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## About This Game

A camp trip goes wrong for Edward and his friends as they are abducted into an alien submarine. They now await to hear if they will be allowed home, or be executed inside this ship. Edward wants to trust the aliens will make the right choice, but as the decision looms, doubt begins to whisper in his mind.

Bermuda is a visual novel mixed with open ended stealth puzzles. The game is fully voiced, featuring the talent of veteran actors such as Cristina Vee (Madoka Magica), Kira Buckland (Blue Exorcist) and Kyle Hebert (Dragonball). Xanthe Huynh and Skyler Davenport from Unhack also make a return, as well as voice actor Miguel Moran. For players who prefer to read the story like a traditional novel, each character's voice can be toggled individually.

Running at around an hour in length, Bermuda aims to be a succinct story that players can enjoy around their busy schedules. Each episode features bonus conversations, giving players a chance to know the cast better.

Illustrations: Alastair Sew Hoy

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Music: Matt Hamm

A demo version of Bermuda is available! Please consider checking it out first to ensure the game runs well on your machine.

Thank you! I hope you will find the experience valuable.

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Title: Bermuda  
Genre: Adventure, Indie  
Developer:  
InvertMouse  
Publisher:  
InvertMouse  
Release Date: 17 Mar, 2015

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English







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Interesting gameplay with an interesting story, not the best because of how short and linear it is but I'd still recommend it.. Cute and short game. Good story with an heartwrenching ending. The minigames (stealth mini-missions) included in every scene are not bad. Great atmosphere, very good art. The aliens are interesting. There are too many mentions of God/Christ/Church for my own taste (this is several times per scene, and scenes are short; I don't believe in God, but they obviously do, good for them).

Considering the small price and the short time it takes to complete the story (about 2 hours?), I'd definitely advise you to play it: If that intrigues you, just see for yourself, I expect you'll like it. This is a good visual novel in my book (or rather a good "visual short story" in that case).. A very short VN, but worth paying the full price in my honest opinion. I love InvertMouse games, and Bermuda is no exception. I found the story rather interesting, the art style is good (the only thing that bothered me was the lack of different facial expressions, but that's a pet peeve of mine)\u2026 BGM was really good, it fits the story nicely. I also enjoyed the mini games.

But here's the only flaw on this game: the VA. I'm sorry, but it was awful. Sounded like everyone was just reading the script and that's it\u2026

5/10. A good quick experience overall! I also think it would be awesome to have a DLC of the soundtrack. =). Good story delivered as a kinetic visual novel with several minigames, some of which appear difficult at first but all of which have very simple and satisfying solutions, the kind that make you smile when you see the solution. The bonus conversations are an interesting way of adding a bit to the story and backstory. InvertMouse games contain some very clever elements that I enjoy very much.. A solidly "meh" experience. Good artwork, decent premise, flat writing, and poorly thought out characters, hampered by a clunky minigame.. Bought this when it was on sale, it was a fun story, would recommend.. I liked Unhack so I was eager to try this title too. Bermuda uses same formula, visual novel mixed with minigames. Stealth puzzles are not hard, which I think is great. They are a fine addition to usual VN reading (or listening - all dialogues are voiced) experience, but do not frustrate players who simply want to enjoy the story. Characters are well developed although the story sometimes felt a bit rushed. Again I liked the art design. I'm not sure if I can pinpoint why I like Bermuda's graphics so much, but the clean design with minimalistic color palette and heavy use of blue together with black backgrounds is somehow just so relaxing to watch. Even if Bermuda is a short VN, it takes about an hour and a half to see the ending, it is more than worth your money. I can easily recommend it and can't wait to see what will InvertMouse bring next.. First off, I am giving this an up vote, despite the fact that if there was a neutral option, I'd be going there. Would I really recommend this game? No, but I enjoy VNs, and I've really enjoyed some of the makers other offerings. I consider this as much an investment in keeping the company making enjoyable VNs as anything. It would be great if Steam would implement a neutral option for people to review a game without negatively affecting a company. Anyway...

Really short (less than an hour), kinetic visual novel by the folks at Invert Mouse. There is also a mini-game that's sort of like a boring hide and seek, that is skippable (fortunately). The story itself is about the abduction of three people from the mainland by an "alien" spaceship/submarine, and the interactions of two of those characters with the "aliens" after the device that is used to return them to land malfunctions. The story is, well... ok. It has some nice messages, but it's hard to get very attached to characters in one hour. A little preachy with as much mention of God/faith in so short a read. The music was... ok. The art was probably the VNs best asset, but wasn't anything to write home about. Voice acting was pretty bland for a couple characters, but was good for others. It was fully voice acted. Inexpensive, so even if you're disappointed, you aren't gut punched by the price.

So, in short. Buy it if you are a lover of VNs and have run out of other titles, or if you are just looking for a way to support the Mice. If you go in not expecting all that much, you might end up pleasantly suprised. Definatly check out some of the other Mouse offerings if you are in search of good VNs, and haven't read them all already.. A very quick VN type game that doesn't overstay it's story's welcome.. Bermuda is a game for 3\$ lasts about hour and half. It's really nicely put together game that's fully voiced with somewhat stealth sections in middle of each dialogue. The stealth part can be random at times but really easy. I really enjoy my time with the game and would reccomend it to anyone

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The good:

- great visual style, very different from the anime theme that 99% of visual novels have
- fully voice acted
- animations look very polished
- each chapter has optional conversations. While these don't drive the story forward, they are of the same quality as the rest of the game and really give you a better feeling of what each character is like.
- the stealth sections are actually fun and not too punishing if you mess up.

The bad:

- voice acting is at points bad when actors don't use the proper emotion or emphasis
- during most dialogue scenes, character graphics are static even when events occur they are reacting to with voice
- I didn't care much for the story. It was trying to be overly religious without actually doing much with the religious theme. It also seems to skip a few steps.

Overall my experience with this is a positive one. Give it a try if you like visual novels.. Nice Short Visual novel :33. This game could be much more, I love sci-fi VN, there isn't exactly a lot of them out there, but... It is too short, the "sneaky-beaky" parts are repetitive and, frankly, boring, and the VN part... Well, there isn't any VN. It is basically a simplistic stealth game with in-between cutscenes. You have NO options to alter the plot whatsoever, even failing the stealth puzzles doesn't do anything but restart the puzzle. Even the straightest of VNs that I played offered at least two plot choice moments. And the plot itself... Well, as I said before, this game is incredibly short, thus plot is very rushed and cramped together and, well, filled with cliches. More near the end characters feels more and more acting in certain ways not because they would do so, but because the plot demands it from them. The entire finale make me think of only one thing, "What the hell, what are you doing, this isn't making ANY sense!"

If Devs read this, I'm sorry for being so honest)

This still have potential to be a great game, as premise is, while not original, still interesting and not done before. Make it longer, make characters be fleshed out more, make the player able to affect the story, like any true VN should... Cut out voice acting if it is the reason this is so short, and make at least several stealth-levels, not just one the same.. This is a reasonable VN. Worth the low cost.

It's linear and there are no choices, but it's an alright story.

I would have liked to see it expanded into a larger game.

. While its definitely shorter than I expected it to be, it does have a decent storyline and interesting gameplay. I've seen Visual Novels include elements of strategy games (IE: Sunrider, War Of The Human Tanks, etc.) but including gameplay dealing with stealth and sneaking past enemies? That's something I'm totally unfamiliar with.

Which is why I give this game a thumbs up.

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