
Tales Of The Neon Sea Download For Pc Highly Compressed



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About This Game

Boasting stunningly detailed pixel art, and featuring a twisting story of mystery and suspense, Tales of the Neon Sea is an exciting new adventure from Chinese indie studio Palm Pioneer. Set in a fully realized cyberpunk cityscape, use your wits and puzzle-solving skills to determine the course of this unique tale.

This release contains about 12-15 hours of gameplay, and features the first three chapters of a larger story arc. We aim to release following chapters of the main storyline for free sometime in the autumn.

Story:

In the near future, humans and sentient AI robots rely on each other for survival despite growing tensions and unease. Our protagonist, formerly a veteran police detective but now retired following years of frustration and disillusionment, spends his days intoxicated while accepting random jobs as a private investigator to make ends meet. He exists within the neon sea of an immense city, its blinding artificial lights unable to hide the shadow of greed and lust that threatens to engulf it at any moment.

This drunken cycle is broken when our hero becomes entangled in a murder case, one which holds the key to tracking down a monstrous killer who long ago escaped justice. Unlock your memories, decode the truth, and resist drowning in the wave of conspiracy that grips the city!

Features:

- Fascinating Story

Investigate the murder scene, examine the evidence, and use your powers of deduction to solve the case piece by piece. Once the mist is cleared, will you see the truth or uncover an even bigger mystery?

- **Old School Pixel-art and Detailed Environmental Design**
Explore an evocative cyberpunk world brought to life by incredibly detailed pixel-art. Immerse yourself in a vision of a future that can't let go of the past.
- **Rich and Varied Puzzle Design**
Puzzles that will challenge your sense of logic, observation and patience! Combining narrative and environmental elements, and designed to augment your journey into this weird and vibrant world.
- **Play as a Cat? Of Course!**
Step into the shoes, or furry paws, of William! As small black street cat, William can reach areas that humans and robots simply cannot, and often finds himself in the right place at the right time!

Title: Tales of the Neon Sea
Genre: Adventure, Indie
Developer:
Palm Pioneer
Publisher:
Zodiac Interactive
Franchise:
Zodiac Interactive
Release Date: 29 Apr, 2019

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Minimum:

OS: Windows 7

Processor: Intel Core2 Duo E6400 @ 2.13GHz

Memory: 8 GB RAM


Graphics: GeForce GT 730 OR Radeon HD 4830

DirectX: Version 11

Storage: 2 GB available space

Sound Card:

English,Simplified Chinese



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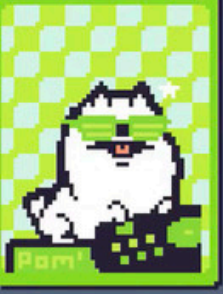
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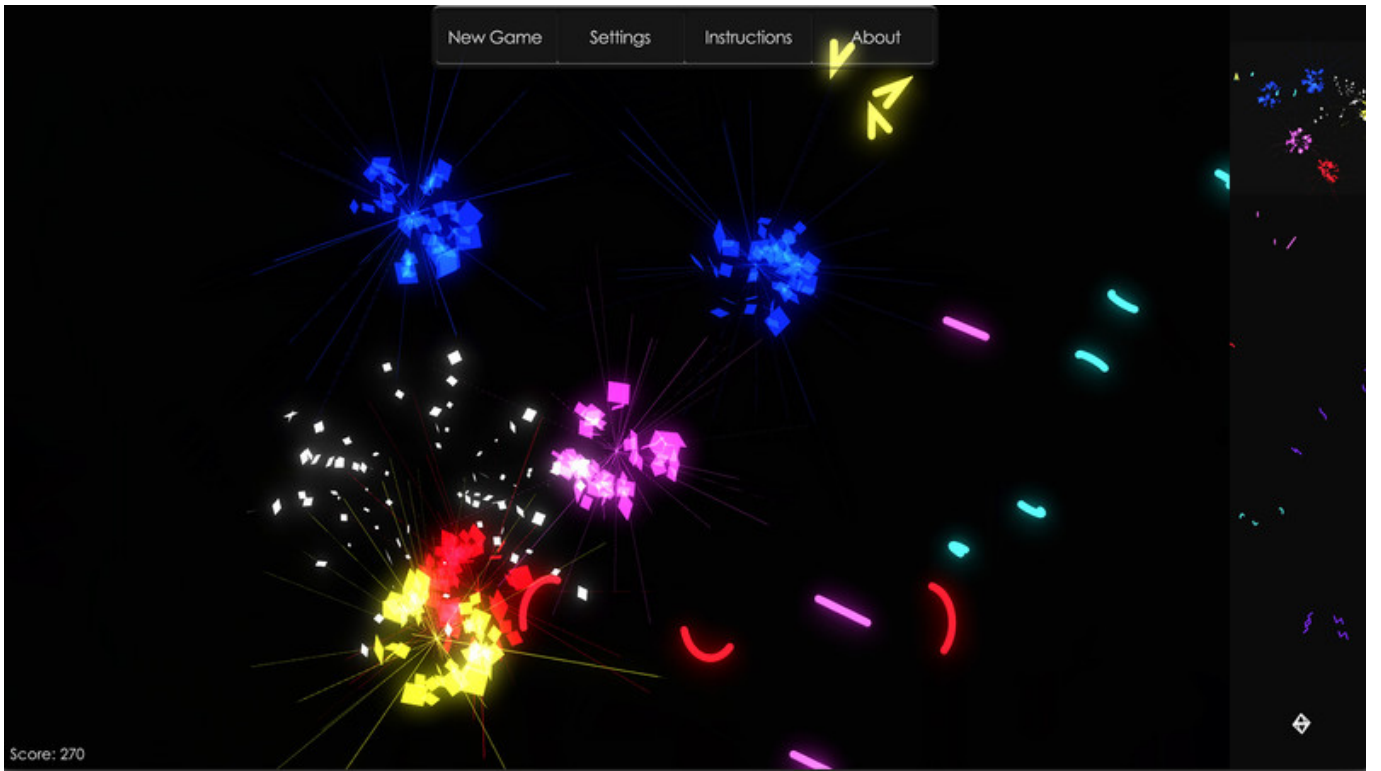
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its amazing. I think the game has a lot of potential. It has really cute characters, and fun moments. I liked the aesthetic part of the game a lot.

The best way to describe this game is that it feels like zelda dungeon puzzle, where you move object, traverse to the other area in map, solve the trick, and have the button pressed with the object. Then ta -dah, open the door, goes to next level. There are magic masks helping you out here and there, but they don't necessarily make your character super strong or something. Masks are integrated as puzzles, and are indispensable tools to solve the problems. The puzzle itself is a lot less forgiving than zelda, and requires careful and somewhat more creative planning, especially before moving boxes and stuffs around. I used restart button so many times, that I wished the r indicator on screen is actually just a restart button that makes me go back.

There is a difficulty spike (at least for me) around meadow 9 something. Forest was breeze compare to later meadow stages.

Highly recommended to those who like careful puzzle games!. Lot of potential and great game but need more animations, especially for receivers and defensive back. Most of the time balls bounce on the receiver's chest and fall to the ground before he tries to catch it. But its the first of a serie I hope and I am glad to support this game.. A truely bad RPGMaker horror game. The only good thing is how all the achievements are super rare.. Cool little sim. Addictive right out of the box due to the desire to improve your deck by buying cards. However once you buy all of them and unlock Endless after 2-3 hours, the fun decreases. The timer in Classic is stressful and making Discoveries is hard because it requires putting your mouse over the right pixel. No instructions- you have to read the Compendium and hope for the best. I like the theme. This is NOT a card game, it is a pure God sim. Not sure if I really recommend for \$5, probably should be \$0.99-\$1.99. Wish Steam had an OK thumb.. I must admit I don't like the abstract style here. Everything is an abstract colorful shape and it makes all the tracks look the same.

Part of what I enjoyed about Redout was the scenery and seeing a bit of machinery or a building whiz past you at 1000kmh gave the game a great sense of scale & speed. Without the concept of Vertex being a real place, it feels something is missing and detracts from the scale.

I found the music middling and prefer the other zone's stronger beats.

There's no desire to replay any of the Vertex tracks for me, I'd much rather play one of the previous zones which all have better music, layout & style.

THUG. LIFE.. Interesting tool. On it's own it is fun, but I would love to see a video tutorial of someone making something with this, then importing and setting it up in Unity.. It is incredible... An amazing idea for naval battles in 1880's, before world fleets evolved into all metal goliathans, turned super boring with only four playable scenarios; no campaign, no skirmishes. After you play the four scenarios, then what? Also, the shooting disturbs me; you can't control the ship's shooting and they can run away from the main fleet, so you can't even control each ship's movement. Da\u2665\u2665\u2665\u2665?.

<https://youtu.be/6LOajc0iP1o>

While no televisions were scene during my time with the game it's probably safe to assume they exist later in the story. Said story is a surreal collection of micro experiences transporting the player from the industrial ocean platforms to relaxing rural escapes.

However, in order to progress the story these peaceful scenes need to be corrupted and twisted by magnetic installations in order to find and remove strange green orbs required to unlock doors in the assumingly real world.

Minor puzzle solving breaks up the exploration with added difficulty from the poor imprecise controls. That said, the aesthetics alone make it worth checking out the game.. DLC built into the UI. must have grown up playing EA titles. The DLC feels like it should be part of the main game as its not adding a feature but just much needed content. I would say unless you get this as a all-in-1 pack don't buy. Game is worth \$5 tops even with all DLC. Only fun with friends as its very wonky controls and just silly zombie defence local coop only. Fun with some beers.. I find the concept of this game to be promising; at this early stage its hard to tell if it will be great or if it just could have that feel of how it could have been great; The biggest drawback i have had is the initial learning curve its very hard to understand how to do simple tasks and the tutorial such as it is is next to useless. But with time and refinement this game concept could become amazing.

I recommend the developers take a look at a space RTS game like Homeworld and give some thought to how they may integrate these concepts in a true 3D space environment rather than a pseudo 3D - 2D one as they have now.

I wait eager to see the direction you take this game as it grows.. Short and very compelling. Pleasing visuals is this game's strong point. If you don't like that, it's not for you. Annoying to backtrack however and would be interesting in VR.. Here is a VIDEO of all four chapters in story form hope everyone likes it... i liked playing this game it was fun and wanting more to come out..TDH

<https://www.youtube.com/watch?v=PQs12m9yL3k>

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