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About This Game

Note!: This is *Sayonara Umihara Kawase*, one game in the *Umihara Kawase Trilogy*. It is based on the PS Vita version of the game. Below is a description of the entire trilogy.

Easy to play, difficult to master, the *Umihara Kawase Trilogy* is a collection of three physics-based puzzle/platformer games with over 20 years of gaming history. Developed by the creators of the original game (Kiyoshi Sakai and Toshinobu Kondo), this cult classic was a Japanese indie smash hit!

Umihara Kawase is the name of our backpacking, Japanese, sushi chef heroine armed with a fishing rod, elastic fishing line, and a fishing hook. Face fish-like enemies, conveyor belts, spikes, watery pits, time travel and more. Collect items, and find your way to the end of each level. The deeper into this dream-like world that you venture, the more challenging the solutions and the greater the time pressure becomes. Along the way, look out for shortcuts and secret exits, and unlock bonus levels.

The elasticity of Umihara's fishing line sets the *Umihara Kawase Trilogy* apart from other games, giving unprecedented levels of mobility and discovery. Tightening the line or giving lots of slack can be the difference between success or failure. The elastic nature of the fishing line allows the player to stretch down to otherwise unreachable areas or be catapulted upwards.

Trilogy Features

- Physics-based puzzle/platforming that challenges your reflexes and brainpower
- Extreme elastic fishing-line physics give you advanced control

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- Many stages with branching paths across three complete games
 - Steam Workshop support in all three games for sharing replays
 - Four playable characters (in Sayonara Umihara Kawase)
 - Face giant, aquatic bosses like a tadpole, a seahorse, and more
 - Steam Achievements, Trading Cards, Leaderboards, and Cloud Saving
 - Full Steam controller support for all three games (optional)

Title: Sayonara Umihara Kawase

Genre: Action, Indie

Developer:

Studio Saizensen

Publisher:

Degica

Release Date: 6 Oct, 2015

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English,French,Italian,German,Japanese,Russian







A very well made platform game, with cute graphics and challenging but fair gameplay.. Absolutely fantastic platformer unlike anything I have ever played. its good but way to short. its only 13 levels long. if you see it on sale for under 10\$ I'd say go for it. This is pretty much the best bungee-fishing platform-grappling-hook puzzler game ever made. I know some will claim that isn't a genre, but... I beg to differ.. The third entry of Umihara Kawase, one of my top favorite platformer series, with its unique and sophisticated, rubbery grappling gameplay, high difficulty, and cute-LSD aesthetic.

If you've played [the first game before, you'll be feeling right at home as the gameplay doesn't make a major change to its formula, safe maybe the time freezes, and the physics-heavy fishing hook still controls as beautifully as always. Umihara and her gang has to venture through the series' symbolic fish-filled dimension, littered with school supplies and bike wheels, and you'll even go through what is an oversized Japanese bathhouse. Each Fields has a door or two that leads to the next level, and the path forks many, many times, so you need multiple playthroughs to see everything the game has to offer.](#)

[Don't go thinking it could've been some level pack though, it's perfectly fine if a sequel doesn't reinvent the wheel each and every time. It feels like the level design received a lot more thought and care this time around, the developers again thought of new gimmicks; now you'll be hanging off slippery cubes above spikes and snails, trampolines make an appearance and has you time very well your jumps to not get flunged away as they can be placed at odd angles, and look out for ceilings trying to crush you. Enemies are less prominent like in the first game, as they don't reappear randomly outside of specific levels, and their placement are more logical. The challenge is more about figuring out where the doors might be.](#)

[All that is in the name of a good challenge. Not surprisingly, the difficulty is very high, so there's a learning curve you have to overcome if you're new to it, but mastering the controls is one of the most rewarding feats in gaming.](#)

[If we're looking at how Umihara and the 3 new playable characters all control, it does feel different, but not outlandishly so. The characters feel more heavy, but the rubbery fishing line reacts more sharply in contrast, it still controls as good as it ever was. Added to this entry, they also have an ability of breaking the laws of time: Umihara can stop time for a brief moment, Noko slows it down, and the kids get a checkpoint in certain parts of the levels.](#)

[The game no longer forces you to play from the beginning in order to unlock levels, all the levels you've found are laid on an explanatory map, and you can play any of them, finding doors and backpacks, without the risk of getting a game over. This helps making the experience slightly more accessible, but there's still Survival mode for those who seeks a challenge similar to the previous two games.](#)

[Now you're rewarded when you collect the 45 backpacks, where it usually was extra lives. These backpacks are placed in obscure corners, and you need to have mastered the controls in order to get them and come out unscathed. You also unlock stuff if you succeed in Survival mode, getting to the different endings. The unlockables are mostly just artworks and music, but it also unlocks Child Umihara \(who plays the same as Emiko\), and different skins for Umihara; these skins make the game play musics from previous entries.](#)

[It encourages you getting better times on levels, and you can save a replay of your best performances. Additionally, there are online learderboards, and the Steam Workshop allows you to share your feats.](#)

[The art style of the game, well, it still has the surreal presentation the series is known for: the water theme, oversized fish, school supplies in the background, and cheery musics. However, it doesn't really have the same charm the 2D sprites has, and the music sounds slightly more "public domain". None of it is awful mind you, there's no way it would negatively impact gameplay, and it's hard to put in front what's really wrong, but the 2D sprites were more expressive for one thing, so I wish there would've been more polish on the characters.](#)

[This version is somewhat of a remake of the 3DS game, which was by the way the first game of the series to go out of Japan's borders. The 3DS version was still a worthy purchase back then, and still is, having 50 Fields, but the characters felt slightly more heavy, and the fishing line was a bit looser; it's very small details though, that doesn't impact much the experience, but for a game that relies on a lot of precision, said details are noticable for veterans like me. The Steam version, also called Sayonara Umihara Kawase + on Vita, improved on all of that, as the fishing line reacts more sharply, and some levels are now easier due to these changes, for the better I think. The + version also added 10 levels, perhaps even more evil than the others, and the](#)

graphics got an overhaul; the characters no longer has the odd proportions they retained from the cute 2D, chibi look. it feels faster. and just overall looks better.

Sayonara Umihara Kawase doesn't disappoint. the developpers put their heart in making another game that has a lot of polish. carving an experience unseen in most platformers. The grappling gameplay still to this day gives the series an edge over AAA platformers. you can't go wrong with this one. I really wish for the series to keep on evolving. and never letting it fade into obscurity.. Pure gameplay. It's very rewarding on a basic interactive level. If you complain that games are turning into books or movies. and you just want to play a video game. this is for you.

Great art direction too. unique and comfy.. Its a fun game.
Its extremely frustrating as well because I am bad.
What else is frustrating is that whoever ported this game put little to no effort into the port itself.

.Own a vive and want to play a good platformer on it? Buy this.

Now with VR support. Already an excellent platformer and you should see the reviews why. and now with VR support as an update: the 3ds version can only dream of being this immersive. Looking around and seeing the whole stage. being able to see depth. can help knowing when the cast the hook. Frame rate is VR spec.

Note: the moment you start the game. press start to reset the view to your default head position. VR dimension settings can be adjusted in the options menu. such as scale of the area.

Kinda cute moving you head around and looking at the characters and mobs on screen.

Umihara & friends collect and study indigenous species, learn a few tricks and things about themselves on the way.. Latest iteration on a very old and very good puzzle-platforming series. Controls are tight for the most part, and you have absurd freedom in traversing the stages; watching pros play this is mind-shattering, with all the neat tricks you can pull off with the generally simple controls. Plenty of alternate paths and collectibles to be found.

Don't let the cutesy visuals and music fool you: the difficulty curve is FIENDISH, and a handful of later stages require absolute mastery of the wonky rubberband physics. Malevolent level design at its finest.. The Umihara Kawase series is known for its fun-yet-difficult platforming, and for the most part, hasn't really changed too much in the past 20 or so years. Sayonara Umihara Kawase, the most recent entry to the series (actually released a while back on 3DS and PS Vita), is no different, for the most part. Still, should you pick it up?

Gameplay:

As stated earlier, the core mechanics of this game aren't all-too different from the old Super Famicom game. Many people describe it as Bionic Commando-esque, in that you use a hookshot-like item to aid in much of your platforming, and I'd say that's quite a good comparison (other than the fact that you can, in fact, jump in this game). Your character wields a fishing hook, which you use to grab onto walls, as well as stun your enemies (which are mostly walking fish). As you progress through the game, or whenever you feel like speedrunning through the levels, you'll eventually have to employ some tricks with your fishing hook to reach various platforms in the game, or help boost you through levels quicker. Some include using your hook to launch yourself into a sprint, swinging around walls/ceilings in the level (which is pretty challenging to do right), etc. It's a lot of fun, once you get used to it, and it's pretty neat to see yourself pull off these weird tricks (see some videos of the gameplay to get a sense of the kind of tricks you can do).

Music:

The music in this game is extremely calming, and catchy. I admit, I found myself trying to beat levels just to uncover more of the soundtrack. In fact, the music of the trailer was one of the things that drew me into this game, in the first place. This is definitely welcome, given the frustrating difficulty of the game. If you've ever played Donkey Kong Country 2, I would liken the use of the music in this game to how Donkey Kong Country 2 used Stickerbrush Symphony (one of my favorite songs from a video game) for its Bramble levels (which were also rather frustratingly difficult).

Graphics:

Sayonara Umihara Kawase provides no way to control the graphical quality of the game, so you're stuck with relatively low resolution graphics (no 1080p, basically). This can be quite annoying, as you'll wind up with pretty pixelated graphics. On the bright side, you do get 60 frames per second, which is a welcome change compared to the 3DS and PS Vita versions of the game (which were locked at 30 frames per second), so the animation is very smooth. The artstyle is also quite decent; backgrounds and levels colorful, and the enemies look quite whimsical in nature. It's not anything amazing, based on my knowledge of anime art (though, I admit, I'm no anime art connoisseur), but it gets the job done.

Conclusion:

If you want a challenging platformer, and/or are into speedrunning, this game could be of interest to you. I especially recommend this game, if you're a fan of the Umihara Kawase series, as it's more of the same. If you already have the 3DS and/or PS Vita version, I'm not sure this adds too much. Personally, if I already had those versions, I probably wouldn't have bought this on Steam. However, if you'd like to see the game run in 60 fps, have achievements, or possibly make use of the Steam Workshop for it, Sayonara Umihara Kawase might be worth a look, even if you already have the 3DS and PS Vita version(s).. I've been pretty up to date with the Umihara Kawase Series, even to the point where I even have this here game on the 3DS (where it's title Yumi's Odd Odyssey). I decided to go ahead and buy it again on Steam just cuz it looks like it's a slightly better game than the 3DS Original and, to my satisfaction that is completely true. The game runs at a solid 60 Frames and it just feels a bit tighter overall.

Only drawbacks I've noticed is that Full-Screen makes the game look horribly fuzzy, and the Quick Restart Function doesn't work (unless you've beat the level once, which kinda doesn't make sense to me). Other than that I'm seeing no real problems with this title, and even in its native windowed resolution it's still pretty big without taking up the entire screen (which is pretty comfortable imo). So if you haven't already tried a Umihara Kawase Game yet, want a new UK fix, want to try a slightly better version of the 3DS/Vita Game, or just want said game on PC, then I'd say check this one out. =). Bionic Commando with cute girls and walking fish. The puzzle of platformers. Use fishing line to move yourself around large art supplies and search for doors to the next set of large art supplies. You've never known a tension like this before.. Don't let this fool you, this is the Dark

Souls of cute girl fishing lure bungee platformers.. Are you looking for a unique platforming experience that's unlike anything most people know about? Then you should give this game a gander. If you've played Bionic Commando, then you might know what to expect. I haven't had a chance to play any Bionic Commando games before but I've been told they're similar to a degree.

The third entry in the Umihara Kawase series, Sayonara Umihara Kawase originally came out for the 3DS in Japan back in 2013 and it was later released outside of Japan over in Europe and North America a year later in 2014. The version we got was localized as Yumi's Odd Odyssey but references to the first two games in the series were kept the same.

In April of this year, the game was ported to the PS Vita under the name of Sayonara Umihara Kawase Plus, including extra stuff and the original Umihara Kawase that came out on the Super Famicom back in 1994 (both with their own trophy lists).

On October 6th, 2015, the Plus version was ported to PC, and later in the year both Umihara Kawase and Umihara Kawase Shun will get PC ports as well so now everyone will finally be able to enjoy and experience this series in its entirety.

As for how the gameplay actually functions, you traverse levels using a fishing rod to swing and propel yourself across, over and under enemies (fish with legs and some bosses like a giant crab or giant tadpole) and platforms, all while trying to get to a door as fast as possible (if you're into speedrunning or leaderboards) while some levels have 2 doors with a harder to reach door acting as a shortcut to get to levels further along the level select screen (sometimes it's necessary to access the second optional door to reach branching paths to get to one of the different bosses).

I probably could've left out most of the info before the part where I talked about how the game plays, but I just wanted to throw in a little extra context. Hopefully more people will get into this wonderful series and enjoy it as much as other people do B^). One of my favorite platformers of all time.

It's a grappling hook game where your "rope" behaves like an elastic band. It's hard to control at first, but learning to tame your grappling hook makes you feel like a superhero. Over the course of the game you'll go from slowly wobbling your way through a level's intended route, to flinging yourself across a bunch of shortcuts and reaching secret exits. In that sense, it's much closer to Super Monkey Ball or Getting Over It than it is to Mario or Bionic Commando.

It's the third game in the series (the previous two, originally for SNES and PS1 respectively, also have fantastic Steam ports) and it's made by the original staff, so the physics and the level design are as good as they've always been.

You can buy the trilogy on Steam as a pack, but this is the most accessible place to start. The later levels are still super hard but there are tutorials to help you get started, and the default game mode lets you play through the game one stage at a time instead of sending you back to the start of the game when you run out of lives. They also removed time limits and respawning enemies, so you can take your time and learn to climb.. I don't understand why she needs to fish, she already has two heapin' piles o' Tuna fish stuffed in her shirt.

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