film's 62m, to watch a film you never liked because it is what's left of someone you loved.

For this action, we get the 'Time Leech' achievement, referring to the consequences of dissociation, other than losing oneself, is wasting time. The more Elana sinks into despair, the more the ghost manifests itself into our lives. The pre-recorded scenes were haunting, and we can feel the heavy weight of each choice we make. That being said, even though I enjoyed all of these sequences, there was no way to fast-track them, a limitation of the visual novel engine they used named Tyranno. However, Morph Girl features haunting cinematography - coupled with a burned VHS aesthetic and a melancholic purple saturation.

Through the plot we learn that Elana and her girlfriend were struggling financially. When her partner got sick, their relationship began to brake down, not necessarily because of her illness, but because there was no money to consistently pay for her medical expenses, or to even pay for Elana's partner's dying wishes. The situation worsened when Elana's partner died, Elana was left with overwhelming amount of debt.

Elana cannot mourn. She must return to work and make money. But she cannot focus. Her co-workers do not seem to care, simply piling more work on her and chastizing her for being late and sloppy. Elana opts a rugged individualist outlook, and instead of seeking out professional help, embarks in reckless alternatives like selling everything and moving to a more rural county. In the alternative, she attempts to form a relationship with loss incarnate, though that turns sour fairly quickly.

*Ultimately, she cannot escape the ghost, her loss, her debt whom at this point carries the weight of unresolved trauma and accrued debt and dies in a variety of manners. The game features multiple endings, one of which, **trigger warning is suicide**. I suggest you give Morph Girl a try if you're looking for something authentic, something dreadful, something creative, and something that flirts with horror in ways many games choose to avoid.. Maybe I am unfamiliar with this type of genre but overall the game felt very underwhelming as someone without experience in such games. The acting felt awkward at times which hindered the overall immersion and made it less scary than it should have been. Decisions made also did not feel like they mattered as much at some points, and it felt quite repetitive after a few cycles of choices.*

Morph Girl is 50% off for the Steam Summer Sale!:

Morph Girl is now 50% off for the Steam Summer Sale! I *think* this is the cheapest Morph Girl has been on Steam at just £1.49 / \$1.99.

If you've yet to try the only Japanese horror inspired FMV game on Steam, now would be a great time to do so!

The sale ends on July 5th.

Have a great summer :). Morph Girl FMV is out now!:

The Japanese horror movie inspired FMV game, Morph Girl is now available to buy and play on Steam for £2.99/\$3.99!

Morph Girl's launch trailer can be found on the Steam store page and at: <https://www.youtube.com/watch?v=6t033AJMUdI>

Morph Girl can also be purchased DRM free at: <https://jaydeb.itch.io/morph-girl>

Twitter: <https://twitter.com/DoylJordan>. Morph Girl 35% Off in Steam Winter Sale:



You can now get Morph Girl at 35% off for the Steam Winter Sale! The sale ends on the 3rd of January 2019 at 6pm GMT / 10am PST.

Happy holidays!. Happy Holidays! Morph Girl is currently 35% off!:

Now that Christmas is over and the year is coming to an end, I hope everybody has had and will continue to have a tolerable holiday season ;)

To celebrate the end of 2017, Morph Girl is currently 35% off! (Only \$2.59 / £1.94)

If you've yet pick up Morph Girl for yourself, now is the best time to celebrate this year's festivities with the least festive FMV game on Steam!

This sale ends on 04/01/2018.

Happy New Year! <3. Steam Autumn Sale - Morph Girl is 33% off!:

The only B-movie, I-horror, FMV, VN on Steam (with all of the acronyms) is currently 33% off for the Steam Autumn Sale!

Pick up Morph Girl now for just \$2.67 / £2.00!

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