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About This Content

Turn up the bass and enjoy these upbeat electronic tunes composed by Ryu-Lighter.

You can find composer notes for each track in the Music Player in-game.

- 01 scratched amethyst 2:24
- 02 Marbles 0:57
- 03 binaly spectrum 2:37
- 04 G01-AN 6:19
- 05 Indigo HELiX 3:07
- 06 Books&Knuckles 3:53
- 07 Aspartame 1:04
- 08 Cubism 2:52
- 09 Optical illusion 2:36
- 10 After 5 0:57
- 11 Sand Cloud 2:47
- 12 Twice a second 2:13
- 13 Call of Core 1:58
- 14 RecallProcess 1:39
- 15 immune.sys 1:57
- 16 Unearthed Deus 2:13
- 17 In_cLement 1:11

18 Acid Rain : Reverse 1:38
19 And the world collides. 2:02
20 break; Prism Memories 1:17
21 Re-Pray 1:51
22 Old titles 1:14*
23 Crimson diver [from RedRive] 4:12*

*Tracks 22 & 23 are bonus tracks.

Title: RefRain - prism memories - ORIGINAL SOUNDTRACK

Genre: Action, Indie

Developer:

RebRank

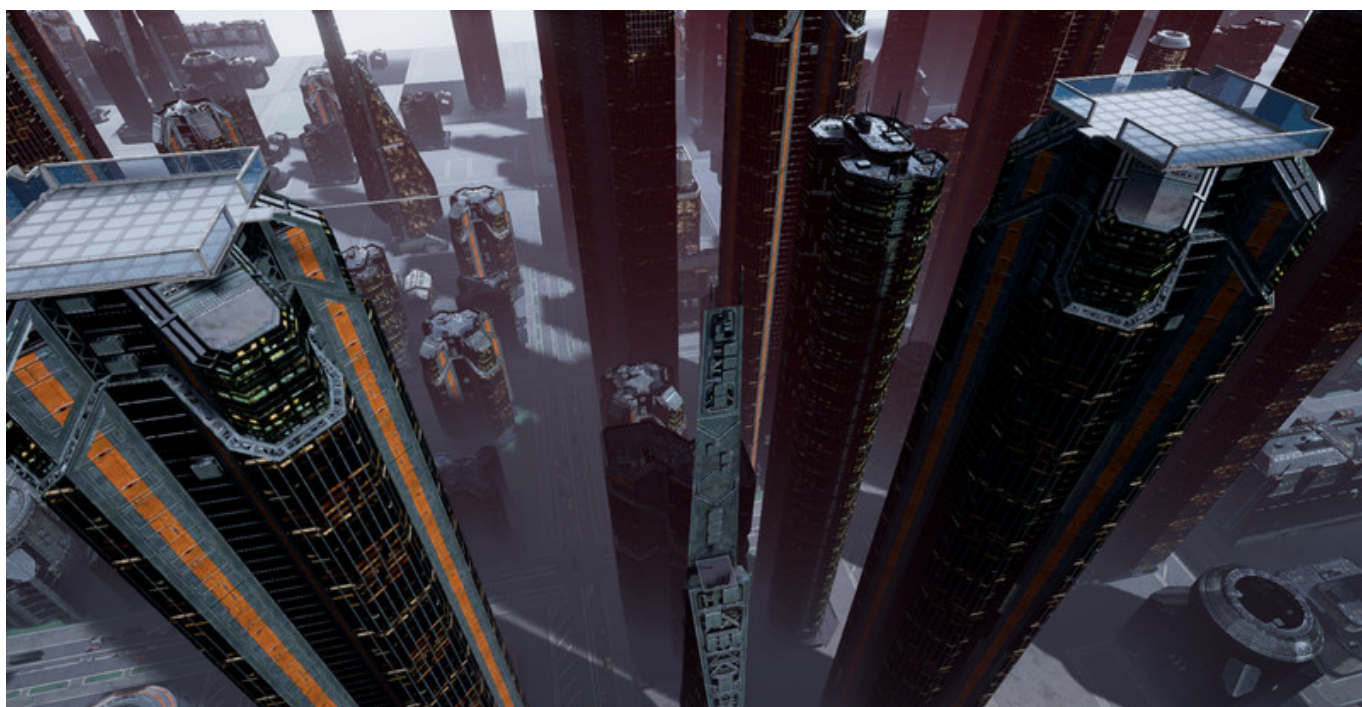
Release Date: 12 May, 2016

a09c17d780

English,Japanese







I keep having my game crash at the area just in front of the cottage when going outside to solve puzzles. I have no idea what to do there, as no parts of this puzzle light up. After looking at it for maybe 15 seconds, the game crashes every time. I'm not sure I can advance past the first part without completing this puzzle and not sure how to fix the game repeatedly crashing? Bummer, because point and click puzzles like this are my jam.... Do you like wild bunny Racism and over the top people shouting slurs at you while kicking cars as a bunny who drags his butt all over?? Peak video game development. Buy now. By day 743 i killed my family but i won.... A bit easy, short. But well executed, pretty, and good enough for such a small price.. If there was a "Meh" or "Okay" rank I would give it, but since this game isn't really one I'd find an urge to tell someone to play, I'm going to give it a thumbs down.

By all means the game was interesting, but the slow movement and seeming repetitive opening as you went from one part to the next just didn't fit my taste and made it so that I wasn't crawling back to do a reply to get all five of the endings.

If you don't mind it being slow, I'm sure it would be a fun game for you, but for me, while it was nice, its not necessarily the best game for more than a really short play through.. Bad writing. Bad engine. Bad game.. I suppose I could be wrong about this, but "Eterium" bears very strong marks of being a direct homage to "Wing Commander." Pretty much every character and ship in the game seems to be an expy for something you might have encountered in adventures involving The Tiger's Claw, and the basic gameplay elements all seem to be the same.

In the same vein, you should be ready for some pretty challenging combat. A few good hits will do you in, so you can't be lazy. Part of the nostalgia baked into games like this is that they're rather less forgiving than modern titles, so the learning curve might be steeper than you're used to.

A fair amount of challenge also lies in the controls. They're pretty tough to truly master if you're a keyboard and mouse pilot - maybe they're better with a joystick or gamepad, but I wouldn't know. Getting enough cannon hits to take down an enemy can be a bit of a project.

"Eterium" is hardly original, but it seems to have been made with commendable care. If you like "Wing Commander," it's probably worth a try.. As others have mentioned, this game has wasted its potential.

The UI reminds you of a bad mobile port (hint hint: Devs, if you want to make a card game in the future, take a look at Hearthstone and Magic The Gathering: Arena). I get that the main focus is not the card game itself, but the moe monster girls. Still, the UI is part of the user experience and managing cards or simply navigating through it, feels like a chore.

The bugs don't help either, of course. Game crashed after some cutscene and with no autosave, it's a pain to keep saving each and every time you have a chance. Video cutscenes do not abide by the ingame audio settings, so be prepared for that.

Speaking of audio. The upbeat battle theme is annoying as hell, as it washes over you on a short repeat loop.

Overall a valiant attempt at a low budget game, especially a big plus for the voiced audio. But unfortunately, I cannot recommend the game from an overall objective perspective and certainly not for the asking price. If you fancy a better executed moe game, try Moero Chronicles by the same developers.. Fantastic game... massive potential. A small dedicated group of developers and supporters continue to try to make a skill based, non pay to win online football management simulation. And for that we should be grateful and do everything we can to support this game and help it to reach its potential.

Game is in early access but there are constant updates, a monthly podcast and season review as well as a Beta world to participate in.

Game very much resembles the nature of the legendary FML. It features an ever-evolving 'fantasy' player base AS WELL AS monthly introductions of all time game legends called 'wiki' players that are researched and added. Players are bought and sold on a market place with a bidding system. There are multiple FA's catering to play times for all comers.

Game isn't perfect. It's not finished! But with our suppoert the game will get better and better. I have spent 600+ hours on 90MF

and would spend that many again and again as long as it's being supported. Brilliant brilliant game.

this game is absolutely amazing, it is a great party game but i wish it had online multiplayer. 10/10 would play instead of do homework. Pure love!

The nazi level is one of the coolest i have ever played.

The Dev is also a very nice person who cares for the players.. Really fun game! It had nice graphics, good control scheme, and awesome music!. Apparently a clicking smartphone game..

To be honest, this game ain't worth the money i payed for it. I guess if you want cards, you could buy it for those..

Not Recommended. Absolutely not. Very few checkpoints and many one hit deaths = playing the same level over and over and over and over.

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