
The Sea Eternal Download 100mb Pc



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About This Game

In the enchanted underwater City of Glass, what will you sacrifice for immortality? Love, memories, freedom? Will you take freedom from others to win your heart's desire? Dive into a world of mermaids, mermen, and other merfolk, where every character has secrets, and nothing is what it seems!

"The Sea Eternal" is an epic interactive fantasy novel by Lynnea Glasser, author of "Creatures Such as We" and "Coloratura," winner of the 2013 Interactive Fiction Competition and numerous XYZZY awards. Your choices control the story. It's entirely text-based--283,000 words, without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

The whales have granted the merfolk eternal life, and asked you for so little in return. Defense against the giant squid. Secrecy from humans. But when a rogue mermaid tries to destroy the gift of immortality, ancient secrets rise from the depths, and the delicate balance of society rests in your hands.

Will you fight to protect your immortality, or surrender it for a higher cause? Will you choose sides in the never-ending war between the whales and the giant squid? Will your undying love save the City of Glass, or destroy it?

- Decide what being a hero means to you, with over 10 unique endings
- Choose your own mer-self, with multiple gender and orientation options available

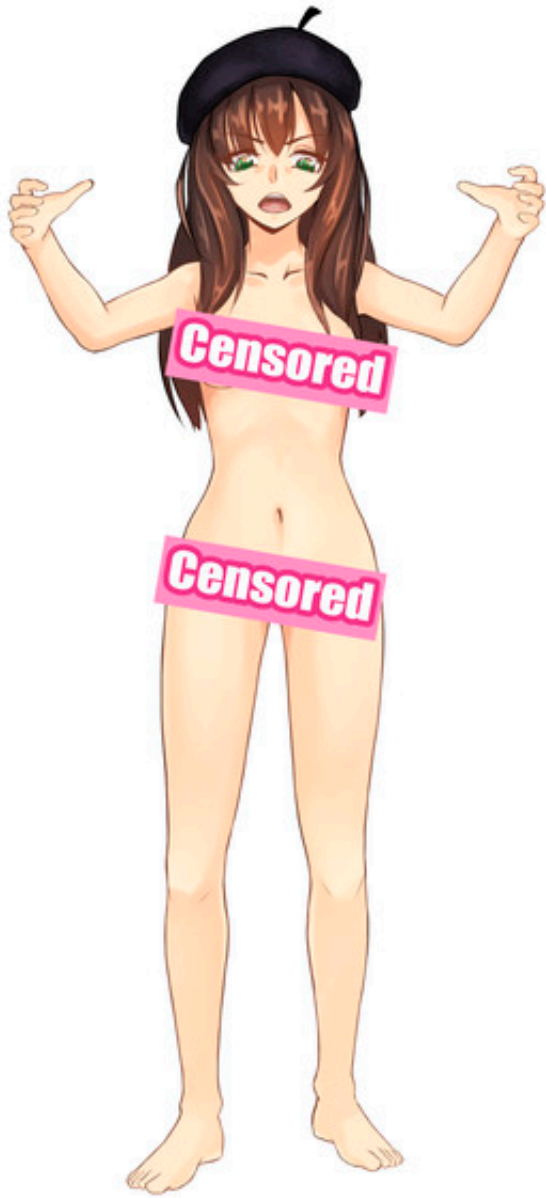
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- Play alongside similarly diverse characters
 - Romance human visitors to the underwater city
 - Earn the trust of nuanced characters
 - Break their trust
 - Pick up the pieces of your shattered relationships

Title: The Sea Eternal
Genre: Adventure, Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 22 Apr, 2016

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English







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Best thing to waste your 50 cent !. Its an amazeing rpg thats all i can say the grapics are great it has alot of challange and plenty of quests to do millenium is a very good jrpg with unique elements that not many other rpgs have.

Pros: Great storyline, beautiful grapics, can be very challengeing at times, has a old school rpg feeling

cons: none.

9/10 very fun game :D. Turns out this game is more fun to play with a pen tablet if you have one of those. Much better than using a mouse.. This is a lovely kinetic visual novel about a rogue redcoat making an unlikely friend in a young, Shawnee girl in the Michigan area during the War of 1812. It's a heartfelt slice of American historical fiction, and shows the cruelty of war for all involved, but particularly for Native Americans.. Surprisingly good so far.. The only use this game has is showing your friends or family some easy archery simulator for 60 seconds. It's actually great to show off, but provides no content or challenge. Even in the store video the user is slinging explosive arrows that have an AoE instakill of all mobs, removing any challenge. If you spent money on a vive and good computer, I highly recommend this for fifty cents. Not worth \$3 though.

Edit: I just went back and played all 10 levels. There is no difference in any of them besides the number of monsters. This game and developer have a lot of potential, I wish they spent more time polishing this into a full game.

it doesn't work for me. Really relaxing to play on TV with Steam Controller. The game only requires a left and right key, but a constant increase in speed requires quite some reflexes. The graphics are pretty much limited to the background and the white lights, which is fine for the concept. The soundtrack is great.

The controller support needs some work. I couldn't find any option to directly press the retry button without moving the mouse pointer over it, which doesn't disappear during gameplay.

Overall, it's worth the current price of 0,99€.. Unfortunately the new UI has ruined one of my favourite games. Slower, Uglier, Buggier, worse in almost every way. Having to physically drag the cards to the play area is ridiculous. Double tap to spend combat is buggy, doesn't work half the time, likewise selecting cards to discard is hit and miss.

For balance realtime games are cool, and I like the new play all function which doesn't make you hang around for individual animations. Still a huge disappointment, I would be in favour of a full rollback even if I lost the couple of nice new features.. I was surprised at how much I enjoyed this one! I found it to be one of the better indie horror games I've played. Sure, it's no Outlast but this game is absolutely worth giving a shot, especially since it's only \$5 or less on a sale. It's a decent length game at this price point and longer than probably any game I have played in this price range. Not a PERFECT game but I highly recommend. Give it a shot! What's the worst that can happen? You lose \$5? You can spend \$5 on a LOT worse.. The gameplay itself is reasonably satisfying. The guns feel nice to use, and the explosions are juicy. What more do you want from a spaceship shooter game? Let me tell you what: a good camera.

I cannot exactly point my finger at what the problem is, but the camera in this game gave me the worst motion sickness I ever had. In one session I played for about 3 hours and ignored the merry-go-round in my head, because otherwise the game was fun. When I went to bed the whole room was spinning around me, and on the next morning I still felt dizzy. Even thinking about it now makes my head spin.

The developers need to do some research on how to implement cameras in games.

To scratch your space-shooty-rocket-laser-explosion-itch I recommend that you play any of these games instead, as they have a fixed camera: Reassembly, Space Pirates and Zombies, Ring Runner.. A great RPG game in my book, it may not look it but it is very fun, and difficult at times, highly recommend.. The game itself looks very good. It's still not perfect, but I see great potential. Especially with multiplayer (when it will be released) and some polishing afterwards. But even now during Early Access this game worth its money.

More details:

- * Graphics part is excellent! I unlocked most of the alleys and they are amazing. Every club is absolutely different. This is really cool for VR arcade game. Most of the other VR arcades have just one or at least a few locations. This game has a lot!
- * Physics - can't say anything bad about this part too. I really like how it feels. Seems very natural. I tried to throw a hook several times and it works. But seems like all the balls have the same weight atm and it's not clear what weight it is. Please add weight number signs and make different weights. I wanna feel the difference.
- * Career mode - please add leaderboards or just stats page. I want to see my score and rewards somewhere to check my progress.
- * Challenges mode - I still can't finish career to play this mode in alpha access, but can't wait to play it when it will be ready! That gifs from announcements look awesome!
- * Settings - please increase max allowed resolution scale. 150 is not enough. 200 would be ok!

Devs, I hope to see new updates soon! Keep rolling!. Surprisingly good. I can tell what the developer is going for when he says he is trying to mix the old with the new. I believe he did a wonderful job with this title. It can be frantic at times but there are also a lot of moments where you need to take things slow and do a little bit of reading, exploring and puzzle solving. I can tell this put a few people off when reading other reviews but personally after playing a bit of this game I am liking the pacing so far.

It's very hard to not recommend this game at the current price. Even better if it does go on sale in the future. I would like if there were more RPG elements but this is by far a unique and fun experience.. It is a wonderful game, a great shame that it wasn't a success when it was new. I absolutely recommend it to anyone who enjoys classic adventure and mystery games, especially the fans of historical settings. And I have to say, re-released on the centenary of World War I, this game is current as ever.

There are a few minor caveats though, that I need to mention...

First, the control scheme is extremely unusual, and not very intuitive, especially if you are used to point-and-click games. It definitely takes getting used to, but once you get the hang of it, you won't even notice this.

Second, the Windows version at least seems to be somewhat buggy - I have ran into a few crashes, peculiar slowdowns and speedups, and action icons getting mixed up randomly (like "turn around" being shown instead of "go forward", or having an item icon stuck as your "interact" icon, even after you've disposed of the item...)

Third, there are a few genuine design glitches, especially surrounding the artifact missing from Tyler Whitney's compartment. It is nothing major, but it's definitely something that the creators, or the remastering team could really have tackled better.

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