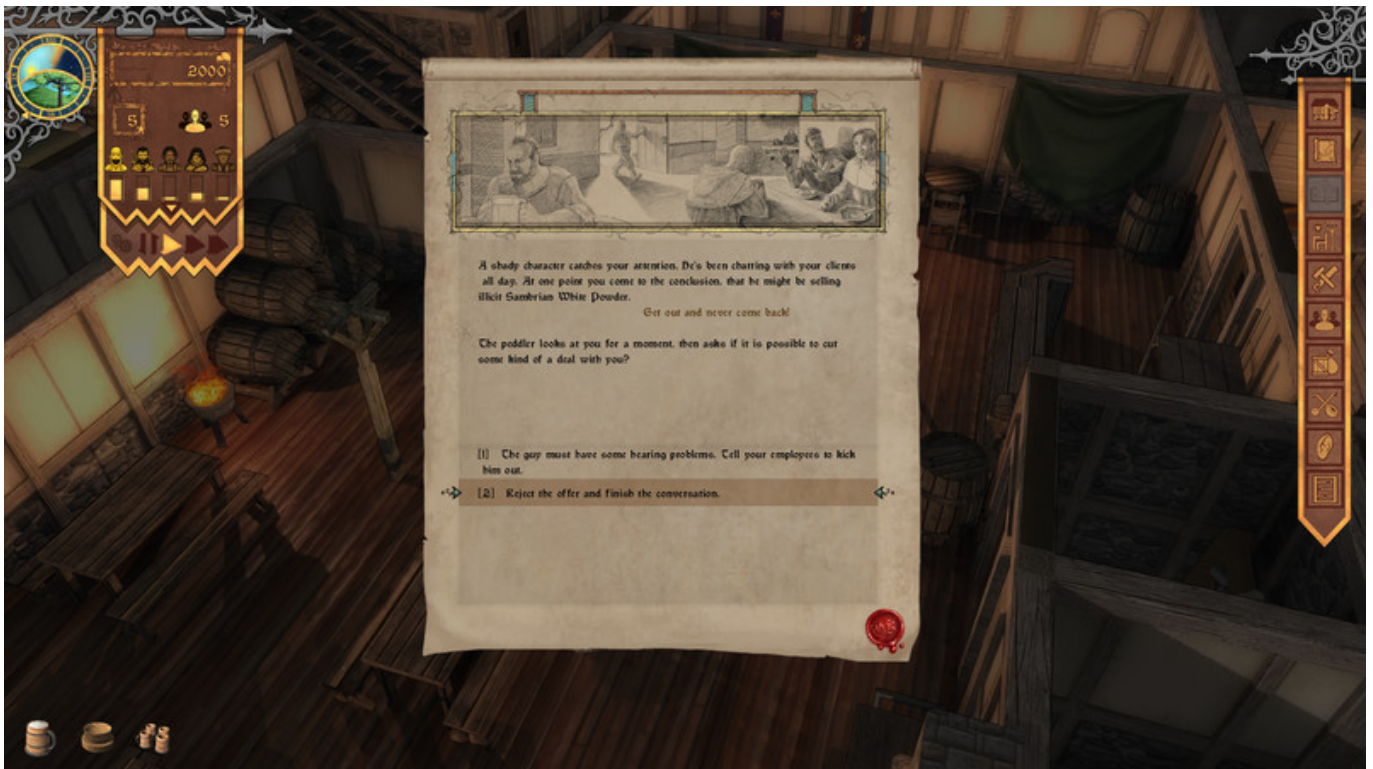

A Sun Of Salt Torrent Full



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About This Game

???? - A Sun Of Salt

Unravel the mystery, the horror, and the people aboard your ship as captain of a small crew on a lifelong mission into the unknown.

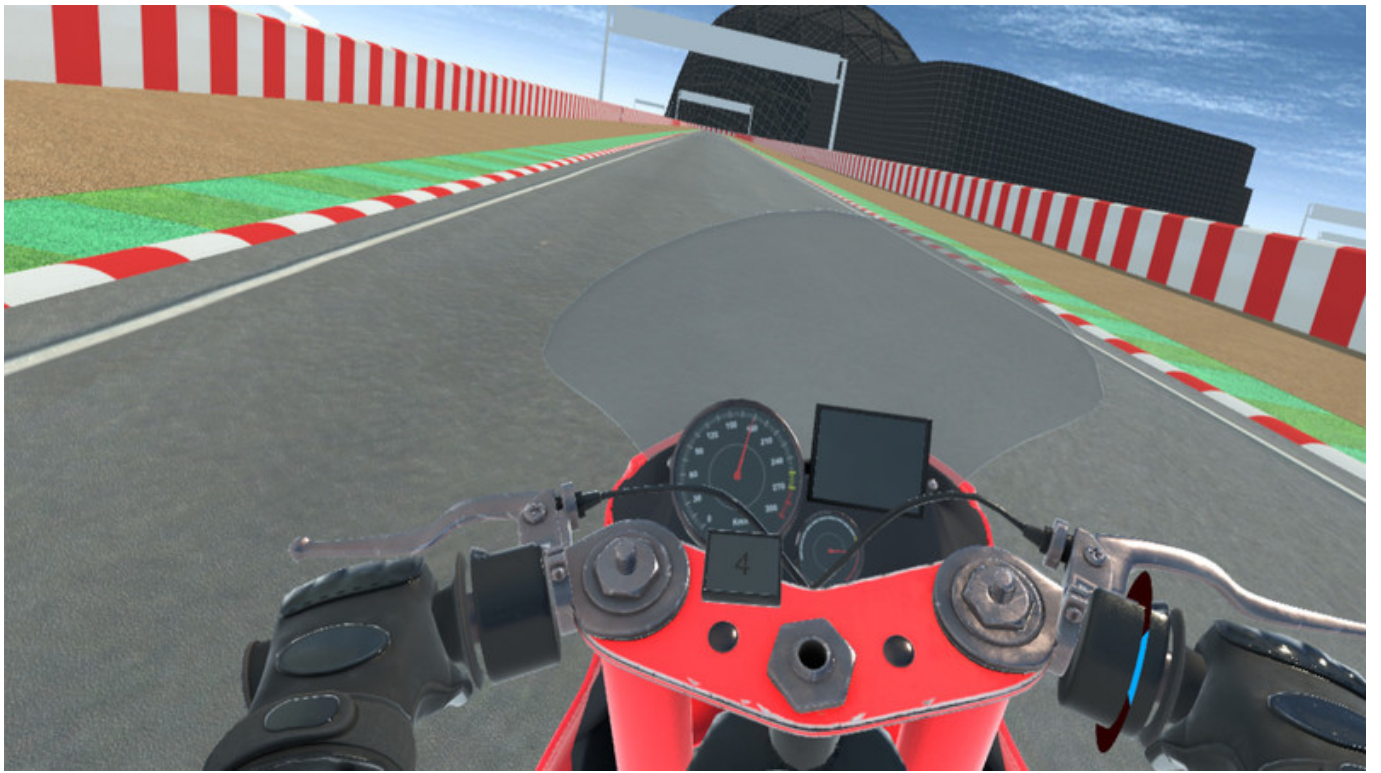
Game Features:

- Visual novel gameplay.
- Get to know an evolving cast of characters.
- Take part in a dramatic sci-fi tale that can turn from romance to horror in an instant.
- Unravel the true nature of your mission.
- Experience love, death, or friendship in branching paths that lead to one of 4 endings.
- Get a small glimpse into the mind of your crew with experimental technology.

Title: A Sun Of Salt
Genre: Indie
Developer:
NikuTreat
Publisher:
NikuTreat
Release Date: 28 Aug, 2018

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English







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This is a cool DLC, looks badass.

I will do some pros and cons for the DLC

PROS

-Excellent modelling

-Unique type of paint on the armor and unique parts of the armor such as the left pauldron's hydra heads, hydra heads on the backpack vents, hydra's skin on the lower right leg of the armor and a cool hydra's head on the helmet

-You can become one of Alpharius' sons which are masters of subterfuge and sabotage, so you can destroy your enemies from within rather than from the outright conflict

CONS

-No cons

I recommend it. 10/10 would fight everyone again!. This one's a toughy. the aiming can definitely be improved magerley and that is all I do like thow. This game is pretty basic and would greatly benefit from some extra gameplay mechanics.. good design, music & sfx

-1 level only

-it's DT anyway.... I bought this game. On sale so that was pretty sweet. The guns are a little slow but other than that it's a pretty good game..reminds me of space invaders. The bosses are a bytch though. You have to purchase the upgrades damn near everytime you go into a level. My upgrades tend to run out when i get to the boss though which bites. Anyways I give it an 8/10.. Fun game, terrible translation. But who plays SHMUPs for the story?. Be patient to play this game, you will find that it's funny.. It's a short RPG, took me about an hour to get to the ending playing on adventure mode. It's cute funny and made me smile many times. Have you ever finished a game and wished it should be 10 times longer? Me neither until I played Nepenthe. The weird art, the music, and the jokes made me have an amazing time.. Not for the easilly triggered... that's for sure! But overall this game is just as fun as it is frustrating, each level brings on a different challenge yet all of them want to make you pull you're hair out. \ud83d\ude00 Definetally get this game!

This game needs a lot of work. The animations are bad or nonexistent. Movement is clunky. The view is restrictive would be better a little more zoomed out. You die from 1 hit so i dunno why there is a health bar or the heal thing. The video of the game looked fun but the game, well its more fun to watch the video at this point. Overall this doesnt feel like a complete game.. This game still needs a lot of work. Graphics are ok, gameplay has many issues, and crashes a lot.

Need to keep this one in the oven for a few more days.. Graphics are GREAT! The story that this TM game is based upon is about a Happy Empire, the Empress Laya has just returned from a voyage where she was seeking new discoveries of resources and knowledge to make the people even happier. When she returns from her voyage she is unhappy to discover that the evil wizard Moramor has returned to create chaos even though he has been banned from Happy Empire.

Pros:

-Great concept.

-Clear goals.

-Colorful detailed graphics. This game is nearly perfect!

-The game is bright and pleasant.

-It is very relaxing and i played it after a particularly difficult day at work.

Nice TM game!. 100% indie, 100% amateur a one person made game, exluding voice act of course. First of all, I have to admit that this is a first game what have been made by this author. So you don't expect nothing more from Amalon than terrible graphic, optimization, bad voicecs, bugs. Everything of that you can find in the Amalon, but if you have an open-mind aproche and you are looking for independent and ambitus title you are in the right place.. Time killer that tests your reflex. What you see is what you get, great game to challenge your friends with.. I like csgo esports scene (*?V?). As most others have pointed out, this game is not very long. While it falls short on length, it makes up for that in solid content. The graphic style fits very well with the sounds to create a heavyVcampy atmosphere. It reminds me of the movie "Alien". The platform mechanics are tight. It allows for you to use the environment around you to get the job done instead of having to rely on a weapon. Most of the time I found myself choosing not to use my gun at all. Notice that I said CHOOSE, if greasing aliens is your thing then by the gods let that laser gun rip. Overall this is a very fun game and well worth the price of 7 dollars.. Highly recommended because you can get 100% achievements in 60-90 minutes!!! :D

Otherwise, the game is far from satisfying:

1. Field of view is baaaaaad. The angle is just awful
2. You find a map early in the game, but it's nearly useess
3. You will get lost because of the nearly useless map
4. The ending makes no sense (at least it's really short)
5. Voice acting is terrible

I get it, developers had a nice idea, but the execution was very poor. The game would have been much better if the map was visible on the screen (and there's plenty of room for it) or at least interactive (there should be some kind of current-location-pointer or something like that).

I paid 0.18 Euros for this. I got 3 cards and 100% achievement completion. I really shouldn't complain :). This is one of the worst escape room games I have ever played. There is basically only 1 room in the entire game. It has two "difficulty" levels that I have seen so far. Perhaps more after the "normal" and "hard" are beaten?

The first time I played the first level I unlocked all the locks and the bar didn't fall off due to a glitch. Had to redo it over to get it to unlock. It worked on the second time through.

There are many situations where you cannot grab objects like you think you should be able to, not because you cannot actually grab them, but because the game is super finicky about where you grab objects and it changes based on where the object is placed.

When attempting to change clock time you cannot tap the buttons that I see reasonably. You have to "clench your fist" on them, which looks weird and is a pain.. I'll open this by saying that this game get's a lot of bad rep that it doesn't deserve. From playing roseverte's games, there's always been an intriguing plot that catches me by surprise, and

continues to be memorable. This one is the most memorable for me. If you tried playing the game and found the initial stat raising bit to be irritating, please, follow the guide, the first time you get a character's route, you'll probably never need to read a guide again unless you attempt the harem ending.

Anyways.

The game starts out as a stat raising game, but once you go onto a character's route, it forgoes the stat raising, so if you don't like the initial part be at ease, as that's only a small fraction of the game that's used to give a variety of endings and ensure you get onto a character route. Each playthrough the story evolves. My first runthrough was Youji's route, and I thought his route was a perfect ending, and that none of the other routes would top his. But I was very wrong. There are many layers to this game, that you won't get in a first playthrough. I'd say that this game would be like Hatoful Boyfriend, with a much more serious tone during the stat raising parts, and a lot more forward about the truth, but just enough lies to keep you guessing how all the ends will tie together.

Each route gave me a new question, as well as answers. And I think the final route helped me feel at ease with the story. You truly do feel like a spectator in the world, watching the characters reach that misery, and even when I initially thought Youji's route was a great ending, when I looked at it again, I realized all the misery hidden behind that happy ending. I kept hoping for a better ending where everyone could be happy, and the game delivers on that after putting you through a roller coaster of feelings for each character. This is a plot I won't forget, and it proved to me once again to not judge a book by its cover, that's why I opened with that statement to anyone reading this review.

If you played this and didn't like that stat raising, the stat raising will go away soon, please play another more minutes. If you don't like the art, I think the story is worth it. I know I can't tell everyone that they have to play this game, and I know this game isn't a total complete masterpiece. It takes awhile to get to the core of the game, and I know that can be disuading for people. But it was a story that touched my heart, and I wanted to give it a positive review in hopes that other people might continue to play and find the mystery hidden behind a deceptive cover.

An additional addendum: If you enjoyed hatoful boyfriend for the BBL route, this game is a lot like BBL route in a lot of regards, so if you're a hatoful boyfriend fan that loved BBL route, I highly recommend this.

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