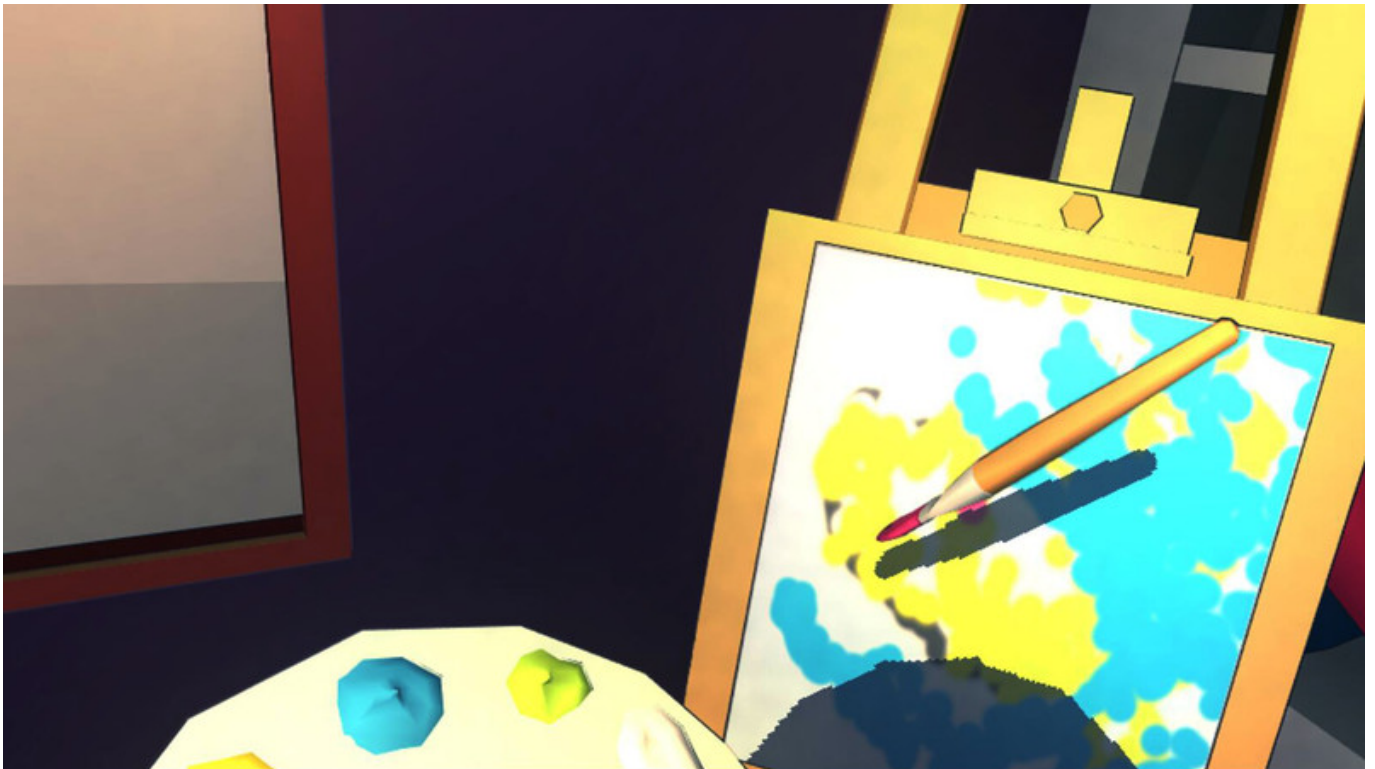

Serafina's Crown Download Direct



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About This Game

Serafina's Crown is a fantastical, dramatic visual novel with branching storylines, a stat-based strategy game, and dating-sim elements. In the game -- which takes place in the same world as Woodsy Studio's first release, Serafina's Saga -- you play as Odell Perin, an inexperienced young woman who must navigate political intrigue, romantic confusion, and an ongoing murder mystery while serving as Regent of Darzia. The branching storylines depend on your decisions: forming romantic relationships with other characters, finding Queen Belatrix's killer, and determining the next monarch. The game also features a dynamic debate system that allows Odell to argue certain points in court based on her accumulated stats.



Key Features

- **Branching Narrative** : Every decision made as Odell will change the story -- whether it's getting closer to finding the murderer, stabilizing the kingdom, or helping the next monarch rise to power.
- **Stats Management**: Odell's decisions will affect her stats, which will help her debate her beliefs in court.
- **Debate Mini-Game**: The game features an entertaining mini-game where Odell (with the help from the stats she's earned on her journey) will debate a variety of topics to uncover new, important information.
- **Girl x Boy / Girl x Girl Romances**: Just because Odell is ruling a kingdom doesn't mean she won't save some time for romance :)
- **Voice Acting**: Serafina's Crown features a cast of talented voice actors that bring the story to life.

Story & Gameplay

The sequel takes place seven years after the end of Serafina's Saga. Grand Prince Robil Feldren dies of an illness -- and a few weeks later, Queen Belatrix Grandil dies in the midst of a "hunting accident." Serafina Elborn and her husband Reuben Jeridar are poised to take the throne, except for one big problem: Many nobles suspect that Reuben Jeridar arranged the assassination of Belatrix Grandil.

Players take on the role of Odell Perin, who is unwittingly thrust into a position of power. Due to her neutral stance, Odell Perin is elected to serve as Regent long enough to settle the ongoing disputes -- and thus determine who will become the next King or Queen of Darzia.



Serafina's Crown is a visual novel with elements of fantasy, adventure and romance. Every decision Odell makes as Regent of Darzia will change the story arc to favor the different Gods. These decisions will allow Odell to get closer to solving the murder, but they can also make things more complicated for the inexperienced ruler. . . .

The game also features a debate system that allows Odell to argue points in court based on the stats she has earned throughout the game. Winning debates further Odell's quest in finding Belatrix's killer and choosing the next monarch of Darzia.

WARNING: This game contains mature content in the form of strong language and sexual themes

Title: Serafina's Crown
Genre: Adventure, Indie
Developer:
Woodsy Studio
Publisher:
Thesis Games
Release Date: 26 May, 2015

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English

Heroes

Upgrades

Gear

Portals

Quests

Shop

X 100 DPS: 3.23zz HP: 22.6a1 Active Reserve Recruit

	High Lord Cassius DPS: 1.37zz HP: 10.7a1 Human Paladin Physical / Melee / Slashing	81.2K +100
	High Lord Thraek DPS: 3.03zz HP: 5.03a1 Orc Assassin Physical / Melee / Bludgeoning	81.2K +100
	High Lord Xan'Thur DPS: 150yy HP: 257zz Undead Necromancer Magical / Ranged / Dark	81.2K +100
	High Lord Thromn DPS: 1.9zz HP: 6.19a1 Dwarf Wizard Magical / Ranged / Fire	81.2K +100
	High Lord Silver DPS: 16.7yy HP: 500zz Elf Bard Magical / Ranged / Energy	81.2K +100

Save this Loadout

Load Saved

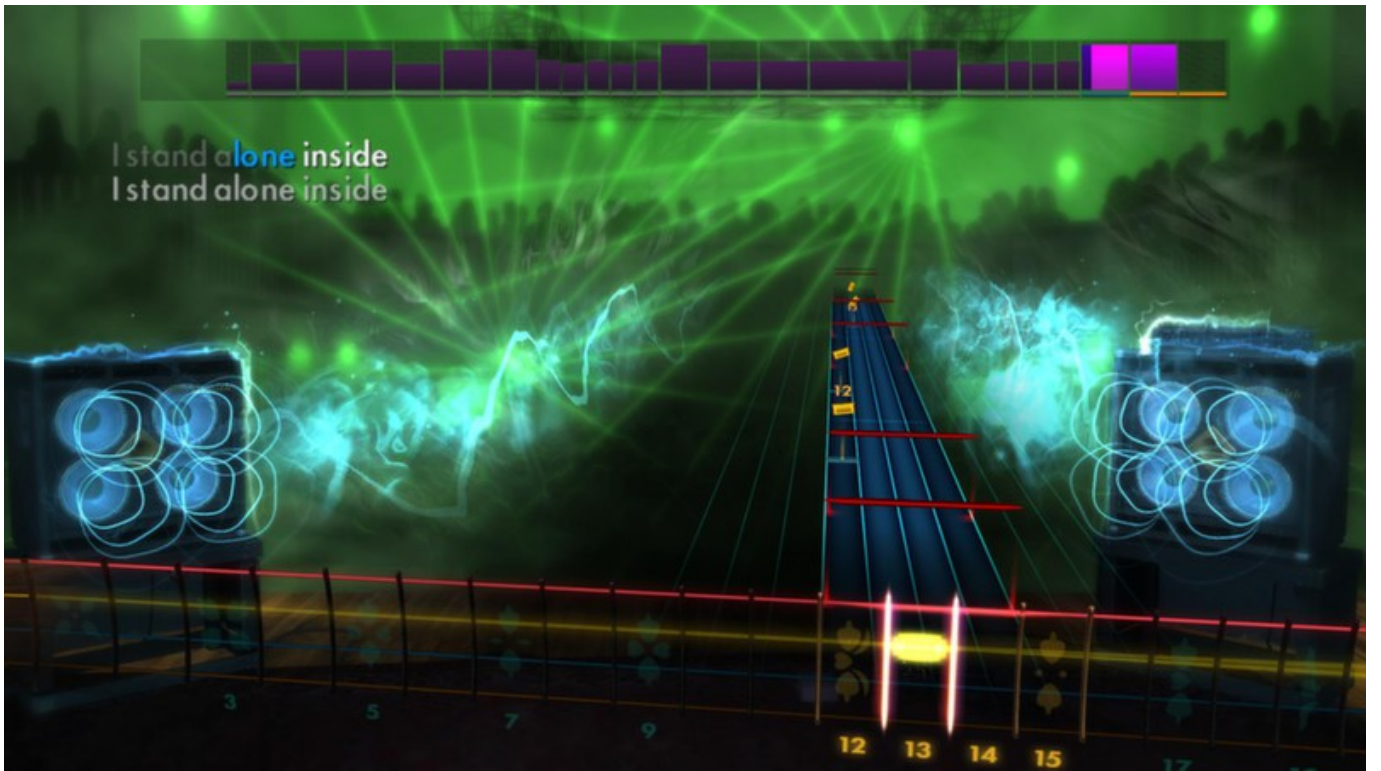
All Reserve 0

Rank Up All Heroes

STAGE 1,404

95.3ff
 14.9M
 8.1M
 38
 884K
 127





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Its not bad, I mean it is better than what the negative reviews make it to be. I played it in 4k resolution, and it looks decent, given its age.

My main issue with this game is that it seems the developers wanted to have some realism build into it while keeping it a little arcadey. The result is a mixed bag. Movement feels arcadey, yet the mechanics require duck a cover tactics, HOWEVER, duck and cover too much and you get pinned down, badly. As in you will lose a life, which are called deployments in this game. It also tends to put you into situations in which you have to die to be able to reach a good vantage point and proceed. In the final level I was pinned by two tanks, a shielded turret several troopers, and it wasn't until I died that I magically deployed to a safe location from which I could kill the tanks - 6 lives later and desperate kamikaze tactics later. Also, remember I said it is arcadey? Don't try to conserve ammo, you get plenty of ammo boxes, so feel free to use your grenades, grenade launcher, or whatever to avoid dying. Then again, remember it tries to be realistic, so you have to run around and go prone for best shots, so you shouldn't really be running around... you get the picture.

It also has some cheap and predictable enemy spawns that are designed to redeploy in the quickest manner possible, but they ARE predictable, so you can "prepare" a least, and they do not happen often. Also, no matter what the distance is, enemy soldiers will be equipped with what seems to be a machine sniper gun, while at said distance your shots rate as original trilogy stormtroopers at best. I once got jumped by a trooper at near point blank range, and emptied an entire clip at him and did JACK. This was aiming with the reticle guys. Anyway...these are thankfully just highlights, as in things you will encounter but not often enough to detract you from the game experience, which could use a bit of a better story though (there was something going on, but it seems like the developers didn't care enough to flesh it out).

Single player is just an excuse to train players for multiplayer, which, sadly, seems to be no longer available (it looks like that was the main draw of this game). Also, weapon selection is limited. I don't mind much, but those who like to shoot many things dead with many types of guns will not like this. I think I fired my pistol thrice in the entire game, that is how needed it is.

Why do I still recommend it? I will make it clear, I only recommend it if you get the new THQ Classics bundle, and even then at a discount. Darksiders I and II, Titan Quest, and Red Faction are awesome, and if you are grumbling about getting the others, well they are ok, and may keep you busy a lazy afternoon. As a solo game? Not at full price. Not unless it were, I don't know, less than 3 dollars. And even then, there are better games at that price range.

...I really wish Steam added conditional recommendations, or a scoring system. (6/10)

. BlazBlue is better. Mediocre hidden object game. I did manage to finish it, but it was frustrating. The cutscenes are very laggy, with the narrated dialogue so broken up that it's not understandable. There's no map, which leads to frustrating running around back and forth. The easy mode is too easy and the hard mode is too hard, with nothing in the middle. The hints are often useless - they tell you to do something which you don't have the tool for, and offer no hints at where to find that tool. But the worst is that in some of the hidden object scenes it's impossible to find the one pixel of an object to click on to actually make it count. The story and artwork are not unique enough to make up for these problems.. Dont pay attention on those few hours on my record, ive completed this game EBF3 and EBF4 on normal difficulty and have over 30 hours on each game but steam doesnt count the hours when offline.

Combat is vastly different from the previous game. having elemental advantages/disadvantages is still the deciding winning factor but many changes have been made.

Instead of a mana pool system now it goes with ability cooldowns. At first i didnt like the change because i couldnt spam all the strong moves moves but in the end it is much better having a cooldown system as it also promotes more creativity in your moves instead of popping mana potions every few turns to spam the same one.

Buffs/Debuffs have also changes as they no longer stack. Only the most powerfull version of the same debuff type will be applied instead of them adding up. Utilizing buffs/debuffs is very important as there are some very devastating combos you can do.

Cant say much about the story.it isnt very engaging but thats because game focuses more on humor, and it nails that pretty good, ive had lots of laughs from many dialogue scenes.

Soundtrack is alright, i feel like EBF 3 and 4 both had a better soundtrack but Phyrna did a great job with this one as well.

Conclusion: game is pretty alright, ive had a good amount of fun playing it and once i clear all the optional dungeons too i might try to beat it on a higher difficulty. Not going for 100% achievements though, thats gonna take too long.. I mainly bought Dinocide because of nostalgia and because I like 8-bit-styled games. The soundtrack sounds almost as if it was composed on that old tech they used way back. Monsters are actually challenging and hunger mechanics... well, makes you want to punch the screen sometimes. And that's... to my surprise, quite satisfactory. I missed that kind of gameplay and I like that there are some people who still make games like that. I haven't seen any bugs whatsoever and controls are quite smooth as well. So it's a solid game with a nice little story about caveman saving his GF. And Snakes!. I purposely avoid buying early access games. Picked this up thinking it was a finished game but unfortunately it is basically still early access with lots of features that won't be complete for months. Player base much too small and coding does not allow for more then 6 players to play a race at once.

The game has lots of great features and could be great but due to developers rushing the game out and destroying the player base I'm very dissapointed. Would not buy a game from this studio again.. Played v1.02 on the Rift (no official support but mostly worked).

Summary:

- An OK starter VR experience marred by interaction issues and lack of cues
- A very short (< 1 hr) experience vaguely similar to M.I.A.

Observations:

- Now that games suddenly have freely interacting "bodies" instead of decade+ standard controller expectations, devs need to really consider physicality as if they were making actual objects.
- I suggest every VR dev go read something like Don Norman's "The Design of Everyday Things"
- Spending longer reviewing the game than playing it...

Pros:

- Decent atmosphere
- Puzzles provide a "reason" for basic VR interactions like pickup\pull, smash\throw, inventory, and bow
- Animal companions having stronger emotional impact in VR than pancake games
- BUT, add some interactions. A human instinctively reaches out to pet or scratch their animals.

Cons:

- I assume this was intentional but the 2 voice overs are so distorted I could barely make out 10% of what was said.
- "you'll meet interesting individuals" implies way more than a couple of 2 sentence VOX
- "In this short adventure game" ... "explore a strange world"
- Another over-promise. 3 small "rooms" is hardly exploring.
- movement is too limited
- adding at least of fixed 90 degree rotate would really help. Was constantly craning around and jumping back and forth trying to get the right distance and angle for iteration
- I (and from some videos, others), flailed around too much.
- picking up and turning screwdriver and picking the lock
- I somehow opened the chest w\o undoing the chains but couldn't get the treats and had to look online as to how that was supposed to work.
- Lots of games let you smash or throw a couple items to no real point other than presence. There were a LOT of pots and this felt like that. Had to go online to find that one pot mattered.
- And again to figure out the turning the screwdriver trick. The picking vs just unlocking was too subtle and needing a cue about the type of interaction.
- With both audio and visual distraction, didn't see the blue house\etc pieces for several minutes. This was a quite arbitrary interaction with no real mechanical\physical framing for why this puzzle did anything.
- dog doesn't follow which means a long wait when you realize you need him
- VR adventure games provide far more points for attempted interaction than a traditional point and click, and "cost" the player far more effort. Therefor the interactions need to be much smoother and more natural to compensate. In this type of game, I want to think things through with my mind not play Twister.

- Some minor annoyances on (unsupported) Rift, see discussion entry.. Good idea but bad developed:

-Sound is terrible, you hear all guns and bullets at the same sound level, no matter how far they are. This confuses you a lot as you will not understand where enemy is.

-No intro tutorial, you will be thrown in war directly.

-Aiming system is very antique and hitbox very random

-Bored after 4 rounds

-Graphic is medium, i got a 1080 gpu and i had difficulties spotting medium far enemies.. Cute, fun little platformer.. for 20\$ there was not much in this pack , not worth the \$\$

FANTASTIC playability!. Bomberman 64 remake and it's ♥♥♥♥ing awesome!!!. great action, purchased tanya range attacker, worth the \$5. glad to support this developer.. What a great game!!! lots of fun with an NES controller hooked up to USB, great graphics, fun gameplay.. This is a very good game. Nice graphics and soundtrack also. It's a worthy Cthulhu game. I'd put 8/10. So i totally recommended it.. awful gameplay, chaotic characters and fighting. Worst of all for a multiplayer game THERE IS NO ONE PLAYING THIS GAME! How can you join a game if there's no one to join?. its no homm3 but it does the job.. Very first contact is VERY good. Does not look as a scam, as announced. EASY mode, unlimited lives, unlimited bullets ! Great art. And XBOX 360 controller works !!! Don't want to troll, but for me this is as fun as Nuclear Throne. I keep this game and will explore further.

Edit 23/09/2107

I made it through level 6-1 in easy mode (immortal).

My 2 cents:

First off, THANK YOU SO MUCH to consider the stupid players like me, highly UNskilled, with the immortal mode. So few games with VERY easy modes !!! Butcher has an easy mode DLC. But so many remain for the elite or the super top skilled gamers: Enter the Gungeon, Nuclear Throne, even UltraGoodness is hard. After 8 hours of work, tired, I still can enjoy killing monsters. And practice ... to slowly improve ?! I returned Enter the Gungeon within minutes... Nuclear Throne is hard but practicable. Massive is very great for me. After playing Massive, I will miss the feature in NT.

MASSIVE is NOT a clone of NT, there are very good ideas, specific to this game.

My two cents about the +++ and the suggestions ???:

- + destructible environments are great; allow to take shortcuts and can be part of the strategy
- + shields in steel, excellent idea
- + configurable difficulty: thank you again
- + monsters are great, so as existing guns
- + frame rate is OK
- + pixel art is fine
- + the map (bottom right) is great

? "level of zoom" for me is a little too excessive: one can see well the character but not enough of the global scene. Other games have the opposite drawback (character is too tiny). So for now the scenery is pretty OK, but slightly "higher" would be better imho

? first levels are little too dark to be readable. Level 5 is very readable for example.

? no levels after 6-1 ?

? more guns please (the existing ones are great): laser, lasso, grenades, blast, invisibility shield, etc

? monsters with seeable movements are disturbing (for me); others are fine. The now standard idea of a big monster destroyed which leads to several tiny monsters ?

? destructible environments, along NON-destructible environments and steel shields (movable, excellent ! or NON-moveable) could be a FANTASTIC part of the strategy. For now, empty spaces imply fragility (hiding and unveiling is a great part of the pleasure in such games). I realize that this is absent from NT (as far as I know, but again I have little experience).

? in the map, sometimes enemies are now shown

? intermediate state between "immortal" and "easy": stay immortal but indicate when character is supposed to be dead so that I can improve while continuing to play (well ... there's a counter no?)

As a very superficial conclusion I would say that this game is great to practice and to avoid despair found in Nuclear Throne. Probably an intermediate space in between NT and Massive is to be taken. I doubt Vlambeer will accept to consider very casual gamers like me, so my last hope is that you developers of Massive can try to leverage the differences (e.g. destructible environments with non-destructible and/or moveable parts; funny guns; considerations for beginners; randomized maps)

Thank you again and keep going ! Please pursue your efforts !

Best regards

edit 30/09

parametric difficulty

hello. the discussion about (the number of) traps makes me think about "parametrization" of the game. since levels are procedurally generated why not give the hand to the player ? my own blocker is difficulty setting and i am so poorly skilled that i need a very easy mode. yet the choices in difficulty are brutal, in that no subtleties can be brought.

if the user can choose in settings the number of traps (or a range thereof), the level of power of guns, if environment is destructible or not, to what extent (cursors), etc it could be a huge differentiator versus other similar games. possible variables: number and power of ennemies, number and power of guns, surface of map, complexity of level, number of traps, speed, ...

do not know at which point it is feasible to "open" access to such variables in the code base. but the promise could be that the mix of the game could be personalized to player's taste.

yes some combinations may not work but it is an appeal to play with game some more ;o)

the more i think of it... it a sign of respect to the user to offer configurable gameplay, let alone of considering difficulty. Nice indie game. I love it <3. This game is such a amazing game. I totally recommed buying this game. Keep in mind - as I am posting this review, it is still being worked on, new things added daily, and you have the best devs working on this. He also keeps in touch with everybody!

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