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About This Game

Melrose is trapped in a life of hardship. Her parents are mean to her and she gets bullied at school. She can find no one who understands her. To cope with her sorrow, Melrose turns to her imagination. She dreams up a world of unimaginable beauty and happiness, but sadly -- like all dreams -- it ends, and Melrose must return to real life.

Today is different, however. Melrose is about to meet her godmother and discover that the land in her dreams is real and in trouble.

On her journey with the sparky ladybug Diamond, a warmhearted witch and a sassy secret agent, Melrose becomes the main player in an escalating battle between light and darkness that stretches beyond the world of dreams.

This game **features**:

- Over 40 magical lands in an open world
- 25+ hours of story-driven adventure
- Summon dream creatures and craft items
- 45 beautiful original music tracks

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- Numerous side-quests, secrets and puzzles
 - Loveable, unique characters
 - Customizable skills
 - Supports mouse, controller / gamepad and keyboard controls

Whisper of a Rose features a wondrous, intricately detailed world. Take your time to explore, relax and have fun!

The 2014 Version of **Whisper of a Rose** with Steam Achievements and Trading Cards.

Other Games by RosePortal Games on Steam:

- [Sweet Lily Dreams](#)



- [The Princess' Heart](#)



- [Unraveled](#)



Title: Whisper of a Rose
Genre: Adventure, Indie, RPG
Developer:
RosePortal Games
Publisher:
Degica
Release Date: 14 Nov, 2014

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English







Okay, the game gets a few mixed reviews, but *Whisper of a Rose* is definitely a good addition to one's library of games. The in game art style is beautiful and shows a lot of consideration has been put into designing areas, characters, etc. There are a few rough spots though in gameplay, such as scripted scenes involving sprites getting stuck if char x moves in front of y by interference from char z. For example, in the museum's scene it is possible for Melrose to arrive at the door before the curator and thus blocking the trigger for the event's continuation.

Similarly, if you escape a battle, enemy sprites will be reset to their original spawn points. If you happen to stand next to one you'll either have to fight and win or face game-over since Melrose's sprite is immobile immediately after a fight (probably because of the item drops needing to be calculated). Sounds bad? I can be. But! Even with those flaws the game is fun to play. The battle system feels reminiscent of *Lunar SSSC*, with animated battlers and variable music, the three selectable classes are balanced well thus far and your first summon is cute.

I won't touch too much upon the story, as others have done that already, but like *To the Moon* this game has a unique appeal. I'd recommend it even to those sceptical of RM games in general. Well, that was a waste of money. This game will not display properly on a 1920x1200 (24inch) monitor. You have the option to play in window mode, but you won't be able to read anything unless you're 6 inches from the screen. sigh.

Also attempted to steam stream this to my MAC, it also does not display properly. What a waste.

Don't buy, unless your machine is a 486 MX with 2MB graphics card. I think that's the MAX this game will allow. Immensely game-deprived at a certain point in time, I found *Whisper of a Rose* on Steam. My first thought was "It looks very pretty. Immensely pretty, in fact. Whoever made the art for this game was very good." Honestly, the trailer and blurb sounded so mundane and cliché ridden that I considered not giving this the time of day but I thought, maybe advertising the game was just harder than writing it? So I sat down and started playing it.

Four hours later, I regret this decision. The writing is bland and cliché as it gets with only the slightest hint of self-awareness (which, I will not be afraid to admit, shows promise but I don't care enough to pursue it), the combat never gets anywhere, and it takes about three hours just to get the ability to upgrade your skills.

But the WORST of it comes when you're going through Butterfly Forest. At one point, you're impeded by a group of butterflies that you're not allowed to touch else you get cursed. So what you have to do? BACKTRACK TO THE LAST LEVEL to get an item that will let you pass! Ugggggggggh... Fine, whatever. So I go back but the game misdirects me; I get dragonfly eggs instead of dragonfly droppings. Or maybe those WERE the dragonfly droppings but I'm not using them right. Either way, I don't know how to proceed.

I can tell you now that, even if your JRPG well is so dry that your tears are literally the only things that allow it to hold any sort of liquid, *Whisper of a Rose* is not worth it. The art is pretty, though. Whoever made the art assets for this game, if you're reading this, you are fantastic. Sadly, good aesthetics does not a good game make and thus this game has effectively stolen \$7.50 of mine that I'm never getting back. Nice art but quite frustrating. Not in difficulty sense, the game is rather easy. It's just boring. I thought I was in for a treat as the game went through its beginning phases but it fell flat pretty quickly once it started moving. Many of the environments are beyond annoying to navigate. Between world objects blocking you such as plants, rocks and the tiresome enemies chasing you endlessly to make you engage in a snooze fest of a battle it really starts to become a chore. *Whisper of a Rose* attempts at bringing in a skill tree to the genre which works but not as well as it could. You collect skill upgrades in random places or talking to random npcs, many which can be easily missed. You do not earn any skills from just leveling up so it's nice that they did something different and encourage exploration but this game simply isn't worth exploring. It's pointless to escape from battles because the enemies simply spawn right next to you only to engage the battle again. If you try running far away hoping you can lose them don't bother. They can often navigate the annoying terrain better than you. If you do successfully get away you'll only be met by another horde immediately after or during your escape. Want to find a way to that chest you see on that ledge? Well then be prepared to put 30 minutes at least trying to painstakingly get to it. First JRPG I've ever desperately tried not to get into any battles. Not just because they are pointless and boring but because it will cause you to level way too quickly, obliterating any challenges. 5/10. As far as classic rpg's go, this is like a classic that never happened, almost like a dream (pun completely intended) the story is fresh and interesting like the true twisted face of "wonderland". The art style is impressive and the music is amazing, the gameplay is

reminiscent of old school final fantasy with some current day practices. My only problem is not being able to select the resolution, my screen seems to cut off a little, but beside that little fact, I wish modern rpg's would take a step back and see what an indie can do with a little passion and a whole lot of style. I give Whisper of the Rose a 9.5.

I actually like this game, because it seems to have a neat story and well-conceived characters. Storyline and character's actions don't seem too stupid and unlikely.

The mapping looks nice and not too dull, but its tedious to run around. Blocking items like plants and too long dungeons, where it's easy to get lost. While you are getting lost several times, you at least get to know every enemy group. I even met some often enough to exchange names and phonenumber.. but I'd appreciate if they won't show up ever again.

When you finish a fight you can't move for about 2 seconds and/or the loot blocks you. In the meanwhile all the enemies around you CAN move and get near enough to attack you right after the last fight. That makes it almost impossible to avoid fights. Running around gets pesky.

But at least it feels like it's made with some love. Probably because it has potential. Those fights just ruin it ... I love this game and has been playing it for 100+ hours.

I would like to recommend this game to those that love good RPG Maker games with an excellent storyline.

You can play this game as a Warrior, Paladin or Summoner. In this game the Summoner is the most interesting character which also enables you to unlock a lot more achievements. The combat mechanics is interesting as you play with different form of elemental damages (fire, water, air, earth) which are resisted by different degrees by different monsters. You also alternate between real and dream worlds.

Unlike most other RPGs, you do not gain skill points as you gain more experiences and levels. You need to explore every nook and cranny to look for skill upgrade points. You also need to talk to every character and do every quests to get skill upgrade and unlock points as well as better gears. As a summoner, you can also unlock different creatures to summon through various quests as well.

There is also an excellent crafting mechanism in this game as well. The best armors in this game, called Relic Armors cannot be bought or received as drops from monsters. They need to be crafted using various crafting items, as well as some very difficult to get monsters drop. Furthermore you need to keep your very first set of armor for all 4 characters as well, because you need to use them to craft Relic armors at the very end.

You can buy better weapons from different vendors in this game, but the very best weapons, called Ultimate Weapons can only be receive through quests too. Hence this elevate the importance of doing all quests.

To get all achievements, you will need to play this game twice, and hence giving it more replay value. This is because there is a New Journey+ mode which can only be unlocked when you finished the game. Furthermore there are quest that are started during your first game which can only be completed during the New Journey+ as well. So the achievements associated with these quests can only be received if you play the game twice.

The second time you play this game, you get a lot of benefits, including new skill sets which can only be unlocked in New Journey+ You can also get better creatures to summon and start of with certain crafting recipes which are not present in the first game. I have started on my New Journey+ and this game is still sustaining my interests even though I am playing it a second time.

This is a great game. The only shortcoming I can think of is that the graphics are OK, but not top-notch. However, considering that I got the game on sale at about \$10, this game is definitely worth its weight in gold, in terms of the enjoyment value and the time played.

-----Review Update after Finishing New Journey+ -----

I am finally done with this game, after 156 hours

I played the game twice, and finished New Journey+ with all the steam achievements.

In the end, all my characters were at level 47, and I had 31 DRAGON TEETH.

I just love grinding that green dragon for lots of XP and orbs.

That dragon also got me a lot of levels too!!!!

All my characters were equipped with Relic Armors and Ultimate Weapons.

I also made 4 of those awesome Tanzanite Rings with game my characters +9 magic attack and +3 magic defense. In the end, Helenna's Tornado was so overpowering that she can wipe out all the enemies in a single turn (equipped with Relic Armor, Ultimate Weapon and Tanzanite Ring).

I simply fell in love with this game, and that is why I spend 156 hours on it.

I put the prequel, "Sweet Lily Dreams" on my wishlist and will buy it when it is on sale. I am sure I will enjoy the prequel very much too.

Once again, thank you for the wonderful game, developer Lucia Silvermoon !!. I recommend this game for anyone who has a taste for fantasy RPGs and various concepts that are interwoven into a single game to make something new and fresh.

This game has great music, I could honestly see myself just listening to it casually while working or going to sleep as it is also very soothing. Very nice melodies that bring the game to life.

The artwork is very nice. In fact, each design invokes emotion. The Portal Demon actually scared me when I first played the game off the creator's site and Candy Mountain is one of my favorite areas aside from the sadly memory wiped Fureta Jungle (it actually looks like it is falling apart and "shutting down", adding to the emotions embedded in the situation).

I honestly don't see anything to complain about in terms of the characters. Hellana is cute. Diamond is brave. Christina is snarky. And Melrose is complex. I can actually relate a bit to Melrose as I have been severely bullied myself throughout my entire school career and I can easily sympathize with her on that note.

EDIT (AFTER FINISHING):

As for actual game play, this is very good. The ending was sad and funny at the same time. Watching Melrose in the real world fall to her death on the left nearly made me cry and the happiness in the Dream World on the right was very uplifting. The two meshed well and kept me from bawling my eyes out for the whole house to hear.

The storyline is still very good. Sure finding all of the ingredients for the good armor was tedious but well worth it. I still highly recommend this game. I am currently on the Plus Story now and still enjoying the music and art. Also, the Virginitphobius (however you spell the third form of Farah that was once called Agraphobius) is easily the most disturbing, scary looking monster in the game. It beats the portal demon, hands down in design and representation.

That's another thing, all the phobius represent a specific fear. Arachinphobius represents the fear of spiders while Agraphobius represents the fear of sexual abuse. Very clever there Rose Portal Games. It definitely shows that they know quite a bit about psychology. This game gets more brownie points from me!. Whisper of the Rose is a slightly more mature version of Sweet Lily Dreams (also done by Rose Portal Games). The story revolves around Melrose who is in a harsh relationship with her (supposed) parents and rough school life. She thrives in happiness through her dreams and imagination. This ends up leading her to steal a device that allows one person to enter a dream world that may or may not be better for them.

The story is common among many people and may even connect with those who might be in a similar state (or were). The game play is a little different than SLD, but is still an RPG Maker Game with simple RPG elements. The game has some great music and you can even get through it with little grinding if you are decent with these kinds of games. The variety of sidequests also help to make the game a little more interesting when you start getting tired of the main story events.

Some of the game's plot can be a little too dull and may lead some people to give up early, but it ramps up the further you get into the game, making most people wanting to continue. The Skill Tree almost seems like a real tree. It has giant branches and is not the easiest to navigate, but once you get use to it, it is not that problematic. There is not a large variety of enemies, but each enemy has different weaknesses no matter what type it is.

There are other good ideas and bad moments in this game, but I will not spoil too much to give anyone interested in the game a chance to experience the game for themselves. There is a free guide online if you ever get lost or need some kind of help and

exploration is always recommended. You may find things that you didn't know you could get early on that will help with your game play. All in All, the game is decent for an RPG Maker game and is definetly worth trying.

7.2V10. Got to the Love Engine Dungeon... Did a puzzle requiring stepping on some star shaped tile on the ground and then pressed 1 to 5 to make a path for myself to a switch and a skill point. Once i got the skill point i leveled a skill and saved without realising that saving there would reset the puzzle trapping me forever with the switch on the other side. Since i saved with the puzzle reseted when i load i still am trapped since the puzzle reset without bringing me back to the puzzle entrance and there is no way to teleport out of a dungeon...

This is a great game and i came across no other bug. I'll have to restart it from the beggining now but i do hope they will fix puzzle reseting when you save for no reason and often trapping you forever unless you made many save file and are able to reload before you got to the said puzzle. Also would appreciate more information on the stats difference between the class.

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