
CAFE 0 ~The Drowned Mermaid~ Portable

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About This Game

CAFE 0 ~The Drowned Mermaid~ is a mystery horror visual novel developed by roseVeRte, which is fully voiced in Japanese with English texts.

**Only the demo and deluxe 5d3b920ae0*

Title: CAFE 0 ~The Drowned Mermaid~

Genre: Adventure, Casual, Indie

Developer:

ROSEVERTE MYSTERY

Publisher:

ROSEVERTE

Franchise:

CAFE 0

Release Date: 11 Oct, 2011

English,German,Japanese,French,Ukrainian,Russian

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Cafe 0 is short, even with a full clear of all the endings. The artwork leaves the characters looking somewhat less than human, and the plot itself sounds a bit like an angsty teenager's daydream.. Tried to give this game a fair try but struggled. The concept had so much potential but it really just flopped, in my opinion. For starters, the art was extremely distracting. Trying to put this as nicely as possible, but it was just very poorly done. The proportions, the style, everything left so much to be desired. It reminded me of manga sketches from a middle-schooler. The music was OK, not bad, not good, I'll leave it at that. The story, as I said, had potential - but was so short. As far as the writing itself goes, each day could have included much more content and character development. The main character was obnoxiously reactionary to everything, and you learned so little about the other characters in the story that it was hard to care about them at all. For the price, the game was way too short. In summary: Pros: + Concept Cons: - Art - Writing - Length - Value Even at a hefty discount I wouldn't recommend it - there was no real draw to the

game. I wish the devs better luck in their future projects, though.. This was an interesting game and it was worth playing. Much like 9 doors 9 persons 9 hours, you needed to play through all the routes in order to actually beat the game and get the true end. I have always liked that mechanic because it requires you to build on what you learn from previous runs to get the whole picture. Unlike 999, which left me feeling like "Wow! That was so cool how they pulled that all together!" I finished the game and went "Oh, that was neat. They really understood the original Anderson story. I feel dead inside now." The artwork was not the worst I have seen, and the character bodies were actually pretty decent. The issue I had was the with faces. Looking at Sui made my eyes hurt because it felt like his face was constantly out of focused. If that is what the artist was going for, I respect that. I just don't like it. The faces felt rather like someone who was just starting to draw in the anime style, but hadn't quite figured out how to make it their own yet. It didn't take away from the story, but it didn't add either. Overall, this is a short game and worth beating. once.. I'm a sucker for mystery Visual Novels, so this one caught my interest by default. And while the game has its less appealing sides (like the art; or some awkward grammar here and there), I actually found myself enjoying it quite a lot. At first, I was surprised about the pacing of the game. A single playthrough consists of 7 days, but each day goes by pretty quickly with basically just a single scene revolving around a character of your choice. Things almost feel rushed at times, but it makes consecutive playthroughs smooth and you don't get the feeling that things are starting to drag on. I suppose that can be both a good or a bad thing, depending on your approach. Personally, I didn't mind it. The game has 6 endings, and 4 of those reward you with items that you get to keep permanently across your save files. You need all 4 of those to unlock the True Ending - which is the most fun to experience with some twist and turns and definitely worth the effort to unlock it. Once you get the True Ending, you also get a little bonus in the extras gallery which I found to be a nice touch from the creators. :) I also liked the music in this title a lot; it works nicely to give that kind of eerie/mysterious atmosphere that I love to experience in games such as these. So, kudos to the creators for bringing out quite a unique mystery Visual Novel! Playing this one convinced me to check out their 2nd Cafe 0 title and I'm excited to see what it has in store on the mystery side, too.. At first, I wasnu2019t going to recommend this game. But then I decided to get all the achievements and see if anything would change through the story. And boy, things got f*cking WILD. I wasnu2019t expecting AT ALL the true ending. Or the other bad endings. I thought it was going to be a clichu00e9 romantic VN, but I was wrongu2026 and Iu2019m glad because of it. Yes, the character art isnu2019t the best, especially the lack of facial expressionsu2026 But to be really honest, I think that the originality of the story shines through all of this. Iu2019s a short VN, there are a few u201cok whatu2019s going onu201d momentsu2026 But it was a really interesting concept. I love mystery/horror visual novels, so this one just made my day. The Japanese voice acting was okay, nothing special. I guess that the only VA I liked the most was Suiu2019s. And speaking of him, I think it would be awesome to see this character again, in another story. The whole Cafe 0 concept is quite nice, even if thereu2019s a few plot holes. 7/10. I recommend getting this game on sale, since itu2019s quite short. I wish I could give more points but unfortunately the inexistent emotions of the characters almost ruined the experience for me on my first playthrough. You have to be persistent, and stay alert for the details.

Price adjustments and estimated release : Hi Everyone. We have adjusted the price for Gumstein slightly for certain currencies. This will be the only adjustment before the game leaves Early Access. Upon leaving Early Access the game's price will increase. Development is going well. We are working on the last few levels, Then need to adjust all of the final 10 levels for each difficulty, and get the artwork done. The new abilities are in place and are pretty cool. We look forward to getting the last part of the game to you. We seem to be on track for release before end of the year, and we hope to be in time for the Steam Winter sale.. The Lost Worlds Patch : Hi Everyone We have release a patch that has some significant gameplay changes. It also contains a number of bug fixes for problems that has been noticed after the release. Here are the details: Improvements: - Menu Level: Added a "tip of the day" message board. This board shows a random tip every time you enter the menu level. You can also cycle through all tips by using the button. Some tips offer insight on game mechanics, some might help you solve a puzzle, some might help you progress quicker, and some are just nonsense and funny. -F12 will now capture screenshots in appdata/local/Slime/screens directory -The delay to jumping tied to the landing animation has been removed. You can now bounce around by holding in [Jump]. This should make some timed jumps much easier. -Improved the code for landing on moving platforms (specifically vertical moving ones). This seems a lot better and so far I haven't been falling through platforms when I clearly land in the middle. -Level 7: Added a hazard in the wall at the small tunnel. If you dropped an anvil in this area it was extremely difficult to get it out. Walking into the wall with the hazard while carrying the anvil will reset the anvil's position. -Level 8: Changed the switch type of the first switch triggered to an "always on" switch. This keeps the door open, so if you lose the crate without touching any checkpoints with it, you will not be forced to restart the level. The crate will still respawn at the last checkpoint you touched while carrying it as usual though. ***Bug Fixes*** - Fixed a bug that would disable the stretch abilities on level 29 on the Easy and Hard difficulties, making the levels impossible to complete. - Gamepad Dpad should now work while controlling Gumstein, or the mustache mini. - Push/Pull should now work correctly with the controller Other than the changes highlighted above, there have been slight changes to some levels that are Not Visible, but we hope that dedicated

players who have long enjoyed platform games will find these helpful and fun. Please let us know if you find any other problems..

Update 5 & Hard mode : Hi everyone. Early access update 5 is going live. You will now be able to play on Hard difficulty. Note that your saved games will remain intact for other difficulties, but Hard will have to be started from level 1. Hard is pretty difficult, and it is not recommended to play on Hard on your first play-through. Note that when completing a level on any difficulty, The level will also count as being completed on any lower difficulty. And then on to the bug fixes, level changes etc:

*****bug fixes***** -Fixed an issue where boxes would not stay on vertical moving platforms -improved the code for minis (when you split) would not stay on vertical moving platforms. Sometimes they still don't land on those platforms, and this will be fixed in a future update. -Fixed a bug where the cannon barrel would remain after death. -Fixed a bug where some environmental sound effects would remain after exiting to the menu level from any level.

*****level changes***** -Level 10 has had it's difficulty reduced (especially on Easy) -Level 23 has had double doors added to one area for Normal and Hard difficulties -A new switch type has been added that has a limited amount of uses. This will mostly be present in Hard levels.

*****improvements***** -Removed the HUD option buttons from the main menu level. -Hard mode is now enabled on the menu level. It is not accessible via the [ESC] menu. This will be added in soon. -New music has been added. -New sound effect for comet drop and impact -New electricity hazard sound has been added. -A thought bubble has been added at the starting location on the menu level to hint the user towards pressing "C" or [select] to see the controls

Enjoy. And please let us know if you find any issues so we can address them..

More Progress : Hi all. Again we will not be patching today. We are working hard on finishing the last few levels, and we have some pretty cool levels and ideas. Next week there will be a patch for sure as we have a few minor issues we would like to correct. Also note that when the new levels gets added we will also be adding a few more achievements. Until then, have fun..

We are live!! : Gumstein: The Awakening is now available to play!! We hope you enjoy the game. Please post feedback via the discussion forums. We look forward to hearing from you. If there are any game breaking bugs we will try to fix it as soon as possible and release a hotfix. It would really help us if, when posting a bug, you give us as much detail as possible about how the bug occurred. We also would love to hear what you think of the levels, puzzles and difficulty. We will be updating / patching the game weekly on Wednesdays. This will include things like new graphics, minor bug fixes and other improvements for the first few weeks. Additional levels, abilities etc will be added at a later stage, and probably in bulk, as we finish the final part of the story for the game. Keep an eye out for announcements about future plans and development progress. We will try to post often to keep you all informed about the progress of the game..

Gumstein's Developer at Africa Games week : Hi all. Just a short announcement to say that I will be at Africa Games Week in Cape Town this week. If you are going and want to ask me a few questions, drop a message and we can arrange a meet. After This week is over we hope to start finishing up the game and have it ready for release around the Steam Winter Sale..

Update 6 - New Hit Boxes : Hi all Early Access update 6 is here. A big change in this update is Hit Boxes. We are changing the hit boxes for hazards to be more precise. This results in it being a bit easier to navigate around hazards. It will be especially noticeable on Hard difficulty. This change could have a performance impact, but in my testing I did not notice any problems. If you do experience a significant performance impact, please post in the discussion forums.

*****bug fixes***** -Fixed an issue that would play the movement sound while being airborne. -Hard is now enabled via the quick access ([Esc] / start) menu. -Zooming in and out is now enabled while split. -While split, the view should no longer go outside the room (showing grey borders) -Fixed a bug that allowed you to split while carrying an object, resulting on one mini carrying the object. This also applies to firing yourself while carrying an object. -Fixed a bug that caused the game to crash on playing the comic after level 25. -Fixed a bug that would take you to level 26 (still in development) when resuming after finishing the Early access part of the game.

*****Improvements***** -Added sounds for the idle animation -Checkpoints are now trigger-able every 2 seconds. This will allow you to re-trigger a triggered checkpoint (if you want to update the respawn for a box/anvil after triggering a checkpoint) -Hazards now use precise collision checking (instead of squares). This could impact performance. Please post on discussions if you notice any severe effects. -Leaderboards for all levels are now accessible via the quick access menu. At the time of doing the build there were some issues with this. These have been resolved and an improved version will be included in the next update. -Score calculation at the end of the level has been changed slightly. You now gain bonus points for not taking any damage in a level. This will affect high scores on all levels. That's it. Enjoy, and give Hard a try ;)

We are currently busy creating the last few levels for the final release, but will continue to address any issues we find in the weekly updates..

Update 7 : Hi Everyone. EA Update 7 is going live. It contains a few bug fixes, but the biggest change involves Level 9. We are currently still working on making the final 10 levels.

*****bug fixes***** -Fixed leaderboards. They are now fully accessible via the Quick access [esc] menu. -Fixed a bug that would cause very slow acceleration. This most commonly occurred when you would stick to the room when jumping from a wall. -Fixed some additional inconsistencies from wall jumping. -Fixed an issue that zooming out sometimes did not centre the view on the room (leaving a grey bar at the top) This will be smoothed out in a future patch

*****Level Changes***** -Level 9: The buttons that opens the doors for the barrels now open both doors for that row, Buttons on both sides function exactly the same. So you now only need to press one button to open both doors for a row. - The buttons are now toggle-able, so you can close the door again if you feel you made a mistake. -Time limit for hard has been adjusted to account for the new functionality. -on Easy, there is now an indicator which will show the direction the barrels will move on the next activation of

the start button -Level 17: A Rat hazard has been added to destroy a box that could become stuck in the track with the horizontal moving platform. Removed the checkpoint on Level 3 Hard. Hard mode should not have any checkpoints. As mentioned we are mostly working on creating new levels, but we will fix bugs as they arise. This might mean that if there are no significant bug fixes during a week, that we might not do an update that week, but we will post an announcement nonetheless.. No Patch this week - Progress update : Hi Everyone. There were no significant bug fixes this week, so we will not be updating the game client. If you do have any problems please let us know and it will be fixed as soon as possible. In the mean time we are hard at work creating the last few levels, and working out the bugs in the new abilities and environment pieces that are still to be included. We have some really fun levels so far. And we are trying to make each level have quite a bit of content in puzzles and hazards to really get value out of those last few levels. We will probably be releasing the last few levels in 2 batches, so we can get some playtime on them before we transition out of Early Access. And we look forward to hearing what you think of them.

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