
Sayonara Umihara Kawase Activation Code [cheat]



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About This Game

Note!: This is *Sayonara Umihara Kawase*, one game in the *Umihara Kawase Trilogy*. It is based on the PS Vita version of the game. Below is a description of the entire trilogy.

Easy to play, difficult to master, the *Umihara Kawase Trilogy* is a collection of three physics-based puzzle/platformer games with over 20 years of gaming history. Developed by the creators of the original game (Kiyoshi Sakai and Toshinobu Kondo), this cult classic was a Japanese indie smash hit!

Umihara Kawase is the name of our backpacking, Japanese, sushi chef heroine armed with a fishing rod, elastic fishing line, and a fishing hook. Face fish-like enemies, conveyor belts, spikes, watery pits, time travel and more. Collect items, and find your way to the end of each level. The deeper into this dream-like world that you venture, the more challenging the solutions and the greater the time pressure becomes. Along the way, look out for shortcuts and secret exits, and unlock bonus levels.

The elasticity of Umihara's fishing line sets the *Umihara Kawase Trilogy* apart from other games, giving unprecedented levels of mobility and discovery. Tightening the line or giving lots of slack can be the difference between success or failure. The elastic nature of the fishing line allows the player to stretch down to otherwise unreachable areas or be catapulted upwards.

Trilogy Features

- Physics-based puzzle/platforming that challenges your reflexes and brainpower
- Extreme elastic fishing-line physics give you advanced control

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- Many stages with branching paths across three complete games
 - Steam Workshop support in all three games for sharing replays
 - Four playable characters (in Sayonara Umihara Kawase)
 - Face giant, aquatic bosses like a tadpole, a seahorse, and more
 - Steam Achievements, Trading Cards, Leaderboards, and Cloud Saving
 - Full Steam controller support for all three games (optional)

Title: Sayonara Umihara Kawase

Genre: Action, Indie

Developer:

Studio Saizensen

Publisher:

Degica

Release Date: 6 Oct, 2015

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English,French,Italian,German,Japanese,Russian







Context: The SFC Umihara Kawase is my favorite game of all time.

This one is worse in a lot of ways. Tutorials are way more intrusive, saying in a thousand words what the original said with a 5-second animation. They've added a bunch of unlockable BS, you can't even throw the hook until you've triggered the tutorial for it. Graphics are much more cluttered; I can't really say they are uglier because the original was ugly as dirt, but they've replaced the dirt with eye-searing colors and a great deal more visual information (depth, scenery, set dressing) that doesn't convey the only two pieces of information that matter: where can I stand, and where can I hook?

But wait this is a recommendation. Because all that aside, it's still Umihara Kawase. It's still crazy physics, insane jumps, and it does add some important things. There are a lot more options; the options menu is terrible but you can swap controls around, change up the HUD, stuff like that. The original had the ugliest HUD of all time, this one has none or things that are actually useful like showing inputs.

The game is broken up into ILs that you unlock by reaching them once, no more trying to preserve your precious few lives just to get to the part you want to practice. You have a fast reset (has to be activated in the options) so you can grind levels more easily. This makes it feel a bit more like a modern puzzle-platformer, with none of the "how far can you get" tension that comes with the threat of lost progress.. Absolutely fantastic platformer unlike anything I have ever played. hard but good. I don't understand why she needs to fish, she already has two heapin' piles o' Tuna fish stuffed in her shirt.. You're a little chinese girl and you're swinging around killing fish things and grabbing backpacks. its good but way to short. its only 13 levels long. if you see it on sale for under 10\$ I'd say go for it

I am hooked.. Pure gameplay. It's very rewarding on a basic interactive level. If you complain that games are turning into books or movies, and you just want to play a video game, this is for you.

Great art direction too, unique and comfy.. The third entry of Umihara Kawase, one of my top favorite platformer series, with its unique and sophisticated, rubbery grappling gameplay, high difficulty, and cute-LSD aesthetic.

If you've played [the first game before](#), you'll be feeling right at home as the gameplay doesn't make a major change to its formula, safe maybe the time freezes, and the physics-heavy fishing hook still controls as beautifully as always. Umihara and her gang has to venture through the series' symbolic fish-filled dimension, littered with school supplies and bike wheels, and you'll even go through what is an oversized Japanese bathhouse. Each Fields has a door or two that leads to the next level, and the path forks many, many times, so you need multiple playthroughs to see everything the game has to offer.

Don't go thinking it could've been some level pack though, it's perfectly fine if a sequel doesn't reinvent the wheel each and every time. It feels like the level design received a lot more thought and care this time around, the developers again thought of new gimmicks: now you'll be hanging off slippery cubes above spikes and snails, trampolines make an appearance and has you time very well your jumps to not get flunged away as they can be placed at odd angles, and look out for ceilings trying to crush you. Enemies are less prominent like in the first game, as they don't reappear randomly outside of specific levels, and their placement are more logical. The challenge is more about figuring out where the doors might be.

All that is in the name of a good challenge. Not surprisingly, the difficulty is very high, so there's a learning curve you have to overcome if you're new to it, but mastering the controls is one of the most rewarding feats in gaming.

If we're looking at how Umihara and the 3 new playable characters all control, it does feel different, but not outlandishly so. The characters feel more heavy, but the rubbery fishing line reacts more sharply in contrast, it still controls as good as it ever was. Added to this entry, they also have an ability of breaking the laws of time; Umihara can stop time for a brief moment, Noko slows it down, and the kids get a checkpoint in certain parts of the levels.

The game no longer forces you to play from the beginning in order to unlock levels, all the levels you've found are laid on an explanatory map, and you can play any of them, finding doors and backpacks, without the risk of getting a game over. This helps making the experience slightly more accessible, but there's still Survival mode for those who seeks a challenge similar to the previous two games.

Now you're rewarded when you collect the 45 backpacks, where it usually was extra lives. These backpacks are placed in obscure corners, and you need to have mastered the controls in order to get them and come out unscathed. You also unlock stuff if you succeed in Survival mode, getting to the different endings. The unlockables are mostly just artworks and music, but it also unlocks Child Umihara (who plays the same as Emiko), and different skins for Umihara; these skins make the game play musics from previous entries.

It encourages you getting better times on levels, and you can save a replay of your best performances. Additionally, there are online learderboards, and the Steam Workshop allows you to share your feats.

The art style of the game, well, it still has the surreal presentation the series is known for: the water theme, oversized fish, school supplies in the background, and cheery musics. However, it doesn't really have the same charm the 2D sprites has, and the music sounds slightly more "public domain". None of it is awful mind you, there's no way it would negatively impact gameplay, and it's hard to put in front what's really wrong, but the 2D sprites were more expressive for one thing, so I wish there would've been more polish on the characters.

This version is somewhat of a remake of the 3DS game, which was by the way the first game of the series to go out of Japan's borders. The 3DS version was still a worthy purchase back then, and still is, having 50 Fields, but the characters felt slightly more heavy, and the fishing line was a bit looser; it's very small details though, that doesn't impact much the experience, but for a game that relies on a lot of precision, said details are noticable for veterans like me. The Steam version, also called Sayonara Umihara Kawase + on Vita, improved on all of that, as the fishing line reacts more sharply, and some levels are now easier due to these changes, for the better I think. The + version also added 10 levels, perhaps even more evil than the others, and the graphics got an overhaul; the characters no longer has the odd proportions they retained from the cute 2D, chibi look, it feels faster, and just overall looks better.

[Sayonara Umihara Kawase](#) doesn't disappoint, the developers put their heart in making another game that has a lot of polish, carving an experience unseen in most platformers. The grappling gameplay still to this day gives the series an edge over AAA platformers, you can't go wrong with this one. I really wish for the series to keep on evolving, and never letting it fade into obscurity.. [Own a vive and want to play a good platformer on it? Buy this.](#)

[Now with VR support.](#) Already an excellent platformer and you should see the reviews why, and now with VR support as an update: the 3ds version can only dream of being this immersive. [Looking around and seeing the whole stage, being able to see depth, can help knowing when the cast the hook.](#) Frame rate is VR spec.

[Note: the moment you start the game, press start to reset the view to your default head position, VR dimension settings can be adjusted in the options menu, such as scale of the area.](#)

[Kinda cute moving you head around and looking at the characters and mobs on screen.](#)

[. This is a superior version of the 3DS port that came to the United States. Runs at 60fps and has a good online time ranking infrastructure. The Umihara Kawase games have such a wonderful feel and at 15 bucks this one is a steal \(it originally retailed for 30 on the 3DS\). I've always loved exploring and rubbering around in the surreal Umihara Kawase worlds and I'm so happy that this and apparently the other ones are coming to Steam. The truth is, Umihara and I are best friends in real life. We got on adventures together and she shares her best sushi recipes with me. EDIT OCTOBER 11th, 2015: RESOLUTION UNLOCK TOOL IS NOW AVAILABLE!](#)

[Get Sayonara544p @ http://blog.metaclassofnil.com/?p=763](#)

[It's Sayonara UmiharaKawase - the same game we know and love, adapted for PC.](#)

[...Though, I can't really say "adapted" with an honest face.](#)

[The core gameplay mechanics, assets, etc - those are all what you're expecting. But you shouldn't expect more than that.](#)

[There are:](#)

[- No resolution options](#)

[- No graphical options](#)

[- No files to muck around about to change them in \(entire game outside of the OST is in a proprietary .arc format\)](#)

[I can't recommend this unless it's the ONLY WAY you can play the game. The 3DS and Vita versions are easier on the eyes, though they're not 60fps... But is a 540p upscaled PC game with no options whatsoever worth it for you? That's up for you to decide.](#)

[As of this moment, I can't recommend Sayonara UmiharaKawase on PC.](#)

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