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## About This Game

"Cthulhu Mythos RPG -The Sleeping Girl of the Miasma Sea-" is a retro styled horror RPG containing modern elements from the Cthulhu Mythos universe.

### [Story]

You, the protagonist, are 2nd year high school student.  
It is summer and with your friends you have make your way to an abandoned mansion deep in the mountains to enjoy your youth and make long lasting memories.

With your companions by your side, overcome the terror awaiting you and unravel the secrets of the mansion.

### [Protagonist: "YOU"]

Gender, name, parameters, skills... you can customize them all.

High parameters but lacking in skills.

Low parameters but an abundance of skills.

Create the protagonist to your liking and stand up against the terror.

### [Choosing your companions is KEY!]

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Of the 5 companions you can only select 2 to explore with you.

The member you like, a member good at fighting, a member good at exploring.  
Depending on who you choose, the experience you have may change drastically.

### **[New Game Plus]**

When the story proceeds you have the option to exit the mansion at any time.

If you run out of healing items or the enemies are just far too strong... you can give up, go home and attempt to explore the mansion from the beginning with your current level.

(You can do this even if you are defeated in battle = Game Over.)

Also, by unlocking certain achievements in game, the protagonist will gain a bonus to their parameters when you start a new game.

Take one step back and two steps forward. Giving up and starting over is an essential element to eventually discovering the truth...

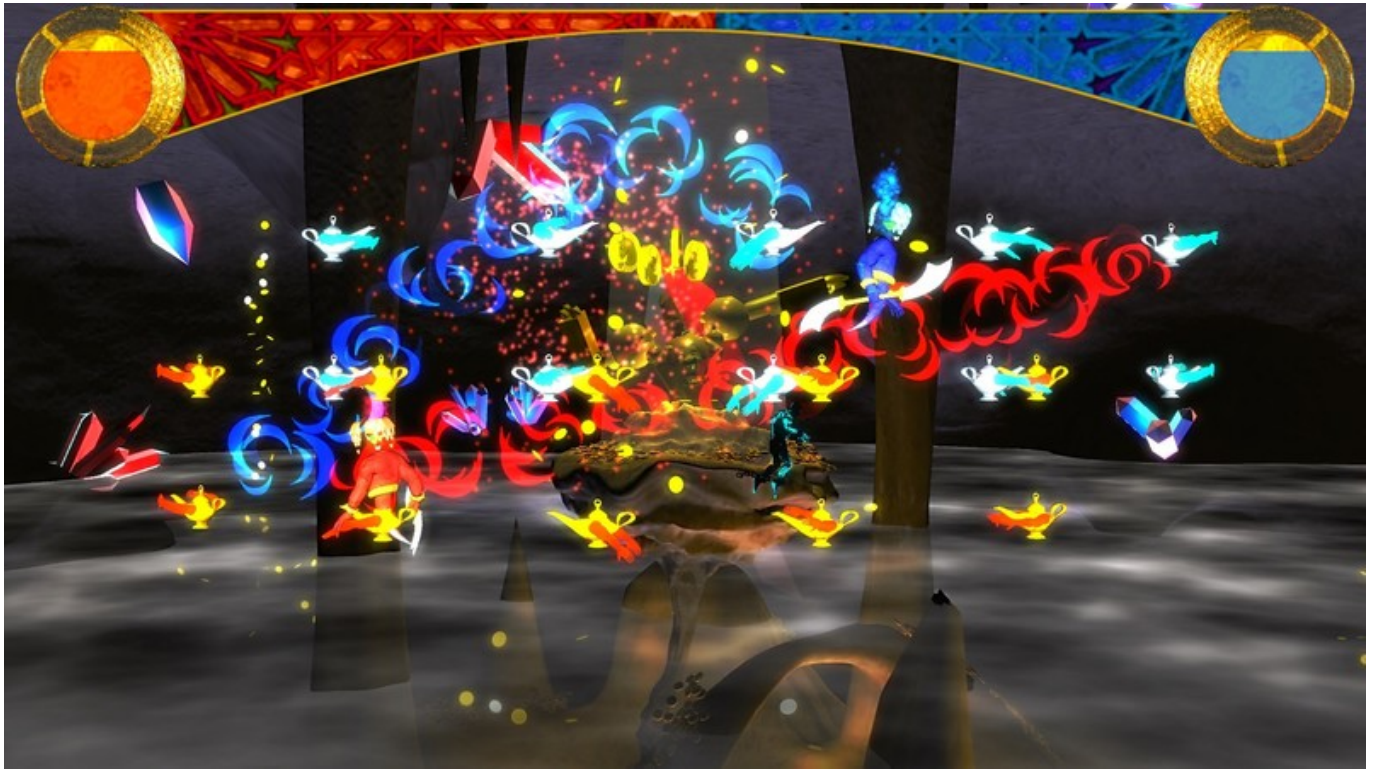
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Title: Cthulhu Mythos RPG -The Sleeping Girl of the Miasma Sea-  
Genre: Indie, RPG  
Developer:  
AlchemyBlue  
Publisher:  
DLsite  
Release Date: 26 Sep, 2018

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English







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Relaxing but still challenging game that hits for me the perfect balance. One of my VR surprises.. tldr character based mysterious search with harsh effects on the protagonists psyche shown by solving riddles while experiencing a beautiful noir atmosphere with cuts of creepy aesthetics

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Before the game even started I was pleasantly greeted and easily drawn into the creepy dark atmosphere provided solely by soundtrack and the dusty looking piano.

For the most part the game is focused on the story revolving around John, which is at first completely unknown. Neither your history nor the situation you are in. The player is thrown into cold water and gradually finds out about the mess John and his mind are in! The story is intriguing and was scary enough to rile me up at times, though I'm not prone to panic.

Ingame the first three levels set up simple mechanics of running, hiding and dodging obstacles, which second the core gameplay of solving riddles. Just a bit annoying that the view narrows when you crouch ... but thats probably intended :P Additionally a set of "lanternheaded" sentinels hinder you in your search for crucial objects and clues by a damaging gaze. The level design is balanced out, so I never had much difficulty to stay out of sight or dodge in a clinch.

On the other hand progressing through the levels was a bit tricky, because a few necessary items for solving the riddles were hard to find I had to circle the levels a few times. But that didn't bother me much, for there are plenty collectables like memories or newspaper articles, that gave me a better outline of the story.

In general the gameplay can get slightly repetetive but the variety of riddles that build up in difficulty and some well placed quicktime events corroborete the tension.

The beautiful visuals, retro style props and cutscenes build up the proper dark and depressive mood only further. Soundtrack and ambient audio fit perfectly to the noir mysterious thrill! Especially enjoyable for me in moments, it added to the creepy or psychological pressure. Less impressive is the voice acting, a bit bland but still engaging. Also hardly a point to blame for the price tag.

Last and least the graphics are provided by the unity engine, I suppose, and are high quality standard. I ran into some lags involving the lightning while turning the camera directly towards lamps, so that might be an issue and there are a few wall glitches with the camera but nothing gamebreaking!

Overall a great buy 5V7, above average indie title! 18r. Super Monkey Ball meets Minecraftian parkour. You roll and jump a ball around a blocky obstacle course. It's a pure 3D platformer, it took me about an hour to beat, and it was great fun. Despite the name, it isn't \*too\* challenging, although I did play on the untimed mode.. Yes, I know this is STILL in alpha, but I have 2 problems with Co-Op. My problems are that in my multiplayer server I can't move or get to the pause menu, so I have to press the Windows Key and leave the game manually. Otherwise a pretty good game.

UPDATE: Problem with editor, I can't use it well. Make it like terrain lock. Also make it like a 3 step process: 1. Select an object. 2. Move object to the place you want to place it at. 3. Click to place.

I'll make update 2 soon!

UPDATE 2: Ok, so I think you could try to make the cash mean something. And, yes, I am aware there is a goal of cash in every level. But add a point of trying harder. Like you starting with guns or buying armor for money. You would get the money by simply collecting money from a level and completing it. Oh, and Co-Op doesn't work AT ALL any more! Back to the previous topic! So you would make the weapons cost these ammounts, Silenced Pistol: \$50,000, Pistol: \$75,000, AK-47: \$100,000,

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Hammer: \$25,000, Shotgun: 200,000. Oh, also alter the shotgun damage. Make the shotgun headshot an insta-kill when you're really close.. Giggity SSSV10. I liked the idea of a romance between a lady and her butler but the story was too short. In addition I must say that the story design was not that deep. There were no hard choices to make and no surprises for me. Plus the main character was a bit dull, a 17 year old rich girl, always asking other people what to do. I miss her own intentions and conflicts. Sorry.. I want my money back... its super slow... and just a mess.. Not worth it sorry.



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\u2665\u2665\u2665\u2665, I am no longer an atheist.. Requires a lot people to play it but its really cool and time consuming!.  
This is a cute and fun little Hidden Object Game.. ( READ THIS )

Man!

this is fun and hard.

A bit grindy but i dont mind it .

Sometimes you will feel like its too slow in early game .

Late game is faster and no more grinding .

the upkeep of ur vilage is high in early stage.

so .. yeah worth it and i can't wait for more update.

survival game and tower defence its a good mix.

its a RTS first person . never seen anything like that.. Loved playing this game back in 2011/12 on XBOX 360

Bought this game in the 2014 Steam Summer sale remembering how awesome the game was, played it and found out there was only one server available with nobody playing it.

This game is dead, Uber have abandoned it. There is also nobody playing it on XBOX anymore.. I enjoyed the game and really dig the art style, It lacks a bit much to do but I'd love to see you do more with the look in the future.. bought this game because the concept seemed fun and entertaining and the simple fact its supposed to have multiplayer...it doesnt. not sure why steam advertises it as having multiplayer but they need to fix that. hopefully it comes in a next update.  
still a fun game to play

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