
CAFE 0 ~The Drowned Mermaid~ Download Code



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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 versions contain Japanese voices. The full version is unvoiced.*

STORY

A girl's spirit with no recollection of her past find herself inside Cafe 0, a mysterious Cafe in the middle of nowhere. Served with only a glass of water by the peculiar waiter, Sui--soon she realized that she is about to relive the last seven days before her death.

Surrounding her are Ami, a girl who claimed to be her best friend, Tooru, a boy who is rumored to be her previous boyfriend, and Shou, the school's doctor?what are their connection to her past and how are they related to her death?

Will she be in peace with her past, or will she haunt the living? It is all up to you to decide.

CHARACTERS

Marin Umino (Name is changeable.)

The main character.

She can't remember anything from her past.

Sui - Cancer Murakani

One of the waiters at Cafe 0.

He's calm and looks so mature.

He's able to say harsh words without changing his expression.

Shou Takizawa - Yuya Kakitsubata

The school's doctor.

He seems to know the main character from a long time ago, since her childhood.

Tooru Mizutani - Mato Sarashina

The ex-boyfriend.

After finding out she had lost her past memories, he seems to be interested in her once again.

Ami Kawase - Nanase Watarai

The best friend.

She's always tuned into the latest fashion, and is famed in the school for her sense of beauty.

FEATURES

- 3 Types of main character depending on your selection, complete with different costumes.
- 2 Character Paths and 1 True Path.
- 2-3 Hours Play Time.
- 1 Secret Bonus when you cleared all routes.

OTHER INFO

OFFICIAL SITE: <http://www.roseverte.net/cafe0/eng>

FACEBOOK PAGE: <http://www.facebook.com/roseverte.games>

TWITTER: <http://www.twitter.com/rosevertgames>

Title: CAFE 0 ~The Drowned Mermaid~

Genre: Adventure, Casual, Indie

Developer:

ROSEVERTE MYSTERY

Publisher:

ROSEVERTE

Franchise:

CAFE 0

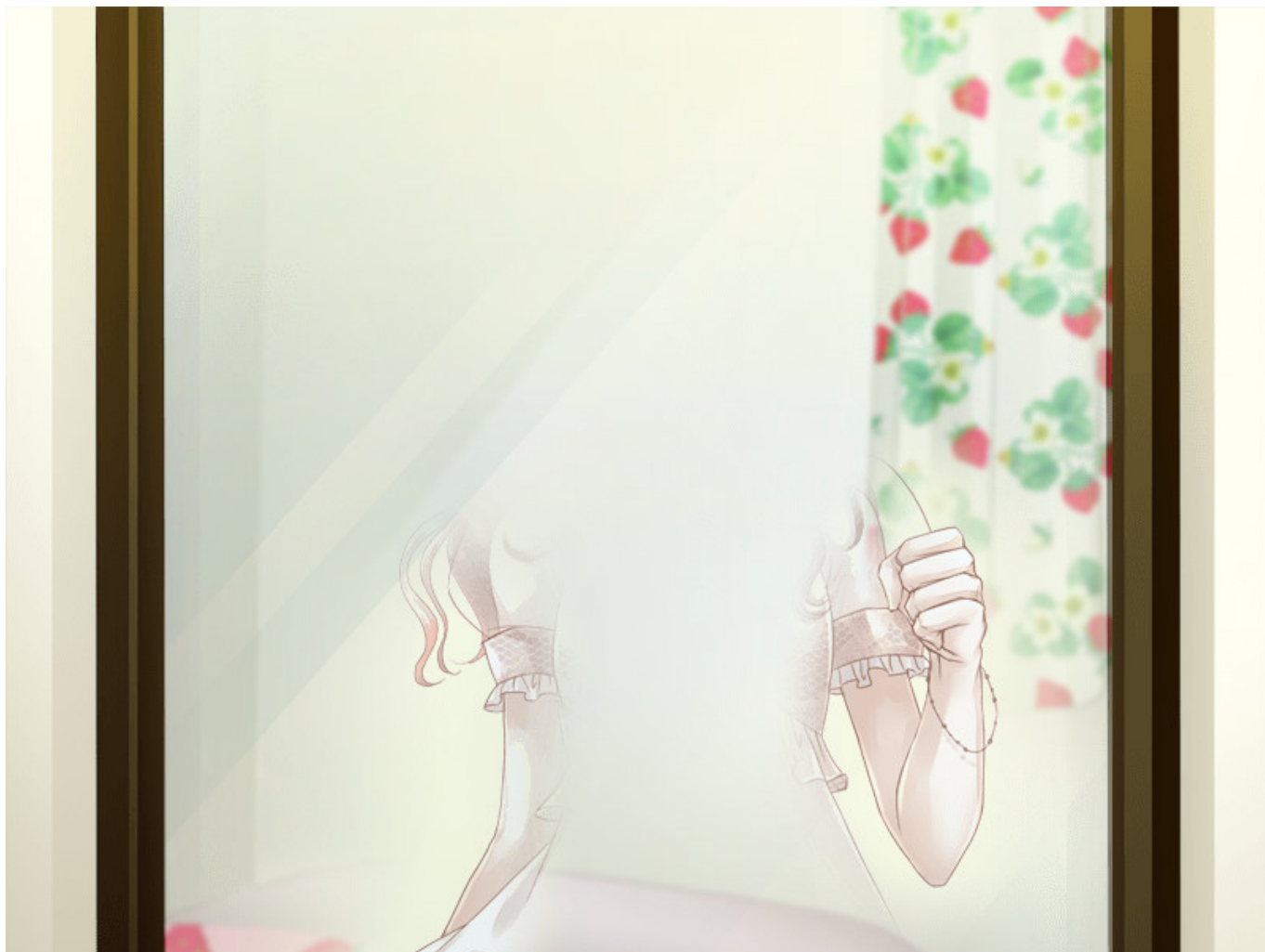
Release Date: 11 Oct, 2011

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English,German,Japanese,French,Ukrainian,Russian







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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 possibly, 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.. CAFE 0 ~The Drowned Mermaid~ is a short mystery visual novel about reliving the last 7 days before your death.

This was a different and interesting read. You take on a role of a girl who died under unknown circumstances. After the passing she finds herself at the Cafe 0, left without memories and then sent back to relive her last 7 days in an attempt to accept her death and possibly regain memories of her past and details of her death. Whilst visuals are weak, the story doesn't fail to leave it as an enjoyable experience.

- Very short, can be completed for about 30 minutes, ~2 hours for 100% completion.
- Writing isn't that great, but still enjoyable, with an interesting story.
- Voiced addon dlc is worth it if you don't enjoy reading mute VNs.
- Multiple endings.
- Has a silly bonus chapter in extras, in which you can speak to a waiter.

Overall it's a decent little VN, recommend it if you enjoy short reads and mystery.. Do I recommend this? I guess, when it is super, super cheap. It's very short and not very satisfying if you are looking for an otome. I am not sure if I'd call it an otome and I felt kinda disappointed by it, but artistically and as a story idea, not bad I guess.. A visual novel meant for completionists. A cheap price makes it a must buy. I wanted to like this game. There were some plot twists I didn't expect so the script wasn't horrible. But I cannot get over the art style, I couldn't find myself attracted to any of the characters. The chibi artstyle on the choice screen was much cuter. I would not have been happy at the length of the game if I had paid full price either. Sound effects were cringy. But music is good. Is Cafe 0 the worst game I've ever played? No. It's not 100 percent horrible. But its not good enough to get a recommendation from me. I do encourage the makers of the game to keep trying though.. (...) **The sun rose up from the waters. Its beams fell, warm and kindly, upon the chill sea foam, and the little mermaid did not feel the hand of death.** - Hans Christian Andersen, *The Little Mermaid*

CAFE 0 ~The Drowned Mermaid~ is RoseVeRte's second visual novel and the first game in the CAFE 0 series so far. It is most certainly no masterpiece, yet it is a satisfactory supernatural mystery with an eerie feeling, accomplishing more than

many others of its competitors for the genre in a limited game time.

In this eerie little adventure, our protagonist is Umino Marin. As the game starts, the young high school student finds herself in an odd little cafe in the middle of nowhere. Once within, she is attended by a weird waiter with the worst kind of manners: Sui. Sui presents Marin a glass of water and obscurely wishes her a good journey. Only then Marin wakes up, apparently just saved from drowning in her school's swimming pool. The most alienating of all these uncanny events, is that we remember nothing from our previous life and we bear no reflection before a mirror anymore. It's as if we do not exist in a physical manner. As the game progresses, Sui appears again to inform that this is the last week before we died. We are solemnly living through the last week of our lives, in order to come into acceptance of our dying. We will have a week to learn about our past, come to meet with the people that we deemed important for us and find a way to deal with what actually happened to us.

The narrative within the game is not extraordinary, yet it's chosen topic and the specific way that its mystery ends up revealing itself is more than charming. Marin's character and her way of dealing with the impending doom waiting for her at the end of week, the constant suspicion she endures for everyone and the sense of loss she goes through, change in every playthrough according to your choices to establish a unique, supernatural sense. Marin's nickname at the school - The Mermaid Princess - is a direct reference to Andersen's elegant, yet grim fairytale. The titular oxymoron - The Drowned Mermaid - is a most fitting metaphor for the storyline too. Characters themselves tend to end up on the superficial side due to limited game time, yet you still get a solid sense what type of people they essentially are.

The CGs and the artwork are most certainly not the strong suits of the game, yet I ended up liking them a lot anyhow. The amateurishly drawn manga depictions of all characters felt like a solid art choice for me. They are eerie, anatomically wrong and far from being appealing, but their eeriness, especially the glassy, cold look in everyone's eyes - very like dead fish eyes - felt like fitting allegories, as if every one of them are dead on the inside, including Marin herself. Sad, but beautiful.

Most people in discussion forums got sincerely annoyed that the Japanese voice acting is presented as a bonus DLC rather than being a part of the original game, but the developer explained that the original version lacked any voice acting at all. So, them being a later add-on, you gotta pay for it. I played the game with the voice acting, and I'd vote that it is worthy of your 5 dollars. Voice acting is really well-done, enhancing the mood of the game wonderfully and adding character to all personas.

At the end of the day, this was one of the visual novels that grasped me as I went for the bed. I found myself thinking about the tragedy poor Marin ended up with. I do recommend the experience for the ones who enjoy the genre, and maybe all others that would appreciate a good but short supernatural mystery.

Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. I didn't like this game at first. It's a little frustrating because it's supposed to be a "choices" game, but they give you very little room to make any dynamic choices. Once you pick a path, you cannot diverge from the path in any way, shape, or form or you get the bad ending. lol If you go to see Guy A, you must go to see him every single day. If you don't? Bad ending.

Despite that, the overall concept is very interesting. No matter what, you play through the exact same story. What changes is your perception of the story. I appreciated that. Instead of changing events, you just change how you feel about said events.

If you do get the game, I highly recommend getting all of the endings and seeing the final "true ending". It is epic and worth your time to see it, I think.. The art style could use more work, but other than that the voice acting and story were nice. I loved the tragic and bittersweet endings and the real evil personalities of the 3 characters you get to engage with. After collecting all the routes, you get to play the true route and learn about what those 3 really think and get revenge :3 \u2764 I'd recommend this game cuz I'm all about that revenge life and secretly sh-tty people

You should definitely get the Cafe 0 game that comes after this one, it's definitely an upgrade from this game. This VN is actually really well done. The story takes different twists and turns with all of your different choices and it all comes together in too perfect of a way in the true end. One of the better VNs I have played through the years that is so rough looking around it's edges. The art isn't triple A or anything, in fact some parts the art either looked ridiculous or bothered me to a good extent. If you look past some of the art though, it's a great diamond in the rough that I could recommend to anyone really. Got it on sale, was worth every penny.

At first, I wasn't 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 wasn't expecting AT ALL the true ending. Or the other bad endings. I thought it was going to be a cliché romantic VN, but I was wrong and I'm glad because of it. Yes, the character art isn't the best, especially the lack of facial expressions. But to be really honest, I think that the originality of the story shines through all of this. It's a short VN, there are a few cool what's going on moments. 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 Sui's. 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 there's a few plot holes.

7/10. I recommend getting this game on sale, since it's 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.. 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 focus. 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.. *CAFE 0 ~The Drowned Mermaid~* appeared to have an interesting story from the description given by roseVeRte; however, the execution of said plot was rather poor, leaving me confused about what was going on. The characters were rather flat, leaving me sorely dissapointed that such an interesting plot was wasted. The artwork had an curious style that I haven't seen in a while, but time appears to have been spent on making it look professional. The soundtrack is merely okay with the music being rather plain and forgettable. After completing the game, I had a total of 3 hours, which is rather small for such an expensive visual novel.

Overall: D+. *Cafe 0 ~ The Drowned Mermaid*,

Is not a Visual Novel for just anybody. The subject that's being brought up in this VN is a bit different. It's about dying and finding peace in the fact itself.

The story itself is quiet interesting from time to time, but it falls short on depth in my opinion. The conversations with the "important" characters are too shallow compared to other VN's of the same price. So, I would have expected more on that part. The graphics are a bit different also. I can't say they're good, but they arent bad either.

Gameplay, hmm, without trying to spoil anything, it's basically a good ending √ bad ending thing. You make some choices and get some progression "stat" throughout the game so you're able to see how you're doing. That's the part I liked a lot, because it's done in a different way than just displaying some numbers or bars.

The one thing I didn't like at all is that at the beginning you've got to enter a name. But, you're not told that you're supposed to enter a female name. So, if you enter a male name it feels like you're some kind of shemale. A bit weird..

Another negative thing about this VN is the fact that it falls short on length. It doesn't take that long to complete a path and the fact that there're several endings doesn't make it any better. It feels like a cheap way by the developer to stretch the game time.

So to put it all in a list:

Pros:

- Interesting\different subject.
- Interesting story.
- Nice music.

Cons:

- Too short.
- Repeating dialogs.
- Lack of information when entering a name.
- The different endings feel forced.
- Towards the end of the story it feels like a rushed product.

As you can see there're more negative things than positive aspects about Cafe 0. The thing is that I don't regret buying this Visual Novel, but I don't recommend it to people who're looking for a more fleshed out product. (e.g. Katawa Shoujo, Narcissu, Yandere, etc.). this game is bad for my heart, but it's actually good. If you getting sick of Lovely dovey kind of otome game, this is a good one. It's like a brick of reality just hit you in the face.

I played with DLC with voice one, honestly I like them. But too bad they mention the name of the character. They should have done like Amnesia, substitute the name with something else so it does sound like it interact with you. But even without it, I think you will still enjoy it, since some people don't understand then and just skip before even the character finish talking.

And when clicking of choice, they give the sign of what kind of ending we going to end up with is good. The white butterfly is good, while the black butterfly is bad ending. At least I know that which choice is the right one. This is good for the beginners.

The plot is nice. It's a short honestly. To feel it worth buying is when you get all of the ending, like until you get the true ending. It make sense and can feel how scary is reality. It's sad, but the waiter is there to help you ;)

Honestly I like this game, but maybe it's because it's me who played it, I don't know about the others.. Agh, it really is a little bit difficult writing a review for a game that reminds me of a meme, but gotta do it nonetheless. So while struggling to decide whether or not one should recommend this, it seems kinda fair to say : the game doesn't pretend to be anything other than what the screenshots or synopsis suggest; it truly is mediocre\less than average in most ways.

- Yes, the art is weird, and no, no matter how anyone tells you to interpret it, it will stay abnormal. This ain't a New Age Picasso commemoration.
- Yes, the story is REALLY linear, short (I hecking did it a bashe in 2 hours), and anyone using even 0.15% of their brain will be able to figure out the plot.
- Maybe because I was using less than 20 cents of my brain, I've forgotten if there even was any music or if brain was too anxious to just get over with game to register any.
- LADIES, do not be fooled thinking it's an otome game. Unless you're a secret Dogenzaka Labs hoarder, you will not enjoy the relationships part of this game. This resembles nothing more than an inexpensive thriller novel. Made me reminisce my Give Yourself Goosebumps days. Ah, R.L. Stine
- Character development is nonexistent. Honestly though, joke's on you if you go into this expecting people to change in a week. This isn't 13 going on 30 or Robinson Crusoe, and the arsepieces will stay arsepieces.
- There are no mechanics or hidden hooplas to this game. It's so straightforward it could make a line jealous. You play through once and then sit on the skip button till it remembers the shape of you(r) \u2665\u2665\u2665\u2665\u2665. Couldn't resist making that bad pun

Pros :

1. Price. You can get it for 2 measly dollars during a Steam Sale.

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2. Worth. It's worth the price if you can spare it.
 3. Self-esteem. If you can crack the mystery before it hatches, you should reward your inner detective with a more expensive game. Your gammy would be proud.
 4. Empathy. Annoying or not, you cannot dislike the MC, considering everything she has been through. You will like her even more once you've uncovered the true ending. Sometimes, you just gotta be your own Batman.

Cons :

1. IMO, game tries too hard to be too dark. Like that one friend who insists on watching the Babadook with you and then closes their eyes at every jump scare.
2. Stereotyping. Game seems to suggest that you're "evil" if you act sensibly, "good" if you act like a doormat.
3. Building on the last comment from above, game feels too rushed for it's own good.
4. I think the creator was overdosed on "that escalated pretty quickly" memes when they made this game.

Conclusion :

I will not completely diss this game even though it had potential and could have been released at a higher price for more refined and extensive content. Instead, it falls short like an uncomfortable crop top on Dwayne Johnson.

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.. **Early Access Update 4 and news:**

Hi Everyone. We have just updated to Early Access update 4

bug fixes

- Fixed an issue that would cause electricity hazards to become out of sync, essentially making some hazards impossible to pass without taking damage
- fixed the button that dropped boxes on level 13 to work every time. This button will still change in the following week with a new type (read below)

improvements

- The intro comic now has sound effects added to it
- Adjusted timers on level 10 for easy and normal difficulty to make it slightly easier
- Chalkboards explaining new abilities now only show the "press up thought" once. After the ability has been learned the thought will no longer appear, although the board can still be checked.
- Made level 13 very slightly easier on Easy (by removing one bat)

COMING NEXT WEEK:

Next week Hard difficulty will be available to play. We have a few more levels to adjust and test, but they should be ready for play by next week Wednesday. We are also introducing a new button type on level 13 (and perhaps some other levels) to adjust the difficulty for it.

This week we will also be looking at Easy difficulty, and will most likely make the first couple of levels a little bit easier on this setting (levels 2-4 are not so "easy", but we will check all levels again.)

We are also planning to remove the HUD buttons from the menu level. This will clear up the level a bit and make it less confusing. We feel these options weren't really used anyway.

Enjoy, and stay tuned for next week. Hard difficulty is going to be quite challenging.. **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.

Enjoy. **Early Access Update 3:**

Hi All

EA Update 3 has just gone live. Updates 1 & 2 were not posted as announcements, but rather in the discussions section, so they will be included below the patch notes for update 3 in this announcement. All further updates will be posted here and in the discussions section.

UPDATE 3 (version 0.5.072)

bug fixes

-Fixed leaderboards being mis-aligned

-Fixed the true path achievement to only trigger when it should

-Finishing a level now saves the progress so that you can continue on the next level if you restart the current level.

-Fixed a bug where you could rejoin into a wall.

-Fixes for respawn in some instances.

-Fixed checkpoints to properly reset when a room starts

additions/changes

Binded "c" and gamepad "select" to showing the controls (on any level)

Added new achievement

Tweaks to menu level

Lights on level 9 will now indicate if barrels are in the correct position

The Hard levels are currently being worked on and tested. These will hopefully be done in the next week or 2. At which point we will start with the final 10 levels for the "story mode".

Hotfix 1 (21 Aug 2018)

bug fixes

- Fixed a bug on Level20 (normal) where a few hazards blocked a button
- Fixed a bug where the wind indicators would not show up on level 19 after the fan power was increased
- Fixed a bug where boxes shot via the cannon would hit a hazard, but the respawn with the same momentum.

level changes

- Level 19 (normal) now has some blades in to prevent a solution that was much too easy.

UPDATE 1 (22 Aug 2018)

bug fixes

- Fixed a bug where fading platforms would kill the player if they faded in while the player was occupying the space
- Fixed boxes not snapping to vertical moving platforms properly
- Fixed an issue with player walking sounds not playing in some instances
- Fixed box dropping on platforms not playing a sound
- When failing on level 9, the level simply restarted. This has been fixed to kill the player
- Fixed the HUD and pause menus scaling on larger resolution monitors instead.

Visual updates

- Added some new "sewer muck pools" on later levels.
- Changes the "stream" graphic on level 12. This will be updated again in a future patch.

UPDATE 2 *hotfix* (23 Aug 2018) Version 0.5.071

Some issues were picked up that very negatively influenced the gameplay, so we are releasing a patch to clear up some of these issues.

Bug Fixes

- Drawing of the HUD and menus were still a problem on larger resolution monitors. This should now be improved.
- The controller thumbsticks were sending multiple movement events in the menus. Thumbsticks are now disabled for the menu.
- Zoom is now only triggered with the right thumb stick. Left thumb stick press no longer zooms.
- improved the code for boxes to stay on platforms when the platform starts moving. This was especially a problem on levels 7 and 13.
- Level 19 contained a number of issues:
 - The wind tracks were not always displaying when the power of the turbines were increased.
 - Sometimes the turbines didn't provide enough lift for the player to reach a platform, thus making the level very difficult, or even impossible to finish.

Known issues that will be addressed in a future patch

- When split, you cannot go into full zoom (however if you zoom out before splitting you will remain in that full zoom)
- When split the camera view can go outside the room.

-When split the HUD can hide the character on certain levels.

-Sticking to a wall with the controller requires more precise timing than using the keyboard. We would like to align the controller with the keyboard.

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.

Until then though, get some score s up and tell us what your favorite parts / levels are!

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