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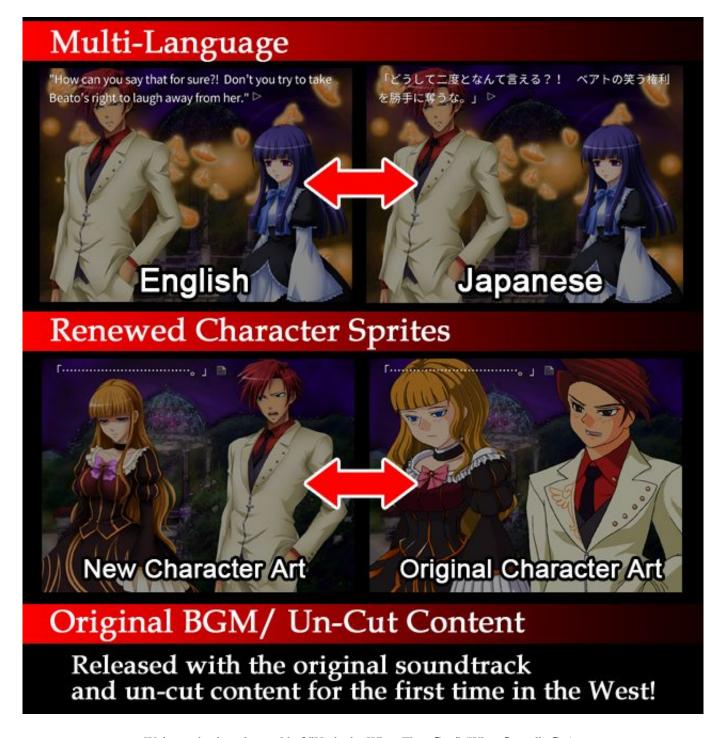
About This Game

Umineko When They Cry - Answer Arcs

This is the 2nd half of the "Umineko When They Cry" sound novel series, featuring episodes five through eight. The answer arcs will teach you many things, but solving the mystery of the epitaph is still up to you.

Multi-Language

"How can you say that for sure?! Don't you try to take Beato's right to laugh away from her." ▷

「どうして二度となんて言える？！　ベアトの笑う権利を勝手に奪うな。」▷

English ⟷ Japanese

Renewed Character Sprites

New Character Art ⟷ Original Character Art

Original BGM/ Un-Cut Content

Released with the original soundtrack and un-cut content for the first time in the West!

Welcome back to the world of "Umineko When They Cry." (When Seagulls Cry)
Welcome back to the Rokkenjima of October 4, 1986.

You have once again been given a chance to catch a glimpse of the family conference held annually by the Ushiromiya family. The remaining life in the old family head who has built up a vast fortune is very slim.

To his children, the greatest point of contention at this family conference is the distribution of his inheritance. Everyone desires all that money, no one relents, and no one believes.

Who will gain the old head's vast inheritance? Where is the 10 tons of gold that the old head is said to have hidden? Can the unnerving riddle of the epitaph which is said to point to the location of that gold be solved?

In the midst of this, a suspicious letter is sent from one claiming to be a witch. The presence of a 19th person on this island, which should only have 18, begins to hang in the air.

Brutal murders repeat, and unsolvable riddles are left at the scene. How many will die? How many will live? Or will everyone die?

Is the culprit one of the 18, or not?
Is the culprit a "human", or a "witch"?

Please, enjoy this isolated island, western mansion, mystery-suspense gadget of the good old days to the fullest.
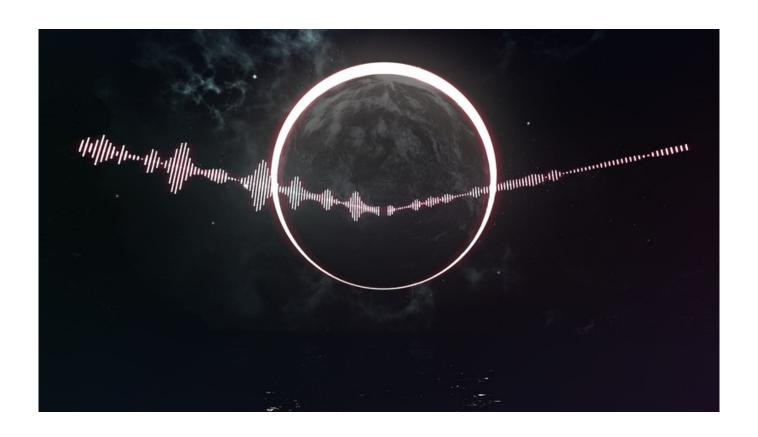
Title: Umineko When They Cry - Answer Arcs
Genre: Adventure
Developer:
07th Expansion
Publisher:
MangaGamer
Franchise:
When They Cry
Release Date: 17 Nov, 2017

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English,Japanese

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Great game for killing time! Totally would recommend!. This is the second game in the Dark Parables series and in terms of story is a lot better than the first game. At the very least, you get more scenes and can figure out more connections to the first game. The story of Dark Parables has always been the series' strong point.. I note one of my friends, whose review I trust, had significant issues with stuck balls only a few months ago, to the point it was unplayable, & there have not been any update announcements since.

Maybe I was lucky, or maybe it is fixed, idk, but I have played for 2 hours & have not had any issues I would attribute to bugs.

My only comment in that regard would be that sometimes the left kickback kicks the ball straight into the right hand drain, while there are some real machines that do that as well (& some other digital tables), it is one bit of realism I could happily live without :D

Aside from that it runs very well for me, it looks very good & plays very well, nice work. I like the chunky industrial styling of the table elements, it's a good look & a little unique among current digital pinball tables.

Seems it was fortunate I bought this in USD some time ago, before steam forced us to switch to local currency, as it seems the publisher has neglected to set a price for AUD, if you're in australia, want this game but do not see a price or buy button, you will need to convince them to do so first, or get someone from another country to gift it to you.

All in all, I think I received good value for the price, it's a good VR table with enough replay value, I hope as the number of VR users increases, we will eventually see some more tables :) It's probably not worth it for them just yet, unfortunately :(. This game surprised me. It is a fun combination of genres.. I didnt expect much when i saw this game. I mostly bought it due to the "kongregate" title being on it and i adore their games. But holy heck this game is good fun :D, i seriously hope we see more content added.. This is a fun VN that is about 6 hours long (depending on how fast you read) and this is a prequel to their free one. It would have been nice if they had more Starcraft games played out in the tournaments because it seems a lot of the matches that happen in the VN do not get anything more a sentence stating that Person A won the match or Person B lost the match sentence. I will say that I also didn't really like the endings for winning or losing (losing seems to be canon).

Side note: Found out you have to left or right click certain hotkeys.. im gonna recomend this game just becuase its a good game that ive played for hours on end (ps2) except its pretty hard to beat the first due to glitches i dont know if its just my computer or just because its ment to be played on a console but its still a great game that you should buy on a ps2 or some♥♥♥♥♥♥

10/10 would play again. To start off I paid $0.20 for this game and have invested nearly five hours into this game. Star project is a game that is buggy as all hell and the story is non existant. I'd say its worth it if you bought it cheap and have time to♥♥♥♥♥♥away a few minutes or hours.

By the way, the game doesnt bother explaining what Fuel stations are... which if you actually want to play the game, is a must know.

10/10 would play again to get stuck in space with no fuel to look at MS paint planets.. Fun little puzzle game. Your options are always clear, but as others said, that doesn't mean the solution is always easy to find. Especially the later levels are a lot of fun to figure out.
Over the course of the game you also get some more options and thanks to that and the short playtime, it doesn't get boring.
The levels themselves build on eachother constantly and are pretty clever in general.
The only complaint I might have is that it is relatively short, but it still has more than enough content to justify the price.

Fun game! but I keep getting this weird rendering bug so I like it but its hard to play for me so if anyone knows about that..... I love the music its really very relaxing so I have to say yes and no but if your not on mac os it probably doesnt happen so yep thats bout all I have to say.. Dungeons: The Eye of Draconus (or D:TED for short) is a retro-inspired hack & slash that draws inspiration from Golden Axe, 90s Konami beatemups, and even a little Battletoads (at least the most infamous part). Boasting three playable characters, a multitude of adversaries to slay, and a lot of humor, does D:TED deliver?

Well.....You saw the big fat thumbs down didn't you?

First off let me start by saying I become a real jerk when it comes to reviewing beatemups, hack & slashers, and similar belt-scrolling games. Some children were raised by wolves, I was raised by arcade machines. I know what to expect out of the genre and I hate it when certain essential elements aren't properly handled.

D:TED clocks in at less than an hour, potentially less than 45 minutes if cut-scenes are skipped. This is a good length for an arcade-styled beatemup. This isn't supposed to be Castle Crashers where there are dozens of stages, experience points, and tons of weapons that are +1 here and -1 there. A fair number of bosses have to be contended with, and they require different strategies in order for the player to succeed. Enemy variety is also pretty solid, which is rare for the genre and always welcome.

The three playable characters consist of a barely-clothed drunk who angers easily, a thief(harlot?) who swings daggers, and the cleric that throws fireballs and summons a fire-breathing chicken. I didn't know clerics could do that, but I guess it depends on what God they're trying to convince everyone to worship. Whatever the case, this line-up is diverse enough to satisfy any play-style.

But now we have to get to the main failing of D:TED. The complete lack of proper mechanics. The life-blood of the beatemup (or any game for that matter) is in the mechanics. It's a catch-all term that accounts for all the rules the game has to follow. Mechanics could be what constitutes the player doing or taking damage, the height and arc of the jump, or determining whether a sword that is swung at two monsters registers a hit on one or both. When the mechanics are faulty, the entire game suffers, and all the good decisions and intriguing game-design in the world can't save it.

Basically, all deadly objects don't even have to touch the player to do damage. I've been hit by everything from flying kobold toddlers to rainbow hearts, even though on-screen they weren't even close. I've killed orks despite the blades of my daggers missing them by several feet. A flying boss takes far longer than it should due to constant misses. These occurences add up and the game ceases to be enjoyable. If you're going to play this game I recommend the Cleric. Thanks to his projectiles I don't have to deal with the crapshoot that is the melee-based combat.

D:TED has promise, good ideas, and its own unique story and characters, but the execution simply isn't there. I couldn't get any enjoyment out of the game. YMMV. Wast of money. Utterly bugged.. If you enjoy RTS... this is a no brainer.... Hundreds of units, unlimited terrain, extreme customization of settings, and comes with multiplayer, a campaign and skirmish capabilities. WOW.

I found this game way way way back--when LASW was on the Apple itunes store. It exceeded my expectations.

Now that Machines at War has entered Steam I can't wait to see it explode into the community...

Pros:

Units: Tons of units--all unique and very balance. There is always a way to counter a unit. But with a diverse army it can be much harder even though it may cost more resources and time to get a diverse army. There are about four tiers of units: wimpy, base units, strong units, and mega units. I won't spoil anything but when you get your hands on a mega unit it just gets your heart pumping! Plus they are also very diverse and balanced!

Settings: If you want only infantry, you got it. Sick of nukes? disable them. Need a challenge? play against robotic. You are in control of how the game is played. Plus the maps are randomly generated... with different land types (lava, sand, forest etc.). Really... you can make the envirnment the way you want!

Calm: Most RTS games are gogogogogogo. Starcraft for example, love it, live it, breath it, but it is a very stressful game!

MAW3 brings a competitive atmosphere with an easy to understand and comfortable gameplay. Going a long with the balance of the game, there is so many options that even if your opponent is being aggressive you can counter it with defense. If your opponent is turtling, save up for some nukes and upgrades. If your opponent seems to be spending a lot on powerful units counter with multiple attacks of smaller units from multiple areas. It is an easy envirornment to get good and have fun but without the frustration (most of the time).

Cons:

Resource Management: This is a struggle in this game. The only resource management involved is time, power and credits (not sure of the technical term in this perticular game). The thing is, the credits are made automatically and you are given 50 (to start out with) per second i believe. Yes, this is an easy way to make sure the game is balance but it takes away from another strategic point that can be pressured. The only thing the enemy can do you negatively inpact your "economy" is by destroying power. Now... you can increase the amount of credits you earn per second by capturing rare minerals on the map and upgrading your headquaters. Still... I wish there was another smaller building that would allow you to get maybe five extra credits per second so there could be a micro economy.

Multiplayer: Hopefully with MAW3 entering the Steam arena will help with this but there is almost no multiplayer lobbies at all. On the mobile devices you can randomly search for people and you MIGHT get someone. Here its almost always 0 servers 1 player online (that player is you).

Controls: For the most part navigation and understanding where things are is very easy to understand. But the lake of superb unit control and hot keys hurts this game. *This in no way is a game breaker* some units are small and cannot be targeted very well (infantry---- one of the reasons their affective) some units will keep moving towards the engaged unit, sometimes losing its range advantage and therefore nullifying the reason for range advantage at some points, and the mouse dragging affect with the four headed arrow ca be extremely annoying. Maybe an option to toggle on and off?

All in all..... EPIC. And all done by ONE GUY. So good. Buy it. Love it.

Oh and the graphics.................... honestly. Some of the best games were created on the Gameboy Advance, Playstation, and Atari.... Graphics can make a game look beautiful but in no way (in my opinion) will make a game successful. Poop graphics, excellent mechanics= Good game. Excellent graphics, poop mechanics= poor game... It is not a Mobile port rip off... the PC version was created first LOL!

5/5 Keep it up James.... It's okay.
Some parts have bad English, some enemies are a bit tough, it's a bit hard to understand at first, but it's fine, really.
I would've liked it more if my stuff didn't despawn at death.. Tried three different controllers, none of them got even recognized. Won't subject myself to keyboard only. What year is it again?. It's just Pac-Man but if he had a cross-dressing twin.. walking simulator.

OST if good though.. game doesn't work. wont load, and there seems to be no fix for it.. This is amazing, I can't wait to see what the community comes up with in modding regards. This game never stops surprising me with it's detail and vast story telling. The developers of the Sphinx and the Cursed Mummy remastered did such a great job.

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