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## About This Game

**The Power to Manipulate Reality**

**The Struggle Between Two Worlds and Their Plagued Co-Existence**

**A Political Battle On The Verge Of Revolution**

**A Mysterious String Of Murders, Claiming Family and Friends**

**At The Heart of It All -- Is You**

*A wave of murder and suicide has been hitting the country, all under circumstances more than mysterious. You play as one of the "Lucky Two", winners of a contest who have the honor of touring with an international pop idol. But as you arrive in Tokyo for the launch of this world tour, events quickly escalate. You have no choice but to delve deeper into dangerous territory -- all in the name of uncovering the truth of these enigmatic deaths. A truth that involves the dissonant connection to another world; and the inhabitants within who seek salvation. You are The Savior -- and it is your job to deliver a brighter future to this world.*

### Features:

- *Length Of Several Novels*

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- *30 Characters to Interact With*
  - *Forge Friendships With An In-Depth Affection System*
  - *SMS System: Send and Receive Text Messages To/From Characters*
  - *Many Choices Leading to Different Experiences*
  - *Multiple Endings*
  - *Steam Trading Cards*
  - *Controller Support*
  - *Steam Achievements*
  - *Steam Link and Steam Overlay Support*

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Title: Major\Minor - Complete Edition  
Genre: Adventure, Indie, RPG, Simulation  
Developer:  
Klace  
Publisher:  
Tall Tail Studios  
Release Date: 11 Oct, 2016

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**Minimum:**

**OS:** WindowsR 7/8/8.1/10 (32bit/64bit)

**Processor:** Intel Core2 Duo or Better

**Memory:** 2 GB RAM

**Graphics:** DirectX 9/OpenGL 4.1 capable GPU

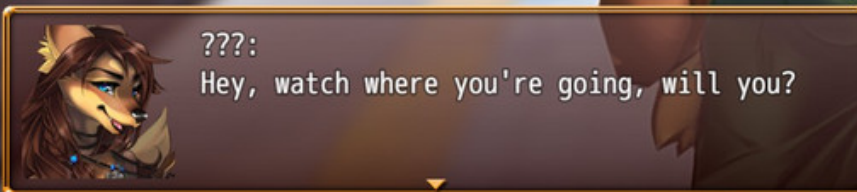
**Storage:** 1 GB available space

**Additional Notes:** 1280x720 or Better Display

English

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MEMORABLE CHARACTERS  
MANY TWISTS AND TURNS



**BECOME THE SAVIOR OF WORLDS  
BEGIN YOUR JOURNEY TODAY**

???:  
Just as I thought.  
Old habits die hard, I suppose.  
I'm surprised you maintained this facade.

## 30 CHARACTERS TO INTERACT WITH



Rocker:

Wait -- a compliment from Rook?  
Wow, it must be my birthday.

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**Patch 19 Released:  
Hello Community!**

**A patch was just released for Major\Minor.  
Here are some of the changes present:**

- *The Terra portions of Chapter One were entirely re-written/revised.*
- *This brings Chapter One to be about 80% re-written since launch.*
- *Chapter Two has been entirely re-written/revised.*
- *Chapter Three has been approximately 10% re-written/revised.*

**I've been editing the previous chapters with a new philosophy:**

**"Say more with less."**

**You will find that previous chapters are now more succinct and less wordy.  
This will allow players to progress the story in a clear and quick fashion.  
Chapters Four, Five and Six are seemingly up to par with this standard.**

**Please look forward to further Chapter Three revisions.  
As well as minimal revisions to Chapter Four in the future.**

**The release of Chapter Seven is tentatively set as August 2016.**

**This revision project is a large undertaking.  
But the overall quality of the product will increase dramatically.  
We are still looking at a finished launch later this year, or early next year.**

**Thanks!**

*Kyle "Klace" Lambert  
Tall Tail Studios  
Project Lead and Head Writer. Patch 22 Released:  
Hello Savivors!*

**A patch was recently released for Major\Minor.  
It had a few changes, here are some details:**

- *Typos throughout the re-write have all been fixed.*
- *Errors in all Seven Chapters have been corrected.*
- *The icon for the game when running has changed to a golden gear.*
- *Introduction Images have been added for some scenes.*
  
- *You will see an introduction image when meeting Trish.*
- *Eclair's introduction image has been modified slightly.*
- *Riley will get an introduction image at the end of Chapter Three.*
  
- *Some more assets were added to prepare for future Chapters.*

**Thank you all for your continued support!**



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**Please report any problems on the official forums.**  
**As well as any suggestions you have.**

**Chapter Eight will be coming soon.**  
**Chapter Nine will come in September.**  
**Chapter Ten will come in October/November.**

*Kyle "Klace" Lambert*  
*Tall Tail Studios*  
*Project Lead and Head Writer. New Game Revealed:*  
**Hello Savivors!**

**The second project from Tall Tail Studios has been revealed today.**

**YOUTUBE TEASER:**  
<https://www.youtube.com/watch?v=LUvBM2U4uD8>

**VOTE YES ON GREENLIGHT:**  
<http://steamcommunity.com/sharedfiles/filedetails/?id=825042424>

**Greenlight and YouTube will be used for updates on this title!**  
**Please subscribe wherever you wish to be fully informed moving forward.**

**Thanks for all of your support!**

*Kyle "Klace" Lambert*  
*Tall Tail Studios*  
*Project Lead and Head Writer. Winds of Change Kickstarter LIVE!:*  
**Hello Savivors!**

**The Kickstarter for our newest game is now live!**

**Here's a link to check it out, we are honored by any support!**  
<https://www.kickstarter.com/projects/372114443/winds-of-change-2>

**As well as a shortened link for sharing on social media:**  
<http://kck.st/2IMkMTU>

**As well as that, a new patch for Major\Minor was released.**  
**We are calling this the REDUX patch.**  
**It's aimed to increase quality of life while playing Major\Minor.**  
**As well as expedite subsequent playthrough.**

**Here are the notes for this patch:**

- *The game no longer launches in full screen.*
- *You can now use your keyboard to enter your name.*
- *Holding Page Down skips text MUCH faster than before.*
- *Text now extends to both edges of the screen.*
- *Save screen is fully re-vamped, showing many details.*
- *Black Gradient in the border bars has been removed.*
- *Typos and Grammatical Errors that remained have been fixed.*
- *If you don't get the True Ending, you can replay the game with flags intact.*
- *Command Remember has been removed from the options menu.*

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**Thank you very much everyone!**  
**Please report any bugs about this patch on the forums.**

*Kyle "Klace" Lambert*  
*Tall Tail Studios*

*Project Lead and Head Writer. Winds of Change on Patreon!:*



**Hey Savivors!**

**I am hard at work on Winds of Change.**  
**We will enter Early Access when there is much more story content done.**  
**But there is now an option to get more involved in the development!**

<https://www.patreon.com/winds>

**With a \$5 per build pledge, I will release builds at least once a month.**  
**This will allow for more fine testing and updates at a steady pace.**  
**We will aim to have the game at least 25% complete later this year.**  
**At that point we will move to Steam Early access and build with this community.**

**Please consider pledging to help development!**

*Klace*  
*Tall Tail Studios*  
*Creative Director. Android Port Now Available!:*  
**Hello Savivors,**

**An Android Port of Major\Minor was just released.**  
**You can find it on the Google Play Store.**

<https://play.google.com/store/apps/details?id=major.minor.mobile>

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**It's the full story, and it's selling at a discounted price.  
This is because some changes were made to reduce filesize.  
But all 10 chapters are included, so it's the full experience!**

**A perfect present for the busy holiday season.  
Something to keep you company as you travel around.**

**Also, surprise!**

*Kyle "Klace" Lambert*  
*Tall Tail Studios*  
*Project Lead and Head Writer. Chapter Six: Patch 18 Released:*  
**Hey Community!**

**Fresh after the release of Chapter Six, we have another patch.  
Here's some of the changes you can expect:**

- *Some grammatical errors have been corrected through all Chapters.*
- *The appearance of the train in Chapter One has changed.*
- *Kila's introduction CG has been reworked to accommodate changes.*
- *The "Kila" path in Chapter Six has been reworked.*
- *A new background has been added for visual variety down that path.*
- *Some dialogue in Chapter Six has been changed.*
- *The Shock/Rocker subplot achievements have been edited slightly.*

*Thanks for all of your support!*

**Kyle "Klace" Lambert**  
**Tall Tail Studios. 60% Off - Steam Summer Sale:**



Major\Minor will be 60% off for the duration of the Steam Summer Sale.. **Kickstarter Stretch Goals Announced:  
Hello Saviors,**

**Thank you all very much for your support of Winds of Change.  
We have hit our goal and announced our stretch goals today.**

**Please feel free to check out the campaign here:**

<https://www.kickstarter.com/projects/372114443/winds-of-change-2>

**Thank you!**

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*Kyle "Klace" Lambert  
Tall Tail Studios  
Project Lead and Head Writer*

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