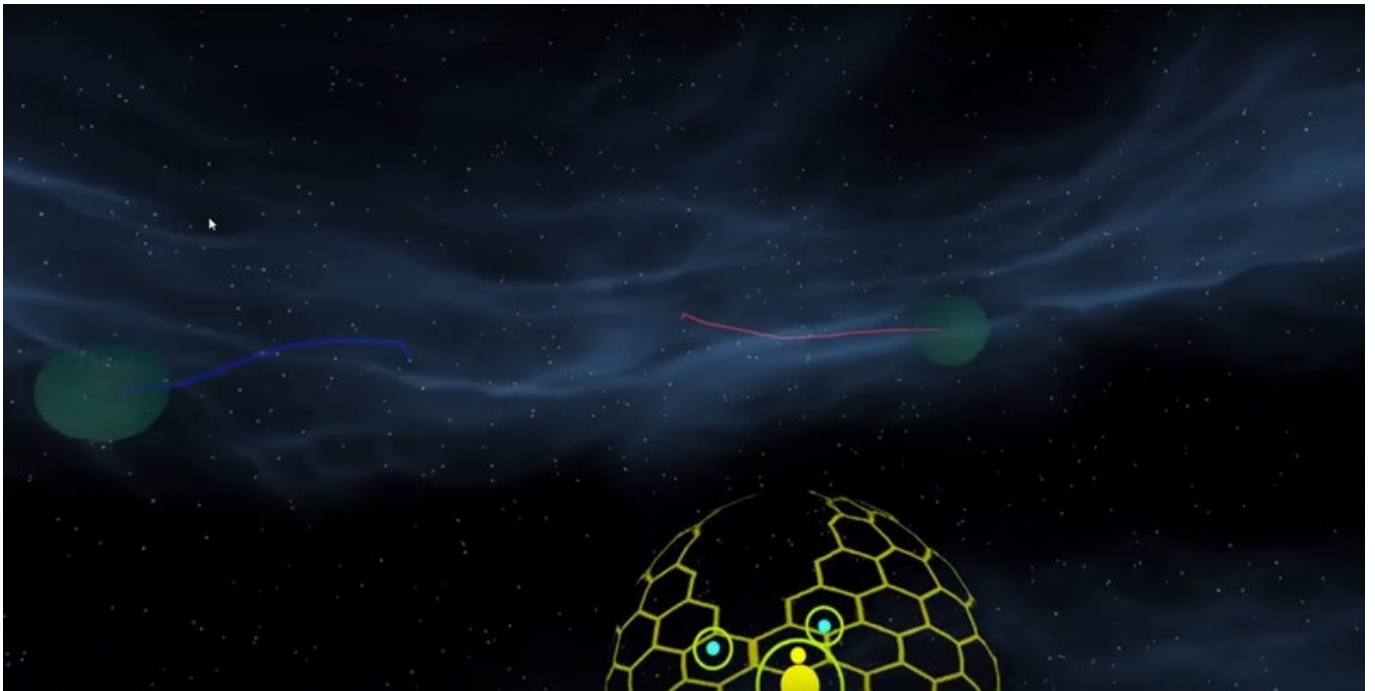Because We're Here ~Mohnblume Und Blauerose~ Act I Free Download [License]

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About This Game

Because We're Here ~Mohnblume und Blauerose~ is a story-driven otome dating sim in an unforgiving First World War-inspired conflict. It's an episodic visual novel in four acts.

Synopsis

1915, Wesslinger National Calendar. The Great War rages on.

As neurotic Postal Corps volunteer Elfriede Rauss, you walk the trenches with the men of a lost generation. And amidst the

chaos and brutality of the front lines, you encounter an obstacle that you are absolutely and categorically not prepared for: love.

However. Love can be a difficult thing to hold on to at the best of times. And these are not the best of times...

Key Features

Rich, Narrative-Driven Experience - Act I sets in motion a twisting trench opera of conflicted loyalties and life-changing decisions. The events of the first act are brought to life by 20 pieces of original CG artwork.

Diverse Array of Bachelors - Pick your love interest from a large and varied cast, spanning childhood friends, aristocrats, corporals and cowards. Act I introduces 11 main characters; Act II introduces an additional 8. (A total of 16 are available as love interests.)

Intricate WW1-Inspired Setting - Investigate a grave turning point in the continent's history as you journey across the towns and battlefronts of the First Lassallian War.

Battle of Wits **System** - Argumentative boss battles that pit your emotional literacy and persuasive power against enemies and allies alike.

Estimated playthrough time for Act I (*Never Such Innocence*) is roughly 3 hours.
Act I is a significantly-updated version of the early WIP demos from 2015 and 2016.

Title: Because We're Here ~Mohnblume und Blauerose~ Act I
Genre: Adventure, Indie
Developer:
Studio Elfriede
Publisher:
Studio Elfriede
Release Date: 19 Jul, 2018

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English

GEM UNIT

1   Sample 1

                                    2/3

001 Immense Power Lv.1   🥊 ①

024 Immense Power Lv.3   🥊 ①

DELETE   Boost Gem   PAGE DOWN

009 Immense Power Lv.1   🥊 ①
010 Immense Power Lv.2   🥊 ① ✅
012 Immense Power Lv.1   🥊 ①
013 Immense Power Lv.1   🥊 ① ✅
014 Immense Power Lv.2   🥊 ① ✅
015 Immense Power Lv.1   🥊 ①
016 Immense Power Lv.2   🥊 ① ✅

Conditions	Perform a Cross Cancel 2 times.	
Effect	🥊 Damage output	+20%

🕐 15 sec.   ①

PAUSE Symbol Guide   SPACE Filter

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is this game a real game i cant even play the the GAME!!. This is gonna be ranty, so sorry in advance. Playing this just♥♥♥♥♥♥♥♥me off, to be honest, so I'm just going to list why it pisses me off without any order; I can't even make a well written passage about it. (I suppose I can't really blame the game on that though, I'm just lazy...)

You can play similar games of better quality for free on flash game portals. The upgrades are just damage increases, so no real depth there, as "Fries" you can just spam the dash strong move most of the time and win, enemies will attack you from the edge of the screen, the weird isometric sidescrolling perspective makes it so being sure you will grab or even just hit an enemy impossible, not to mention the fact that it uses the antiquated mechanic of walking towards an enemy to grab. It means if you want to jump and attack while enemies are near you, there's a good chance you'll just grab one and do a special/desperation attack, using health. Most of the challenge can be avoided by spamming jump attacks, the aforementioned dash move, and buying tons of lives in between levels. There isn't any interesting decision to be made about using your special attack; you are forced to use it anytime you are hit, because otherwise, you'll lose a ridiculous amount of health because of the hitstun you're put in by enemies (so they combo the crap out of you). I would also appreciate if an option to mute just the character sound bytes was available, because each character only seems to have about 4-5 and they all make my ears bleed with how annoying they are. Enemy grabs are un-counterable, as far as I can tell. Boss fights boil down to this: run away, get hit, use special attack for invincibility, boss becomes vulnerable, mash attack until they snap out of it and immediately hit you without any visual/aural que, hit with super (doesn't even require any aim, you just press the super button), repeat until dead.

Basically, the game feels like a chore to play, due to antiquated mechanics/controls, easy first order optimal strategies that destroy any feeling of challenge or mastery, and a style that seems like it's trying too hard to be self-aware, or something (oh, and it has characters that yell in the same fashion everytime you do certain attacks, complete with bad sound quality). If you want a beat 'em up with fun combos that don't amount to button mashing, avoidable hazards and attacks, an interesting atmosphere/aesthetic/story, or anything else of value, don't buy this.

Ok, I realize I'm being dramatic, but I seriously thought this was going to be more than a shallow button-mash fest. So most of the anger is dissapointment. I also realize that the isometric weirdness couldn't have been a surprise (it's in the trailer after all), and that my gripes about the aesthetics are subjective, but this just doesn't have interesting systems or satisfying gameplay to back it up. I can live with an imperfect game. This just fails in all the wrong places for me, I suppose. Proceed with caution.. I love it! It's not only much cheaper than the competition, but MUCH BETTER too. How much better? This software was made by someone who knows about visual novels. This software WORKS for the intended purpose!! IT WORKS! You can create with it. \u3088\u304b\u3063\u305f\uff01

Visual Novel Maker, on the other hand, is a scam from beginning to the end.. If Endwar got the BF2142 treatment, it'd make this game, Only real issue with it is that it doesn't have MP bots, but the missions are solid. Worthy at a discount.. Super fun-time game.. right now i am speechless and happy that all. Dead multiplayer. Dead Game.. I want to recommend this game but I just can't. It is too old and there are better racing games out there.

Pros:
-controls are solid. Arcade like but solid
-AI is competative
-Lots of events to do and cars to unlock
-There is actual strategy involved for some of the levels
-Graphics are ok, not great but ok.

Cons:
-There is zero community to play multiplayer
-The "screen shots" are not, they are concept art only.
-The AI is good but sometimes idiotic driving right into walls for no reason
-There is no free roam like the first one
-way too expensive at full price
-early levels are very repetative
. good game, needs mutlyplayer. POP: Methodology Experiment One

I first came across this game looking for a new profile background. When I saw this [art piece] I was interested to find out just what it was all about. After buying it and trying to figure out just what to be doing I started to kind of get it. Then I found and option to turn on commentary to learn just what I had finished.
This is not a game for everyone.

4\/10 Gameplay: It's short and confusing if you don't know how to play it.
9\/10 Style: It's got style for days.

I highly suggest the in-game commentary option. It felt like I was taking a gallery tour.

It is Artifex Mundi. "If you played one, than you know them all." which in this case is one of the few times in gaming where it comes to be the most positive thing about a point&click "slash" hidden object you might ever hear.

10/10 Artifex - You make me droll - Mundi

(Hint: I like them all). Great for what it's used for, and I can even use it to make different kinds of pixel arts!. bad physics, overpriced. Fun shooting zombies. Fun stops when your ammo runs dry. (NO MELEE FFS!!)

Also, this game is too short for me.. great software in everyway, I just wish they would've made a version for Mac as well.

Wishlist Act II!:
The store page for *Because We're Here* Act II is now up, meaning it's available to wishlist! [(LINK)](LINK)

Act II is titled *Live and Let Live*, and is the longest of *BWH*'s four acts, at an estimated 6-7 hours. It's scheduled for release in June - I'm working off the provisional release date of the 20th.