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About This Game

Boasting stunningly detailed pixel art, and featuring a twisting story of mystery and suspense, Tales of the Neon Sea is an exciting new adventure from Chinese indie studio Palm Pioneer. Set in a fully realized cyberpunk cityscape, use your wits and puzzle-solving skills to determine the course of this unique tale.

This release contains about 12-15 hours of gameplay, and features the first three chapters of a larger story arc. We aim to release following chapters of the main storyline for free sometime in the autumn.

Story:

In the near future, humans and sentient AI robots rely on each other for survival despite growing tensions and unease. Our protagonist, formerly a veteran police detective but now retired following years of frustration and disillusionment, spends his days intoxicated while accepting random jobs as a private investigator to make ends meet. He exists within the neon sea of an immense city, its blinding artificial lights unable to hide the shadow of greed and lust that threatens to engulf it at any moment.

This drunken cycle is broken when our hero becomes entangled in a murder case, one which holds the key to tracking down a monstrous killer who long ago escaped justice. Unlock your memories, decode the truth, and resist drowning in the wave of conspiracy that grips the city!

Features:

- Fascinating Story

Investigate the murder scene, examine the evidence, and use your powers of deduction to solve the case piece by piece. Once the mist is cleared, will you see the truth or uncover an even bigger mystery?

- Old School Pixel-art and Detailed Environmental Design

Explore an evocative cyberpunk world brought to life by incredibly detailed pixel-art. Immerse yourself in a vision of a future that can't let go of the past.

- Rich and Varied Puzzle Design

Puzzles that will challenge your sense of logic, observation and patience! Combining narrative and environmental elements, and designed to augment your journey into this weird and vibrant world.

- Play as a Cat? Of Course!

Step into the shoes, or furry paws, of William! As small black street cat, William can reach areas that humans and robots simply cannot, and often finds himself in the right place at the right time!

Title: Tales of the Neon Sea
Genre: Adventure, Indie
Developer:
Palm Pioneer
Publisher:
Zodiac Interactive
Franchise:
Zodiac Interactive
Release Date: 29 Apr, 2019

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Minimum:

OS: Windows 7

Processor: Intel Core2 Duo E6400 @ 2.13GHz

Memory: 8 GB RAM

Graphics: GeForce GT 730 OR Radeon HD 4830

DirectX: Version 11

Storage: 2 GB available space

Sound Card:

English,Simplified Chinese







worse game ever. Why am I throwing soccer balls into a hoop????? This game is cheeks. Zombies on a Plane.

Yes title says it all later all.

.... alright....

This game offers 2 main modes the first being FPS based where you have to either protect points upon a plane from waves of Zombie. But not Zombies done like before these zombies can keep going without limbs but also they can go without a head. Causing the issue of making all zombie feel bullet sponges and taking the sensation of mowing down zombies through "skill" in case makes the game feel like how quickly can you press the shoot button.

The game offers 3 characters straight off (with at least one hidden behind DLC?? yeah day one dlc??) but there is no different between the characters and gun unlocking is done during each game based upon how many points you get. Again taking out any decision making for the gamer again as you cant even pick character progression in anyway.

The guns feel floating, the zombies don't react well to being shot meaning loss of immersion again.

2 levels, 2 game types, all the same as not much can is done with the level design, progression is only learboard based.

2nd game is based around flying a plane as you spin it to shake off the Zombies, but as zombie can stay attached when upside down it just seems to boil down to spin around as much as possible and hope again.

ALL MISS not even worth keeping on an eye on, move on people.

<https://youtu.be/VzS9Yf18ibvs>. some racing mods too stupid and generally game is too hard, but nice fun for a while. Nice puzzle game to relax for a while

Wasn't sure what to think of the team mechanics at first but I must say... it's damn good. What an innovative addition to the kart racing formula. Team work and item sharing with the ability to help recover team mates who are attacked and slingshot boosts those who fall behind makes for a much more engaging experience than regular racing. Plenty of tracks but lacking on the roster side. I like that you can colour the cars from any characters pallet but I would rather more characters.

Definitely a good pick up for those looking for more racing.. The music is very good. Very Mega Man-y. It's awesome.. If you find yourself here, chances are you already know whether or not this game is for you. If you like to solve increasingly tricky puzzles to ambient music, then you are certainly in the right place.

This game is fairly intuitive to understand. It introduces concepts one at a time, increasing the difficulty with each new piece after it does before introducing something new. I had a chance to see this game before, and got to level 45 before stopping to review.

It works really well if your screen has touch support, even supporting multi-touch on Windows 10 (careful there). While it does have great controller support, I recommend using mouse/touch to make things a little easier. It might be possible to improve controller support by holding a "modifier" key (one of the triggers, for example) to change what the directional pad targets when selecting. Two modifiers with two joysticks should cover all the different types (I think six "categories" would be enough). Even so, the later stages can get rather busy, so mouse/touch is strongly encouraged.

Overall, SINKR is a wonderful game worth much more than it costs. I strongly recommend picking it up and playing it. According to the developer it takes roughly an hour to complete. For under a dollar, what's to lose?. Bought it september 27th and haven't received it yet. 9 days has passed. **DO NOT BUY.**

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