Sayonara Umihara Kawase Download Utorrent Windows 10

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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

- 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

This is a fun platformer. The scale is a little smaller than I expected, but I enjoyed it and appreciate the VR support. It would be very helpful to have a VR tracked gamepad with annotated controls in the beginning because you have to just guess what's going to work.. This is pretty much the best bungee-fishing platform-grappling-hook puzzler game ever made. I know some will claim that isn't a genre, but... I beg to differ.. 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 developpers 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 developpers put their heart in making another game that has a lot of polish, carving an experience unseen in most platfomers. The grappling gameplay still to this day gives the series an edge over AAA platfomers, 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.. This series is one of my favourites and I'm really pleased about it being released on steam. This is the Vita version of the game without the original super famicom game as a bonus, this means some extra levels that the 3DS version did not have and graphical and performance improvements (better looking models, textures, 60fps instead of 30, more background elements like birds).

The gameplay of the series is probably best described as a physics based puzzle platformer. But rather than pushing a box onto a button the puzzle part comes from how best to use the fishing lure and the swinging mechanics to get to the end of each stage. It's extremely satiisfying when you swing around to the exit in a way that makes it look like you knew what you were doing. It definitely requires you to get familiar with the controls before you can really get... in the swing of things. The tutorials at the beginning of the game are a bit much though, the original game had small little cutscenes showing an example of how to use swinging that you may not have thought of, but this game likes to completely spell it out in text which slows down the beginning of the game, especially if you are already familiar with how to play. Thankfully these can be turned off in the options

The swinging mechanics aren't identical between the three games. Personally I'd prefer more horizontal swinging control like the super famicom game had, but these elvels are designed around the physics that are there.

Much like the other games in the series, the boss fights are some of the worst stages, this is pretty much a result of the controls not being designed for what they want you to be doing in them. There aren't that many in this game, and this game's bosses are much better than the previous games, except maybe the crab.

I still have no idea when the time stop function is supposed to be used, this is not the kind of game where that allows you to carefully plan when to launch your lure, and you can't even launch it when time is stopped so it will mess up your timing more than anything unless you're using the character that slows time instead. Also the quick retry function only works on stages you've already beaten which kind of makes it pointless as if you've already beaten it then you probably don't need to retry that often.

Overall I'd say this is a good port. However there are no resolution options so you have to play in a sub-720p resolution, and you can only map controls according to the vita controls i.e. only two shoulder buttons, which is disappointing because I would have liked to map downwards diagonals to the extra shoulder buttons for extra accuracy.

\u2665\u2665\u2665\u2665 fields 33, 24, 46, 35, 59 and 54 though.. 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.. Are you looking for a unique platforming experience that's unlike anything most people know about? Then you should give this game a gander. If you've played Bionic Commando, then you might know what to expect. I haven't had a chance to play any Bionic Commando games before but I've been told they're similar to a degree.

The third entry in the Umihara Kawase series, Sayonara Umihara Kawase originally came out for the 3DS in Japan back in 2013 and it was later released outside of Japan over in Europe and North America a year later in 2014. The version we got was localized as Yumi's Odd Odyssey but references to the first two games in the series were kept the same.

In April of this year, the game was ported to the PS Vita under the name of Sayonara Umihara Kawase Plus, including extra stuff and the original Umihara Kawase that came out on the Super Famicom back in 1994 (both with their own trophy lists).

On October 6th, 2015, the Plus version was ported to PC, and later in the year both Umihara Kawase and Umihara Kawase Shun will get PC ports as well so now everyone will finally be able to enjoy and experience this series in its entirety.

As for how the gameplay actually functions, you traverse levels using a fishing rod to swing and propel yourself across, over and under enemies (fish with legs and some bosses like a giant crab or giant tadpole) and platforms, all while trying to get to a door as fast as possible (if you're into speedrunning or leaderboards) while some levels have 2 doors with a harder to reach door acting as a shortcut to get to levels further along the level select screen (sometimes it's necessary to access the second optional door to reach branching paths to get to one of the different bosses).

I probably could've left out most of the info before the part where I talked about how the game plays, but I just wanted to throw in a little extra context. Hopefully more people will get into this wonderful series and enjoy it as much as other people do B^). I killed a fish by drowning it.

10/10.. This is a scary hard spider man side scroller simulater.. Absolutely fantastic platformer unlike anything I have ever played

A Definite must buy of a classic, shame it might be the last for various reasons.... quot;Easy to learn, difficult to master"
It's a simple and charming platforming game where you use a fishing line to swing around 60 abstract-like stages.
There is no story present (even though something like time travel is mentioned in one of the character cards you can unlock), but that isn't really a problem here, as the gameplay was always the main focus of the series. You can choose between a few different characters, but aside the player model and small differences, the gameplay is the same.

While at first it's possible to get frustrated with the swinging mechanics, it feels really satisfying to quickly go through the levels pulling off all different kinds of techniques, as all the levels are built with multiple paths for different levels of expertise, with collectible backpacks scattered across the stages for those who want to go for the extra completion.

This is a straight port from the PSVita version, but for some reason the original SNES game that was included is now sold separately, so that's a shame. For a better experience, i recommend playing with a controller and using Durante's "GeDoSaTo" tool to make the game look better.

Also, Noko best girl.. I don't understand why she needs to fish, she already has two heapin' piles o' Tuna fish stuffed in her shirt.. One of my favorite platformers of all time.

It's a grappling hook game where your "rope" behaves like an elastic band. It's hard to control at first, but learning to tame your grappling hook makes you feel like a superhero. Over the course of the game you'll go from slowly wobbling your way through a level's intended route, to flinging yourself across a bunch of shortcuts and reaching secret exits. In that sense, it's much closer to Super Monkey Ball or Getting Over It than it is to Mario or Bionic Commando.

It's the third game in the series (the previous two, originally for SNES and PS1 respectively, also have fantastic Steam ports) and it's made by the original staff, so the physics and the level design are as good as they've always been.

You can buy the trilogy on Steam as a pack, but this is the most accessible place to start. The later levels are still super hard but there are tutorials to help you get started, and the default game mode lets you play through the game one stage at a time instead of sending you back to the start of the game when you run out of lives. They also removed time limits and respawning enemies, so you can take your time and learn to climb.. You play as a cute girl with a rubber fishing pole jumping and swinging around blocks like spiderman and stuff, what's not to like?

Well, is not the best PC port out there and I hate that the game throws me back at the stage select menu after failing a stage, but those are minor things.. Played this in VR using my Vive and a Xbox 360 controller so consider this a "seated VR review" for fellow Vive or Rift (if support gets added) owners .

So like the description says, you're " a girl who uses a fishing hook as a grappling hook.". Gameplay wise from my brief stint (I will play more) it's a traditional oldschool 3D side scroller. Jump between platforms, hook enemys climb ladders etc. It's not really anything new gameplay wise but it does what it does well and works well with a xbox controller (I assume it will work simillarly with other controllers).

VR wise however...I'm impressed. The depth and resolution is spot on and as good as it gets in VR. I had no issues reading text and everything was rendered quiet clearly. There are 2 scales avalible to play in. One a smaller desktop size where you can see everything and move the main character around in and one much larger where you're focused on the character and her immediate surrounding area. There are pros and cons to using to using either scale. In the smaller scale you can see most if not all the play area (including hidden objects you need to collect) and plan ahead accordingly but it makes certain moves harder to time right. In the larger scale moves are easy to make\/time but you have to explore more to find those hidden objects and solve the level.

For a seated side scrolling experiance I found the whole VR element incredibly smooth. I was worried it might induce the dreaded VR sickness (as some seated games can do) but I was fine with this title and to be honest there seemed to be no element that could cause it as head tracking was spot on.

The only downside (if you can call it that) is that you will need a xbox or similar controller. Most Steam users have them anyway but worth mentioning for those who don't. Also, it's got that whole weird anime theme thing going on. I personally don't understand anime but fish with legs fighting school girls with backpacks atop giant celery bunches is just..odd. then again who

am I to judge when I grew up with blue hedgehogs who collect rings and Plumbers who like to jump on turtles.

All in all well worth owning on the Vive if you like platformers.. Is it even possible to beat this level? You'll try dozens of times and fail, look at a guide, try following it exactly and still fail.
A real challenge.. This made me think a lot about my childhood when I play PS1 game.
I love this graphic style and music.. Unique bungee-rope mechanic, cute anime girls, fish, and relaxing music.
Good times for all.

Except for that 46th time you fail a stage. But then you get better and it's good times again.

-Gameplay focused on navigating tricky stages with your elastic bungee-rope. Purely skill-based, once you get the hang of things you can execute some crazy tricks!
-Gamepad VERY recommended.
-Some people might be bothered about the low resolution, but it's really not that big a bother imo- the kind of basic graphics this game offers looks better in low-resolution.
-Smooth 60FPS.
-Loadtimes are basically non-existent.

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