
Sumeru Download For Mobile



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About This Game

Brief Introduction

--This Is A 2d Physical Game.

--You can help “Yun” to escape from Sumerian World by drawing a bridge across the cliff , a high-climbing stairs, a hammer to break the door , etc.

--There are six levels namely “dreamland”, “forest”, “ice”, “city”, “mountain” and “last task”, and all together 43 scenes in this game.

--The game duration is about 6-10 hours

Story

A traveler called “Yun” picked up a gem on his way home. But just when he appreciating the fascinating gem, he was sucked in to the “Sumerian World”. “Yun” has to overcome all the difficulties and ordeals, then he can go back to his world. An adventures begins...

Title: Sumeru
Genre: Adventure, Casual, Indie
Developer:
BigCheeseGames
Publisher:
BigCheeseGames
Release Date: 21 Sep, 2016

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Minimum:

OS: Windows Xp/Vista, 7

Processor: 1.6 GHz Intel Core i3

Memory: 1 GB RAM

Graphics: 256MB Video Memory, capable of OpenGL 2.0/DX9(Shader 2.0) support

Storage: 800 MB available space

English,Japanese,Simplified Chinese,Traditional Chinese,French,Italian,German,Danish,Ukrainian,Russian,Bulgarian,Hungarian,Turkish,Greek,Norwegian,Czech,Polish,Swedish,Romanian,Finnish,Dutch,Portugues





I'M SAYING HELLO TO THE HEROS! HASN'T ANYONE EVER TRIED JUST TALKING TO THEM?





This game equals\u2665\u2665\u2665\u2665\u2665. Can almost smell it!. This is what VR is about, experiences like this. Couldn't recommend it enough even if it does last 5 minutes.. Multiplayer dead, gameplay meh, don't buy.. Just a few quick impressions, and quirks a potential purchaser should be aware of:

1. Early Access or not, no game should ship without a Pause or Save Game feature. Too many interruptions in the modern world. The awkwardness means I'll play less than I'd planned. If these features exist, they are not mentioned. Anyone?
2. Can't choose your month to fish. I choose September, I get July at night. I choose May, I get.. July at night. Really? Another turn off. This is a must fix. Why have good graphics(See, something nice), if you can't see them? New fish are nice, but the basics are, or should be, the priority.
3. The rod positioning could use some polishing, at least eventually. No line or rod in real life could stand up to the sharp angles, especially when the fish gets within 20m feet or so.
4. I hope that eventually, some fish sign will be added, like swirls and tail splashes, and a variety of fish shapes and shadows as the fish is brought into play. A bit bare right now. Save and pause and date choice are priorities.
5. A few nice things. I've watched The Great Rod Race 2, and this game has the potential to bring that style of fishing to life for me. Hope the devs can make a go of it. I chose this game over the competition as it seemed better supported.

My first fish was a 20 lb carp. Lost a 30-40+ lber when the net wouldn't sit right. Got to move the fisherman forward to hit the right spot to place the net. Casting is next to impossible on higher resolutions, the bar moves faster than the response. Little tricks to learn, and that's ok. Bream and tench and various carp are kinda fun.

*** This is too good. Caught a 40lb plus carp, made the top 50. Ok, but when I went to photograph it(flash camera, anyone?), it was not there. Couldn't break back to the fishing either, until I hit "Y" to reset camp. Instead, that command led me back to fishing, where the description of my big fish and the overall list remained. A fish hit another bait, and, upon setting the hook, I noted that the line and rod tip were no longer connected and only the rod could move, not the now disconnected line. A magic rod! I landed the fish, believe it or not, by noting where the movement of the screen made it logical to find the fish with the net. You can't make this stuff up, its too good.

Overall, what will make or break this game for me will be how convenient it is to play. I want to fish when I want to fish, not when the game says I can. Saves and pause features are a must for continued play, and soonest. I was a beta tester for VR Sportfishing, an almost great game which fell by the wayside despite many advantages over other fishing games. Hope this one does better.

More later, unless a better fishing game comes along. Fisherman can be as picky and fickle as the fish they strive to catch. Remember that, devs. Can't recommend it yet. Lots of potential here, like a new found pond that might hold a good fish. Good luck!. It's generally a good game.

However, one of the control buttons of the game made me crazy. Every time when I attempt to jump by using W button, the character jumps two times in a row. Maybe this is a normal thing and the bug comes up where I can jump once properly in an hour. This might be the way you can reach the higher levels in game.

In all seriousness, I can't recommend this game until they fix the bug.

Believe me, jump is everything in this game.. Fun, interesting game that manages to be deeply informative without being boring or preachy. I hope the devs continue down this path, as each game they've made has built on and improved the previous.

A very nice RPGMaker game with a good story, great music and good humour. :). ===[\u2764 Audience:]=== \u2610 Kids \u2611 Everyone \u2611 Casual players \u2611 Pro players

===[\u263c Graphics:]=== \u2610 Potato \u2610 Really bad \u2610 Bad \u2610 OK \u2611 Good \u2611 Beautiful \u2610 Masterpiece

===[\$ Price\quality:]=== \u2610 Full price \u2611 Wait for sale \u2611 Average \u2610 Refund it if you can \u2610 Don't do it

===[\u2623 Requirments:]=== \u2610 90' PC \u2610 Minimum \u2611 Medium \u2611 Fast \u2610 High end \u2610 NASA computer

===[\u263c Difficulty:]=== \u2610 You just need 2 arms \u2610 Ez \u2610 Easy to learn \u2611 Hard to master \u2611 Hard (first few hours) \u2610 Dark Souls

===[\u06de Game time\length]=== \u2610 Really short (0 - 2 hours) \u2611 Short (2 - 8 hours) \u2610 Few hours (8 - 12 hours) \u2610 Long (12+ hours) \u2611 Endless (Can play for no reason at all)

===[\u266c Story]=== \u2611 It doesn't have \u2610 Still better than Twilight \u2610 Average \u2610 Good \u2610 Fantastic

===[\u00a7 Bugs]=== \u2610 Game itself is one big BUG \u2610 Bugs destroying the game \u2610 Lot of bugs \u2611 Few Bugs \u2610 You can use them for speedrun \u2610 Nothing

===[\u2726 Others:]=== Multiplayer: Yes Singleplayer: Yes. Its\u2665\u2665\u2665\u2665\u2665\u2665Why?

Well it looks terrible, the controls are very very bad (holding down middle mous button to look around instead of just using the mouse for example)

It is badly made (another example: People will say "oh i am so thirsty INFRONT OF THE BAR INSTEAD OF GOING THERE)

animals have 3 "needs" once you cover those (something to play with, the right ground, food) you dont have to care about them any more.

I could go on and on. This game looks nice, considering it's inspired by the old-school helicopter view classics like sensible soccer. It is also very playable, if you set the game speed to 75 %. This is adjustable from 75 (which feels the most like real life to me) to 125 %, for those who enjoy football at the speed of light (the game lacks any breaking-the-sound-barrier-effects).

As far as the realistic physics go, I can agree as long as the speed setting is set at the aforementioned level. AI is decent, with defenders doing a very good job in getting in the way of your shot. It will take some passing and\or dribbling skills to find space. When playing with a keyboard, this is where the game has serious issues (spoiler alert: all the cons in this review are related to playing this game with a keyboard).

The sprint button is <Esc>! (what the actual...) with the remaining control buttons being the logical A, S, D, and Q, I wonder what grudge the developers have against the W key. There is no way to change these controls. However, it is possible to play without sprinting (just disable it in the settings). This obviously takes the fun of taking on an opponent or even chase a long ball out of the game.

Which brings me to the next issue: there is no way to control the pace and distance of long balls. With short passing, the game will roughly aim the pass at a player that is positioned in the direction your aiming at, making short passing tiki-taka play very managable if you keep an eye on where your opponents are. This aiming feature is not there for long balls: the direction is exactly the one in which the player is running and using the arrows to control the curve of the ball only makes up for so much. Meanwhile this also makes your player move about. As far as power and distance goes, holding the button down seems to work every now and then, but with the ball being released at random moments (and sometimes instantly) when you press the key, this remains guesswork.

This lack of aiming also affects the shooting: while shots will always be powerfull enough to hit the target and holding the button never does anything (this one is actually consistant!), the direction of the shot will again be the same as the direction of

running. Playing on a keyboard, this means aiming comes with 45 degree intervals, so there are many positions in and around the box from which it is impossible to get your shot on target. Like with the long passes, controlling the curve of the ball can only make up for so much. All goals I have scored were close range rebounds after the goalkeeper couldn't hold on to the ball.

While there is clearly a lot of effort in this game, it looks good and the physics are very realistic, I cannot recommend this game for those who play with a keyboard. The controls are just too limited and this makes it annoying and boring very quickly.. It's a great addition but really isn't worth the \$25 you have to pay for it!. This game has one mechanic "Jumping" and it still manages to \u2665\u2665\u2665\u2665 that up.

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