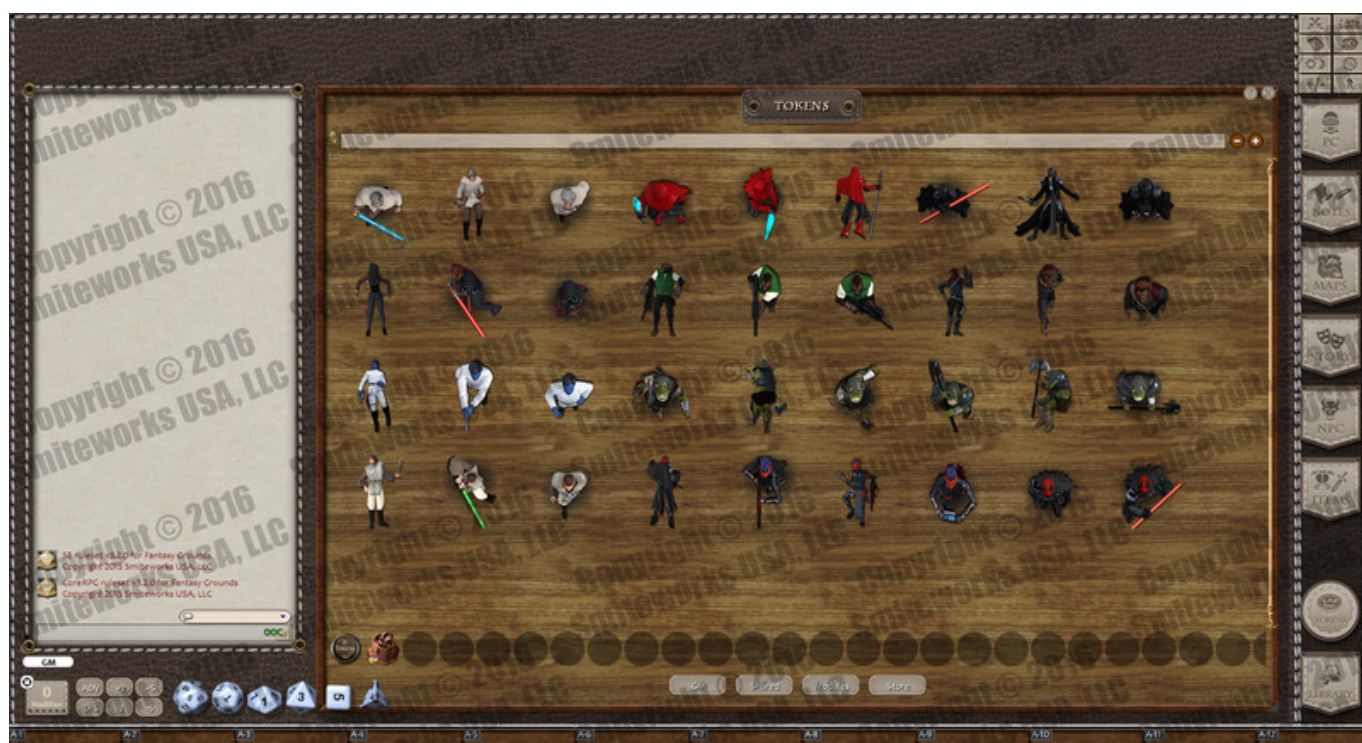


Narcissu 10th Anniversary Soundtrack Portable



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About This Content

After 10 years, the definitive collection of Narcissu's heart-rending musical score is finally here!

Longtime fans of the Narcissu series have praised the powerful use of music and emotions as one of the finest in its genre, and now the complete soundtrack is available on Steam! This edition collects the familiar music used in Narcissu 1st and 2nd, as well as the incredible new additions from the 10th Anniversary.

As well as the instrumental score, this edition also features a massive **10** full vocal songs alongside the **36** BGM tracks. Last but not least, this soundtrack includes the all new tracks from industry legends Chris Huelsbeck (Turrican, Star Wars: Rogue Squadron) and Hiroki Kikuta (Secret of Mana, Koudelka).

10 years in the making, Narcissu's audio journey is now complete and available on Steam!

Tracklist: **(Bold text denotes vocal tracks)**

Disc 1

- 01???????? -arr- = Scarlet -arranged-
- 02?dear friend = dear friend**
- 03?15?? = 15cm**
- 04???????????????? = Akari's Theme (From Sumire)
- 05???????? = Southern-facing Window

- 06???????????????? = Sakura (from 120yen Spring)

07???? = Clouded Heart

08???? = If light rains

09???? = Morning Scene

10???? = I'm Here

11???? = Roadster

12????/???? = Princess of the Cat Kingdom

13???? = From Gin'iro

14???? = Youko's Theme

15???? = Sorrowful Investigation

16????79's = Ramune 79's

17???? = How to Pass a Weekend

18????-inst2- = Narcissus

19???? = Sincere Feelings

20???? = Half of Magic

21???? ver = Preparing For Night

Disc 2

01???? = Emerald Sea

02Narcissu???? = Narcissu ~Setsumi's Theme~

03???? = Silver Coupe

047F = 7F

05???? = Rain Cloud

06Liaison = Liaison

07???? = For Someone's Sake

08???? = Hidden Hope

09???? = From 120yen of Autumn

10???? = Himeko's Theme

1110???? = I'm Here

12???? = Long Shadows

13Sleeping pretend(???? = Sleeping Pretend (From Sumire)

14???? = Sorrow and Beauty

15???? 2007 = Ringing Railway

16????-inst- = Narcissus -inst-

17???? = Lonely Melody

18????79's ver2 = Ramune 79's ver 2

19???? = Accepted Lies

20???? = Narcissus

21???? = Route 1

22:???? = Ame no Marginal

23:???? = Quiet Time

24:???? = The Changing Seasons

25:???? = A Winter of Enduring

Total play time: 2hr 20min

Format: FLAC Lossless Audio

Title: Narcissu 10th Anniversary Soundtrack

Genre: Casual, Indie

Developer:

stage-nana

Release Date: 1 May, 2017

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English,Japanese







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Traverser combines a unique art style with almost Zeldesque puzzles and boss battles. You interact with the environment using a "gravity glove", which is similar to the gravity gun from Half-life. This mechanic works very well and it is surprisingly fun to fling random objects at your enemies.

Overall great game, 10/10 would buy again

. Played this a while ago but it was fun! The game is short, polished and has some appealing colors to them. If your willing to kill some time with just a few dollars to spare, then this game will treat you well. =)

My Negative thoughts on the game are minor so you can take this with a pinch of salt if you will.

-No Co-op (My hours could have been longer if they do release it)

-Limited Weapons, Fortresses, Upgrades etc.

None the less, I enjoyed it. What is Townopolis?

Townopolis is a casual sandbox/scenario based neighborhood planning game. It follows the traditions of the sub-genre of casual games, adding nothing new but doing well what it does. Mostly.

The sub-genre has you as planner on a map of a small neighborhood where you build houses, upgrade them, add features to them etc.

The houses generate income which is used to generate more income by building more houses. All the while you have a small resource management aspect with one or few resources (in this case one, named "materials") and builders. Each level has a time limit in which a certain goal must be fulfilled, for example in the first non-tutorial scenario you have 10 minutes to build a supermarket and have 6,500 dollars income per month (in reality: every few seconds) and ten upgraded houses (as optional goal). So you need 12 workers, lots of material, a supermarket building blueprint/license and you must make enough space for your building project. Things are made harder by the fact that there are two sawmills and some forests that can't be removed. The sawmills produce unhappiness to everyone living nearby, as does the supermarket. Houses grouped together are more happy because people like to live with other people. Which technically is true for not everyone, but in the game it is that way.

Controls:

The entire game is controlled with the mouse. The controls are explained ingame, but pretty much everything is done through a contextual menu on the main screen or the license/blueprint menu where time is paused. Alternatively you have a visible pause button as well.

Graphics:

The graphics are isometric, so you see everything and can act quickly. The UI fits with the isometric theme, but at the beginning can be overwhelming. However, since things unlock one by one you can learn the buttons all without complications.

Sound:

The sound is standard. There is nothing special, it just is forgettable music that runs in the background which doesn't become annoying but will also not stick with you after exiting the game.

Gameplay:

The gameplay was described above in the sub-genre description. There are additionally some trophies to be earned that are also unlocking Steam Achievements. Apart from the usual ones that can just be grinded or naturally earned while playing, there is also one for completing the campaign and getting all gold stars (for par times). The campaign has 24 levels, which are enough for a few hours of gameplay. There is also a sandbox mode, which has an achievement to finish 12 missions or scenarios in it.

Overall the game can be recommended for fans of the genre. The sale price of 1 Euro or your local equivalent is good enough to pick it up and have some fun. You just should expect a rather casual game, if you don't know the sub-genre already.

Recommended: For genre fans. One of the best picross that I played on steam ex-\u00e6quo with "Paint it Back", "Pepper's Puzzles" and "Travel Mosaics 6: Christmas Around the World"

I think it's THE picross game where the dev is the most active

One of the few picross game where the last difficulty level ask you to grey-out hints yourself (I think it's pretty cool, help develop your logic)

There is so many positive aspects to it that the few nit-picking things I found doesn't really bother me and I like to keep playing =D

Good job an this awesome game!

. This is a good game and I had no problems with installation, cd key entry or registration. I don't understand what all the whining and complaining is about. If you have a top of the line system and expect the latest in graphics resolution and the latest improvements in physics, then this game might not be for you....BUT if you can accept the fact that this game came out before all the newest in hardware advances and don't mind slightly lower graphics quality, the play is acceptable and there is nothing to complain about for the price paid. There are better pinball games available, but this one is fun to play even though it is not the best available.. This is my first review so sorry if it sucks. This game is great to be honest i love the style of enemies. This game is very simple on concept but brings and interseting philosophical side to a simple shooter, even though i read maybe about 30% of the text because first time playing though i did not feel like reading but what i did read made me think even if i disagreed at certain points it still made me think and i enjoyed that. 3 hours gameplay for 1 quid in the sale no regerts. I'm gonna play again and read everything in the furture

. I think people really need to calm down, I mean come on it's a indie game and for 7 USD it's not that bad of a game once you get used to the controls. It's not like they are charging a full 60\$ retail price because that would be atrocious! I'm pretty sure with updates the game will get slightly better.. When your deluxe version doesn't include the Zombies Chronicles because Activision decides to steal you. After so many update this game is better now,, this game just need quest button.... A decent dungeon crawl, heavily inspired by the Etrian Odyssey games. Very basic production values, and minimal documentation.

Once upon a time,
Came a broken train,
Then it got fixed,
If you buy it again.

Now DTG have your money,
They thought it would be funny,
Enjoy your new train,

Because it's exactly the same.. This game was pretty fun during Beta, but I held off on reviewing it since it was still a bit unpolished. I recently tried it again and the game feels much better. It seems more balanced and the game looks cooler. A lot of the graphics have been improved especially enemies and attacks which make a big difference. I also tried the co-op feature using MixPlay interactive support on [Mixer.com](https://www.twitch.tv/mixer) and I have to say that adds a different facet to the game. My community loved using the buttons to help me and hurt me, and I'm not sure who had more fun, me or my viewers. Definitely worth a try especially if you're able to use the Mixer integration, but fun on its own!. There is some enjoyable nonsense in this world from time to time. This is nonsense, but not an enjoyable one.. Simple but fun modern warfare RTS. Goal is to capture and hold control points.

- + Simple base building
- + Simple resource management
- + Customization options. Lots of different soldiers, vehicles and helicopters available

- Early access so still a little rough around the edges
- Base building/research is oversimplified
- Occasional performance issues
- Unit cap is too low, tiny "army"
- No formations
- No multiplayer

I would like some more complexity overall and a greater selection of buildings and research options. It would also be great if you could enter the battlefield and take control of one of the units as in "Out of ammo". Multiplayer would be perfect for this game.. Very good game! I like!

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