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## About This Game

"Cthulhu Mythos RPG -The Sleeping Girl of the Miasma Sea-" is a retro styled horror RPG containing modern elements from the Cthulhu Mythos universe.

### [Story]

You, the protagonist, are 2nd year high school student.  
It is summer and with your friends you have made your way to an abandoned mansion deep in the mountains to enjoy your youth and make long lasting memories.

With your companions by your side, overcome the terror awaiting you and unravel the secrets of the mansion.

### [Protagonist: "YOU"]

Gender, name, parameters, skills... you can customize them all.

High parameters but lacking in skills.

Low parameters but an abundance of skills.

Create the protagonist to your liking and stand up against the terror.

### [Choosing your companions is KEY!]

Of the 5 companions you can only select 2 to explore with you.

The member you like, a member good at fighting, a member good at exploring.

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Depending on who you choose, the experience you have may change drastically.

### **[New Game Plus]**

When the story proceeds you have the option to exit the mansion at any time.

If you run out of healing items or the enemies are just far too strong... you can give up, go home and attempt to explore the mansion from the beginning with your current level.

(You can do this even if you are defeated in battle = Game Over.)

Also, by unlocking certain achievements in game, the protagonist will gain a bonus to their parameters when you start a new game.

Take one step back and two steps forward. Giving up and starting over is an essential element to eventually discovering the truth...

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Title: Cthulhu Mythos RPG -The Sleeping Girl of the Miasma Sea-  
Genre: Indie, RPG  
Developer:  
AlchemyBlue  
Publisher:  
DLsite  
Release Date: 26 Sep, 2018

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English







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I want to hang myself now.

10/10 would never play again. I recommend this game, however there is one bug that keeps me from being able to play my saved games. After trying to manually save my progress and load the saved game, I am given a message that prevents me from playing the saved game. I am still able to play the autosaved games, but not the games I manually save. If they were to fix this problem, this game would be on the top of my list of city building games to play.. Game will not launch for me. Developers suggest using the Beta branch on the forums.

Game will still not launch. I am on an Intel i7 4970k, Nvidia GTX 780, 16gb RAM, on Windows 10. I have the latest drivers and have had no problems with any of the other 600 games in my steam library.

To charge \$15 for this and to have people complaining of this issue (game not starting) for a month now is unacceptable from a developer or publisher.

If I get some solution in the support forums I'll update this review. But in the current state I cannot recommend a game that doesn't launch on a common platform.. This does a LOT to improve on the original game!  
At first I wasn't sold on the aesthetic changes. But I think it still maintained that unique look and charm of the original, while adding new life to the game.

The chapters are short and sweet, but that only adds to the value! Since they can be rather short, it is fun to revisit them and make new choices.

I appreciate the steps that Jason took to improve this game. He could have done a paint by the numbers sequel to cash in on the viral success of the first, but he really stepped things up here! It maintains a lot of the humor of the original, but I think there is actually some really strong social commentary in this game. It explores people's expectations, relationships, interactions, and more through a modern youthful lense.

More in depth than you expected from a \$1 follow up to a meme-game, eh?. With its gorgeous art style being a fresh take on the indie scene, an awesome track with help from Qygen and Novaturtle with other music talent, Blue Revolver is all style and plenty of substance, with lots of little customization features, especially graphicwise, like tweaking the colors of enemy projectiles (blue and purple were hard for me to focus on as opposed to the red and green ones so this was a huge plus for me), showing hitboxes, etc. The other nice little details I enjoyed was options of changing the narrator (Mae is still my favorite :] ), background art, and the music player + remixes of stage tracks. Most of the optional things can be purchased through the unlocks section at the main menu with credits earned from scoring in the main game mode/clearing missions.

Apart from your standard section of stages through the main game and its 3 difficulties, there are the previously mentioned

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Challenges that are different twists on previously played stages with fun gimmicks or imposed challenges to make what might've been a mild or rough experience all the more devilish but gratifying to clear, whether it slaps you in the face with invisible incoming projectiles, destroyed enemies vomiting bullets, being chased by an orb of energy only slowed by limited resources, or trying your best to score as high as you can, overall encouraging smarter play and improving.

There are tips on how to play, chain combos, and even practice specific stages or sections. Not sure how to break a target's points for break bonuses? There's a section just for guidance regarding break bonuses. Need help clearing Stage 4 without bombs? Feel free to practice to your heart's content. Not comfortable with your key binds or choice of controls? You can change that too.

Ultimately, I would not recommend this to someone new at the genre, but rather someone who has at least a minimal interest in it and would like to only improve or carry over what they might've learned from others.

Minor side note, Free Play (continues after losing all lives) is locked behind the unlocks and not a feature in the game without it toggled on or off, so keep that in mind if you are feeling frustrated or dying more than anticipated.. s Fun

Very, Very ♥♥♥♥ing Fun. This game was entertaining, no doubt. I could look past the design had there been a good story. Especially because of the price so I guess I wasn't expecting too much but at the same time I was disappointed. To be fair, there was a story until the first chapter involving the apparent real story trio. My only main discontent was the loss of story after the prologue because I can tell Kuruma's side was trying to connect the two but to me it didn't seem to be there. Even stranger I was going for the bad route but somehow ended up with the true ending. I know this because I never got the achievement for the bad ending and already witnessed the true. I guess reading all the files triggers both good and true ending regardless which is weird? I tried it multiple times and this is definitely a consistent bug (still got the ending achievement somehow but I'm not sure how). Nonetheless it was good, but elements were missing as well as an ending bug.. Come for Anime Tiddies but stay for the story and gameplay

(◡‿◡) / 10. Really enjoy Bionic Heart for number of reasons. It's fully voiced and if you don't like that you have the option to shut it off. You are given multi choices which in their own right feel reasonably different that leads to different endings. Some are good and some are bad. So it's not happily ever after with everything you do. Even if you don't want to find all the endings yourself Winter Wolves has a guide to help you in the forums. Really enjoy a lot of Winter Wolves games hope they keep coming out with them on Steam.. I am total garbage at bullet hells but... If I had this on NES 17 years back though. I would nail the hell out of this I was good at Super C so, I would've been good at this too. Nostalgia here we meet again.



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So YTF is this nonsense not fixed yet??? I'm 30 weeks into a HUGE skirmish map and now my damn game won't load! You've got to be kidding that these jokers haven't fixed this crap yet! WHAT IS THE FIX, DEVELOPERS???. Everything is fine until the first loading. After the first video/trailer/introduction it loads for like 3 seconds than game freezes. Game is broken.. An enjoyable bullet hell game, not unduly hard on the normal setting, with aparodic, self-referrencial steampunk settingVplot. The dialogue is outrageously histrionic and hilarious--whomever wrote this has a great command of the English language and 19th C. style. there are eve nods to shoot-em-ups like Zero Wing and Star Castle and some references that I know I'm not getting. Graphics get the job done nicely; there's even a stylishly illustrated intro and ending sequence.

The biggest frustration is the controls, and I'm kind of miffed at the developer for not giving us the option to reassign keys. Space bar is always shoot, and on a lot of laptops, whether you use the arrow keys or WASD, at least one will be on the same circuit as the space bar. In other words, you can simultaneously move up left, you can move up and shoot, and you can move left and shoot, but if you try to move up-left and shoot the keyboard won't acknowledge the last key you pressed. The simple solution would be to use the mouse, only this game's mouse movement feels imprecise, sluggish and then erratic. The best way to play it, then, is use WASD/arrow keys to move and the mouse button for your primary weapon. You'll loose the odd life by accidentally moving the mouse, is the only downside. I imagine playing it with a gamepad would be fine.

This isn't hardcore bullet hell, and if you've played some shmups you'll probably beat the game within one to two hours. Steam and Metal aims for the style and length of old arcade or console shmups, with the intent that you want to periodically replay them. I would say the gameplay is fun enough and the dialogue funny enough that you will. Certainly worht a dollar, and I wouldn't mind seeing a sequel.. One of my favourite Lego games. Probably the best. Played it a lot on the PS3, just starting to play it again on Steam.. A decent horror/puzzle game, made even more impressive by the fact that one person made it. Interesting story, relatively easy yet thought-provoking puzzles (although some are difficult to understand at first-look at walls and decorations), pretty short runtime, and some real tension (although there are many jumpscares) make this a pretty good horror game to play on an October night, would recommend.

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