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## About This Game

Play as Seika, a mermaid that awakens in an underwater cave unable to remember what has happened before. The one thing she does remember is that the evil sirens have created dissonance in the underwater world. Help her defeat the sirens and restore peace to the once harmonious underwater world.

## Key Features

- Rogue-lite gameplay - Challenging difficulty, multiple ways to power-up Seika, featuring procedurally generated underwater caves.
- 15+ items
- 15+ enemies/bosses
- 4 unique levels
- 3 abilities
- 4 permanent powerup paths

In the complete version of the game, would like to have 30+ items, 20+ enemies/bosses, 6+ abilities, and at least 5 unique levels

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\* Best played with a controller

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Title: Serenade of the Sirens  
Genre: Action, Indie, Early Access  
Developer:  
Chukobyte  
Publisher:  
Chukobyte  
Release Date: 24 Oct, 2018

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**Minimum:**

**OS:** Windows Vista, 7, 8 8.1, 10

**Processor:** Single Core

**Memory:** 512 MB RAM

**Graphics:** OpenGL 3.0

**Storage:** 512 MB available space

**Sound Card:** Stereo

English









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serenade of the sirens

This game is seriously awesome! It's similar to SMB1, but with some element differences. The main one being that Marisa gradually grows. Rather than just having a big and small form, Marisa grows another head tall depending on how many mushrooms she has. At four heads, she gets a projectile move, and at 8 heads, she is temporarily large enough to charge through everything, similar to the mega mushroom from the Mario series.

I really love the art style of this game. The pixel art is extremely vibrant, cute, and detailed. The music is fun, upbeat, and matches the mood of every level! This sort of variety in game styles is really why I started to like Touhou. Marisaland Legacy is a fun, unique, and cute take on an age-old classic like SMB1. I would recommend it to anyone!. This is a great take on a modern Arkanoid type game.

- + Mouse control is fluid and responsive, especially on a 144hz monitor.
- + Music is great
- + Lots of game modes
- + Cheap

- I tried using a Dualshock 4 but I had some problems using it, though it might be on my end. The Last Birdling is one of the most fantastic VN's I've read. Every character is packed with personality, and throughout the story it's a treat to see how everyone changes (or doesn't change). And even though it's only a few hours to reach an ending, it feels so much longer than that. Props to InvertMouse for telling such a moving tale.. Nobody is playing online (that was the only way to play this back in the day) because the "remaster" is really just the same game from 20years ago setup to run on modern hardware. Don't buy this unless you want to play against weak AI bots that you'll bore of after the first hour of playing.. I have enjoyed my time with this game despite some very glaring flaws so this is a recommend from me with a few caveats. If we had a middle option, this would definitely be in that range but since our only options are recommend or not recommend, I'm going to go ahead and recommend it. If the downsides sound unreasonable to you, then this may not be a game you want to play. It all just depends on how you feel about the good and the bad.

So, let's start with the good stuff. The game has a really unique look that I like. I can't really think of another game that has this exact look. I've enjoyed several of the scares even though a few of them have been a little cheesy; they were still fun and slightly unexpected. The gunplay feels good enough for this kind of game and I've enjoyed trying to solve the main puzzle that the game has. There are plenty of areas to explore and I've enjoyed finding new locations.

Some of the stuff I didn't care for: the game runs at like 10fps. Normally, this would be a MASSIVE downside but in this case it actually suites the game alright. I'd definitely prefer a faster framerate but in this particular game it just isn't a big deal. The game plays fine despite the framerate issues. The main puzzle is a harder than I expected. Part of it was easy to figure out but then I had a hard time determining where I was supposed to use the puzzle solution at. The game also does not appear to have a save feature, which means when I finally gave up on the puzzle and went to bed, I awoke the next day to find that my progress was gone. A definite downside for sure. Also, there are a lot of unique locations but not a lot of them have anything useful or anything so it's kind of just there to be there I guess. It could use just a little more story or puzzle content but it's not a huge dealbreaker for me.

I started a series on Youtube you can check out if you're on the fence that way you can see if it's something you think you might like (or not). Chances are if the screenshots look interesting, you'll probably get at least some enjoyment out of this one.

[https://www.youtube.com/watch?v=xHh7fslC2I4&list=PL08FwntTpxPB6jtirbqFWLY\\_qQj1\\_MMMr\\_ITS\\_AWSOME\\_D\\_I](https://www.youtube.com/watch?v=xHh7fslC2I4&list=PL08FwntTpxPB6jtirbqFWLY_qQj1_MMMr_ITS_AWSOME_D_I) initially picked this up as a way to tempt a player with the promise of unknown powers. I know that it was effective in creating a lot of interest and gaining a spell not commonly available turned out to be one of those rewards that make your players feel a bit more unique and special (if not more powerful).

[New spells can easily be added in as a reward for any of your spell casters, making the discovery of tomes and scrolls once again of great interest. Finally, you could equip enemy casters with an array of unexpects spells, or use these to help fill in the void when building a caster that uses a particular flavor of spells.](#)

[All in all, it is well written, has a great deal of content, and I have already found it to be very handy indeed - highly](#)

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[recommended.. Was a short, quite simplistic puzzle game.](#)

[A lot of the jokes fell flat for me, and the voice acting seemed really awkward most of the time.](#)

[I feel this game would be better suited for kids, including the plot and jokes.](#)

[Would only recommend if buying for a child, at a price of \\$5 or lower.. I'm still playing this game and for now the game it's really fun, the controls aren't very difficult and the game is very challenging, at least the first Act, I still have others to play.](#)

[If you'd like to also check my gameplay!](#)

<https://www.youtube.com/watch?v=5UCifUZjVfs&t=25s>

[Have fun! =D](#)



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I was skeptical about spending my 59 cents on this game, because I'm a stingy♥♥♥♥♥but actually it's pretty worth. I wish it was more difficult because I found all the added extra health makes it pretty easy as in I haven't failed a level. Short game though wish there was more content but for almost half a dollar I can't complain. Overall good game I like the aesthetics and the art so I recommend if you just got a couple of pennies lying around in your steam wallet and you just want to be brain dead for an hour playing this.. Gameplay/review (8 min): <https://www.youtube.com/watch?v=58myxy8LEIc>  
[Awesome game but with some flaws. If you like zombie games \(like I do\) then you will most likely find it enjoyable. The first few waves were way too easy for me so that made it a bit boring at first. But as soon zombies started to appear more frequently it immediately got more exciting.](#)

[The weapons must be realistically reloaded and that adds an extra challenge. It's great because otherwise it would simply get too easy and boring.](#)

[I've played it for over an hour now and only experienced two bugs and neither of them caused any major issues. To me that's very impressive seeing as this is still an early release.](#)

[Right now I think it's a bit overpriced for the experience which I had \(but not by a lot\). It seems a little to basic at the moment and doesn't offer much of variation in terms of gamemodes or similar. But, seeing as this is an early release and that the developers have promised more features it won't affect my final verdict too much.](#)

[As a whole I enjoyed the game and do recommend it to anyone else who like wave shooters and zombies.. Full disclosure: 99% sure I grabbed this game for free in a giveaway.\)](#)

[Freebie is a small, simple game wherein you launch a ball from one of two corners of the square into the center where there is a spinning paddle which is long and thin, and has a pointed tip on one end. The goal is to hit the ball into one of the four sides that is green. Hitting it into a red side will make you lose a life- you have three in total. Each time you hit it into a green side, you gain a point and the sides reset their colors. The two red sides are always touching, as well as the two green sides. This can help you dictate which of the two corners you want to launch the ball from. The paddle will start to spin faster as you gain more points.](#)

[That's pretty much all there is to it. The game does have multiple music settings, though I did opt out of those and listened to Spotify instead. There doesn't seem to be a way to turn off sound effects, though, and the ball bouncing sound is rather cheap/annoying sounding, and a tad loud. There are no graphical settings to choose from besides fullscreen or windowed, sadly.](#)

[The game also includes Steam Trading Cards and a few Steam Achievements, so all things considered, not a bad game to relax and play every once in awhile. Not something you'll get 300 hours out of, probably, but a decent time-sink, especially if you love chasing a better and better highscore.. Achievement fever.](#)

[+This game is nice for testing your skills. The controls are a bit off, but once you get used to them there's no problem.](#)  
[+The soundtrack is really appealing, some of the music remind me of Super Meat Boy soundtrack.](#)

[-The achievements are made really for one level, the rest of them are just there, play them if you want or not.](#)

[Got the game with a -90% coupon, didn't regret it.. I bought this game because Heartstone was too pay to win. This is a cute card game based on play-to-win.](#)

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### [The Good](#)

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[It has tons of cute anime styled cards.](#)  
[Level up system per card so you can pwn with your noob cards.](#)  
[Fun bosses and dungeon mechanic.](#)  
[Weekly challenges vs AI.](#)  
[Hard at times - but not ragequitting hard.](#)  
[Many feasible strategies to take down your opponent.](#)

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You dont have to spend IRL money to buy extra cards.

Card drops from bosses and mini-bosses + or buy card packs from shop for in game currency.

### ----- The Bad -----

PVP is pretty much dead (or at least you will play with us regulars hahaha).

Card drop grinding from bosses can be brutal.

Achievements are hard/brutal since the ones requiring PVP battles can be difficult to complete.

I hope you can enjoy it as much as I did. Some cards are just tooo kawaii~. Below-average platformer. Not really worth playing.

### 0.6.1 - CRT Effect Added:

After:



Before:



[Update to add CRT effect. The CRT effect was originally just in the intro cutscene, now it has been updated and applied all the time. There are also minor bug fixes.](#)

[Changes:](#)

- [Added CRT Effect](#)
- [Bug fixes](#)

#### [.0.6.6:](#)

[Small update to add a flash to the electric eel enemy to make the attack more telegraphed. Also fixing bugs related to Seika's animation and the in game shop.](#)

[Changes:](#)

- [Electric Eel enemy's attack is more telegraphed](#)
- [Bug fixes](#)

#### [.0.6.7 - Random Level Events:](#)

[Implemented random level events. These events happen infrequently at the beginning of Seika starting a new level. I will add additional events and tweak how it's currently working in future builds. There are also a bunch of minor bug fixes in 0.6.7.](#)

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Changes:

- [Random level events](#)
- [Bug fixes](#)

**.0.6.17 - Persistent Levels:**

[Happy New Years everyone! With a new year comes a new path for Serenade of the Sirens! Pushing out a new update to lay down the foundation for multiple paths throughout the underwater caves. The cave paths are currently linear but that will change in the near future.](#)

[Included in this is update is the addition of persistent levels and the removal of the level timer. Stages now take slightly longer to generate, but I will fix that in future updates. Also, I felt that the level timer didn't align with my vision for the game so I'm removing it. Last but not least I'm disabling in level events until there are better integrated with the new procedural generation system.](#)

Changes:

- [Persistent levels](#)
- [Removed level timer](#)
- [Temporarily disabled events](#)
- [Fixed bug with player start position](#)

**.0.6.18:**

Bug Fixes:

- [Bubble Shield regenerates only upon entering new areas](#)
- [Bubble Shield wouldn't appear on boss fights](#)

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