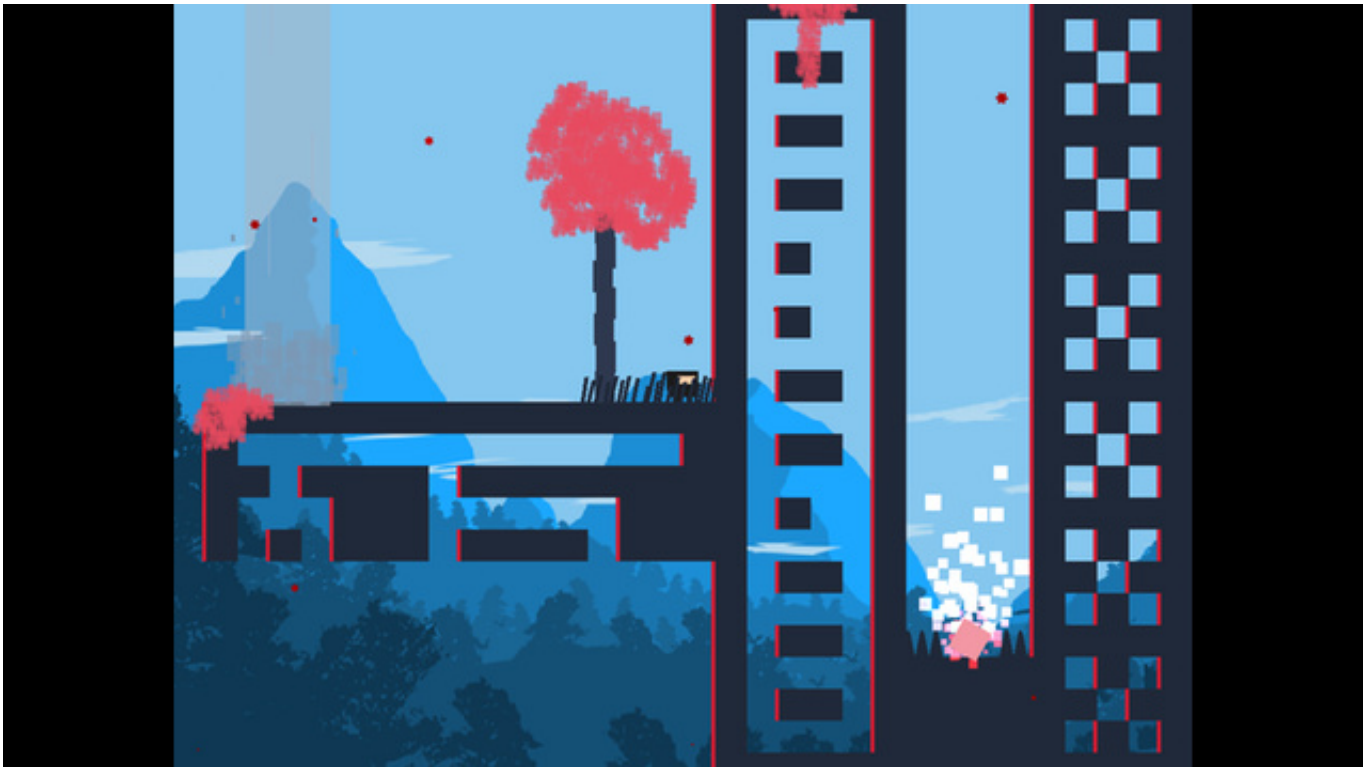

Cosmic Osmo And The Worlds Beyond The Mackerel Crack Code Activation



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About This Game

You're an Osmo, a strange creature indeed. You explore the galaxy in your spaceship, and the planets you encounter are almost as bizarre as the Osmos themselves. There are seven worlds presented for your consideration, each more goofy and peculiar than the last. Cosmic Osmo is a game about exploration and discovery, not winning or challenges.

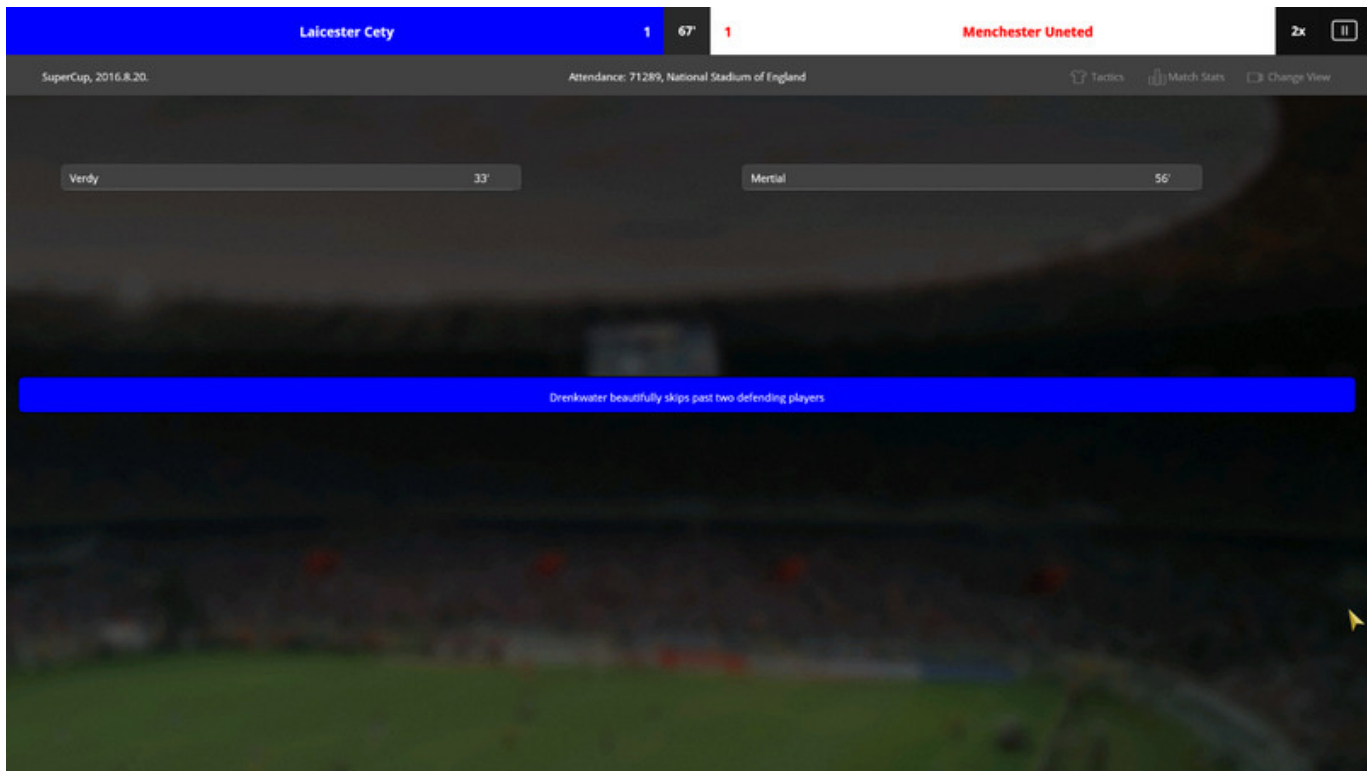
Children and adults will both find something to enjoy in this early gem from the creators of Myst.

Title: Cosmic Osmo and the Worlds Beyond the Mackerel
Genre: Adventure, Casual
Developer:
Cyan Worlds
Publisher:
Cyan Worlds

a09c17d780

English







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I remember when I first saw this on kickstarter it looked like a great idea. I am so glad to see it on steam. Played for about an hour, no crashes so far, although I know others have reported problems. I love the art style and sound design. I also love that they went for 3D maps, that is the only thing I missed in Rimworld. The focus on trading and profit gives this a slightly different feel from Dwarf Fortress, which isn't a bad thing.

If you like Rimworld, Dwarf Fortress, or other games like that you should give DwarfCorp a try. I am having fun with it.. This is the next best thing in so-bad-it's-good-gaming.. Not bad, it's a bit basic but good for a few hours of entertainment and has more content coming.. EV meets a VN. Also the music is fantastic.. I really didn't see that coming. Check this one out. Great game ! A bit short, but its very funny and addictive !. This game is quite old, but still works well, the remastered version is also fine, but it could be better if the developers changed the command system to a modern one.

For all the players who like point and click adventures classic or not.. Not bad for a Proc-Gen, platforming romp. Does need some more generous treasure and enemy placement, though, especially in secret areas.

Shuyan Saga (SS in short) developed and published by Lofty Sky Entertainment Inc. The PC version was released on: Aug 8, 2017 and is also available On: Iphone/Ipad. On Metacritic (<https://www.metacritic.com/game/pc/shuyan-saga>) it does not have any rating - as of this writing.

For me Shuyan Saga reminds me of Bioware's Jade Empire. It's not 100% similar but it's closest product which I can relate & make comparison with. SS is a single player, bash em up, Kung Fu@marital art theme, with some mystical element, using a combination of top-down 2D view and 3D in a 1-on-1 fighting scene, is a Visual Novel driven story (like Telltale/Life is strange), featuring a female protagonist and it also has great music soundtrack. I know that a whole lot of take in@sounds very strange but that's the product utilizing various mechanics & elements from different movies and games - which some of you may be familiar with. So is it a great product? I'm going to say **Yes**.

What is SS about?

You play as Shuyan, a princess of Nan Feng, who has lost her friends, family and kingdom to a very bad man. She goes on a quest to "unlock" her mystical kung fu powers and makes some new friends along the way to save her kingdom/the people of Nan Feng from evil. For some, that kinda sounds like a quest for revenge.

Controls, Audio, Visuals, Writing:

Controls: keyboard button: Q and W and mouse. Nothing more.

I'll start off with visual. It's like a visual novel@comic and it's been drawn beautifully. All characters are drawn so well, distinct clothing styles and colors. That includes the Mystic creatures, to the kingdom and mountain temples. +1

All characters voice has been done properly. Each has their own persona. (I assure you its better than andromeda. Ahem!) +1

The writing/story may be simple but so much emphasis has been put into the character development mainly Shuyan, Jade, Dongmei, Jian and Ganbaatar. I wished that they had explained more about:

- Shuyan's family - why was she closer to her dad than her mom. Why did she picked up martial arts.
- Lily - ohh this is an underused character. As Shuyan's best friend, so much more could have been done on her character.
- Master Long - we didn't know a single thing about his background until Ganbaatar mentioned something shocking in the final confrontation.
- Lore - I wished they could have added/expanded on the kingdom's background/allies/etc apart from the mountain temple/mystic creatures only.

I wanted more story >_< but having said that, this was a good start@standard. +1

Mechanics:

I am not sure why there is a leveling system - which is not apparent on the UI and serves little to no purpose. The main thing that drives the player is the story and mouse clicking@bashing. xD

Fighting mechanics:

Imagine WB's Batman combat merge with Xcom (2D + 3D) It's truely unique and clunky. It doesn't feel sharp like Batman, Shadow of Mordor or Assasin creed. If feels very basic and frustrating at certain levels when the map is filled with 6-7 enemies coming at you (The 2D view). So that's one major area of improvement.

In a 1-on-1 fighting (The 3D view), this feels much better however it is so limited. All that wondrous combo move that we've acquired seems like a waste. Rarely did I manage to execute some fancy moves. Most of the time I just evade + counter + 3 leg kick/3 head punch and repeat. T.T

My personal thoughts/My Summary:

It's been a while since I felt excited, refreshing and was able to immerse myself into a game - have some fun with little frustrations and wanting more. The last time i felt this way was with Life is strange/Witcher 3/Gibz (Seriously). Are my standards too high?

There were no frustrating game design/mechanic here. The scope of the product was small (and this is the right decision for your first product), direct gameplay, easy to pick up and theres save function by chapters, no bugs, no funny business of grinding/crappy quests/crazy puzzles, sudden difficulty spike in boss fights/late game - none of those nonsenses. AND most importantly, like all visual novel games, it has the **skipping conversation function** (unlike a previous game which i condemned it to the shredder machine) so yay. I like it. I like all the characters. The evil duo character really gets on my nerve & i wanted to smack them in the eye. I feel shuyan's lost and struggle and also on the friendship aspect. Apparently all Martial art masters talk in a calmly manner...from day to night, regardless of the situations. lol ><

What i would like to see in the future?

- Polish the fighting mechanics
- Introduction of weapons & fighting styles (I want the mantis style/crane style you know)
- Some sort of character customization
- Inventory system + some gears + merchant/trading
- more quests/side quest and some mini games away from the main story
- Allow players to make more decisions
- Expand on the locations/places to visit
- Please introduce a new martial art master who's a bit more lively xD

My Summary:

For me, Shuyan Saga is one of jewels on STEAM. It's short but enjoyable. Upon completing the campaign, I didnt felt disappointed instead I wanted more. There's great potential for this product and iam looking forward to see what Lofty Sky Entertainment Inc. plans in the future.

Sits beside master Shan and meditates

So, on the scale of 0 - 10, my personal rating for Shuyan Saga is Masterful crafted acrylic statue of a vermillion phoenix worth 7/10.

Master Shan: Aruvin, In still water you will find your true self, that is the Phoenix way.

Aruvin: What about the mantis way, master?. This game must be the epitome of cancelling the flow of time while getting your fingers ready for a whopping life-long ammount of RSI. Cookie Clicker now feels like the warm bed you have always been longing for.

Please go stare outside of your window instead and contemplate on life while you still can.. Games like these are the reason I bought my VIVE. Adventure games !! Similar to Vanishing Realms, and similarly leagues ahead of most other gaming experiences, IMO. Really love this game and now eagerly awaiting updates. Thank you developers !. Even though my game crashes and my screen freezes up due to fps dropping, I still enjoy playing this game. It's not perfect since it's in EA but for \$15 it isn't that bad. It's really fun if you play with your friends and host your own server.. Extra 11 levels which require more skill, timing, and of course patience to complete them.

. From what i have played so far, which is as much as in this video.

(VR sickness gets me everytime, but Dev... Seriously the options to turn the settings to fit your own level of motion sickness is a very thoughtful addition)

If anyone is as excited as me to jump into what i believe to be the first FPSVRPG in VR that brings some scale and exploration (Or first ive seen) Then i would say this is a must while its still at a discount and to help support the development further. You can see though and effort went into this just from the controls.

I won't lie, it still needs work. But i trust and will wait for them updates. I have far worse games i'm in the hopes will improve.

Thumbs up from me! Good job man!

<https://www.youtube.com/watch?v=XKT1NgF6n4k>. FINAL WORDS:

I'll sign off of my ranting review, but I would like to finalize by pointing out that this game has a ton of value, depth and is a hell of an adventure. Not easy, but doable and you have to play smart and you'll progress but there is still the chance you might blow it and "lose." Amazing game, not simple or short in my opinion by any means. A full-blown challenging and tense game, of which I am fully satisfied as long-time gamer who has completed many classics rpg/adventure and strategy games and this is one of the most memorable ones! This developer has my allegiance for future games.

UPDATE #2: 9 hours in... I have completed the second part (by the skin of my teeth, I thought it was game over but didn't give up and just made it). JUST when I thought the game would be over... WOW.. onto another part 3. It's pretty safe to say at this point, this game has tons of content, and edge-of-your-seat playability. In 1995 if this game came out it would have cost \$50- and been hailed as a classic MASTERPIECE today. In relation to gaming design, mechanics etc for a super-intelligent procedural strategy/action/adventure this is certified CONTEMPORARY MASTERPIECE as well. I know I am being redundant, but after playing through a significant portion of the game, this goes directly on my top-10 favorite games list of all-time. I will be flabbergasted if in a year from now, many other people who actually play the whole game won't feel the same. Top marks.

UPDATE: 4 hours in... I am leaving my initial impressions review but I would like to add here that: I have reached "part 2" of the game scenario finally.. where you reach 'the first expedition space craft.' There's more content and cool things than initially expected (Just built the lunar rover and generation capsule, cashed in my points from part 1 to get a surveillance camera..).

The game construction is clear to me and all I have to say as after 30+ years of gaming and still being a fan of turn-based action/strategy/adventure - in my discerning eyes this game rocks and is A MASTERPIECE. So much potential for so much scenario expansion but for what is here - is awesome and well-made, easy to play after spending a good hour. Definitely a favorite in my "best games of all-time" list, spanning the c64 to early-mid 90s PC gaming to modern gaming, especially relating to perfect, improved classic retro genre style games.

F YEA. One of the best games of the past 20 years and all-time absolutely. And I hope this is just the dawning for this developer and their Planet in the Shadows.

NOTE: The below review is a couple days after the initial, official release AND my impressions from a few hours of playing. I am impressed and like it even only after my first 10-12 game sessions of playing.

Superb - finally a solid turn-based lightweight strategy + luck (procedural map, creatures, etc) + rogue-like game. Good concept, design, replayability, evoking a lighter C64-ish/early PC/Flash loose variant perhaps of something like project firestart (C64); X-com (early PC); Motherload (flash mining game) in feel and simple gameplay. I am a gamer from the days of Atari thru c64 thru 90s PC to a current player of the more contemporary retro/pixel scene games looking for turn-based games of this type. There have really not been many (and good ones) out there as far as new games on contemporary platforms, going back over the past 20 years!

* LINUX-USERS: Game works fine in PlayOnLinux - simple default steam install environment, and will should run with no issue or effect on old systems concerning cpu-usage.

* GOOD DESIGN FOR CHALLENGING GAMES: Takes advantage of simple procedural design to spawn new but small maps, I assume to facilitate the end-goal task in a timely manner. From the dev response on the steam discussion thread, a skilled uber-geek gamer may be able beat the scenario in 2 hours. (Me: maybe 25-50 tries if lucky, or many hours).

* REPLAYABILITY: However, in regard to above, it's procedural so sort of a pseudo-puzler/turned-based action game you will can replay over-and-over again. You may win an odd game session, you will probably end up quitting an impossibly difficult game, restarting, etc. I can only speculate as I just started playing but I assume it is possible to win each game (?), but if you're

like me, I know when I'm licked, and if so I will gladly restart a new game. I have spent a couple hours already (not close to beating it) and when I do finally beat it (who knows, as mentioned previously, I expect more like 15 hours or 50 tries), it's not like a crappy movie where you'll never watch it or play it again. By design this game is meant to play until you beat and then revisit now-or-later.

* TURN-BASED MAGIC: I have little time to play games or get that involved at this point in my life, but I do revel and really appreciate simple turn-based strategy or thoughtful game designs in the modern era of games. There is HUGE LACK OF TURN-BASED STRATEGY GAMES TODAY.

* RETRO-ENTHUSIASTS: good atmosphere, graphics and music evoking an authentic experience, with simple but stellar gameplay, offering -V+ scoring and fat-trimmed replayability.

* POSSIBILITY OF EXPANSION? It would be great though to have the game expanded for example either sequel\episode\level\scenario-wise where the developer could implement, balance and package additional scenarios or even another release. OR expand/update the game here in some way with even more content or options. I really think it is worth it.

* MAKE SURE TO WATCH THE TRAILER (INSTRUCTIONAL): The game once you actually understand clearly what you need to do (build a walled enclosures and then the radar AND survive). May come off not only lightweight in cpu-usage but it also in regards to a small world size\map and content\objective. But in a nutshell it is a hybrid game meant for procedural replayability.

* WOULD LOVE NOTHING MORE THAN THIS TYPE OF GAME TO GAIN MOMENTUM AND BE EXPANDED AND BUILT FURTHER ON (FOR SUPPORTERS LIKE ME!) AS THE STEAM PLATFORM CAN ALLOW THAT TO HAPPEN. First impression may be for some people that it's too small or simple (ps. difficult options are present, and easy seems hard enough to me), but that is besides the point and of the challenge and design of the game. BUT I would hardly complain and wish there will be expansion or some kind of sequel. But as it is, I am very glad to have this in my game library and will be a game that I will pop in my disk drive for awhile to come! Well worth the affordable, full initial price. Well done.. Read the reviews...bad means bad , don't waste your money :)

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