FINAL FALL – PRESS KIT

---

1. Game Overview

- **Title:** Final Fall
- **Developer:** Emmanouil Kaparos Kaparakis (Solo Developer)
- **Platforms:** PC (Steam), Planned for PS5 & Xbox Later
- **Release Date:** 05/23/2025
- **Genre:** Psychological Horror, Survival Horror
- **Engine:** Unreal Engine 5
- **Price:** 9.99 $
- **Website:** https://finalfallgame.com
- **Steam Page:** Steam
- **Socials:** Instagram X (Twitter) TikTok

---

2. Short Description

Final Fall is a psychological horror game where Ophelia wakes in a decaying hospital after a failed suicide attempt, with no memory of her past. As she uncovers disturbing truths, players face unsettling puzzles, terrifying monsters, and a dark narrative shaped by their choices.

3. Full Description

Final Fall is a psychological horror game where you play as Ophelia, a woman who wakes up in a decaying hospital with no memory of who she is or how she got there. The once sterile and quiet halls are now filled with unsettling echoes, distorted visions, and terrifying monsters. Uncover dark secrets and face your deepest fears as you explore the depths of this crumbling institution.

The Hospital

The hospital is a place of twisted corridors, locked rooms, and hidden horrors. The deeper you go, the more the environment shifts around you, reflecting Ophelia's unraveling sanity. Distorted reflections, shadowy figures, and sudden, unnatural occurrences are all part of the terrifying atmosphere that plays on your senses. Every room, every item, and every sound can lead to new discoveries... or new horrors.

Sanity System

Final Fall redefines survival in psychological horror. Instead of a traditional health bar, Ophelia's **sanity** is represented through the environment itself. As her mind begins to crack, the hospital shifts. The walls start to distort, whispers in her head grow louder, and the words she hears become more coherent—and more frightening. Her growing instability also weakens her resistance to the monstrous forces lurking in the shadows, making her more vulnerable to their influence. The world becomes a darker and more twisted place the further Ophelia falls into madness.

Interactive Puzzles

The hospital is filled with intricate and challenging puzzles that will test your wits and problem-solving skills. From Morse code machines to a fully functional piano, you'll need to use everything at your disposal to unlock the truth. Solve mind-bending riddles, decode cryptic messages, and face environmental challenges that will keep you on edge.

Resource Management

In *Final Fall*, resources are scarce. Medications, health items, and other crucial tools are scattered throughout the hospital. Your choices matter—use them wisely, as you never know when you'll encounter your next challenge.

Perma Save-Delete System

Every choice matters in *Final Fall*. Ophelia's struggle is not just with the horrors around her, but with herself. She has the option to end her journey early, but each time she does, the consequences grow more severe. After three failed attempts, if Ophelia chooses to end it all again, her save will be permanently deleted. The weight of each decision increases, adding an intense level of tension and urgency as you push forward.

---

4. Key Features

🧠 **Mental Horror & Hallucinations** – What's real and what's a trick of the mind?
📼 **Storytelling Through Found Media** – Watch **video tapes, read medical reports, and uncover CCTV footage**.
🩸 **A World That Punishes Failure** – Three major mistakes = **save file permanently deleted**.
🔦 **Limited Light & Resources** – Every bullet, every pill, every decision matters.
🔪 **Terrifying Enemy Encounters** – Run, hide, or fight, your past is always chasing you.
🧩 **Complex & Brutal Riddles** – Navigate **deeply layered puzzles** that require attention to detail, logic, and interpretation of cryptic clues.

---

5. Trailer & Screenshots

- **Trailer:** [YouTube](#)
- **Trailer Download:** [Google Drive](#)
- **Screenshots & Logos:** [Google Drive](#)

---

6. Developer Information

- **Developer:** Emmanouil Kaparos Kaparakis (Solo Developer)
- **About the Developer:** My name is Emmanouil Kaparos Kaparakis, and I'm a self-taught game developer from Greece with a lifelong passion for video games. I started experimenting with Unreal Engine 4 a decade ago, just for fun, despite having no coding background. Through years of trial, error, and hands-on learning, I taught myself everything I know, exploring different projects and techniques along the way. Eventually,

I decided to drop everything and fully commit to game development. That journey led to *Final Fall*, a deeply personal and immersive psychological horror experience.

- **Contact Email:** admin@finalfallgame.com

---

8. Social Media & Contact

🔗 **Website:** https://finalfallgame.com
🎮 **Steam Wishlist:** Steam
🐦 **Twitter/X:** https://x.com/finalfallgame
📣 **Instagram:** https://www.instagram.com/finalfallpcgame/
🎬 **TikTok:** https://www.tiktok.com/@finalfallgame
📧 **Press Contact:** admin@finalfallgame.com

Thank you for your interest in Final Fall!