
Blue Rose Full Crack [pack]



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About This Game

*“Deep in the mountains, away from prying eyes
is a refuge unknown to anyone else.*

*Born of hope
cradled in shadows
this place that only looks forward
is where I found my heart.”*

Blue Rose is an interactive ‘visual novel’, following the viewpoint of the female knight Lena as she enters an unknown world deep in the mountains. Lena is a Templar of the Blue Rose, living her life to fight and protect her home and country.

But what is truly important to her is only just about to reveal itself. Pulled away from the front lines of the war, Lena finds herself trapped in a secluded, unknown village in the mountains. For the first time she will make her own decisions – and face the consequences.

Features:

- 5 routes – 4 guys and 1 girl
- 10 endings

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- Unlockable mini stories
 - CG and music gallery

What is a Visual Novel?

Step into the shoes of Lena as you go through an interactive novel-style story of text, illustrations, and music, making choices and influencing the plot as you go.

Who will Lena choose as her companion? Will she and the others succeed in opposing the threat that they have uncovered? Make your choices and find out.

Title: Blue Rose
Genre: Adventure, Indie, Simulation
Developer:
White Cat
Publisher:
White Cat
Release Date: 17 Aug, 2013

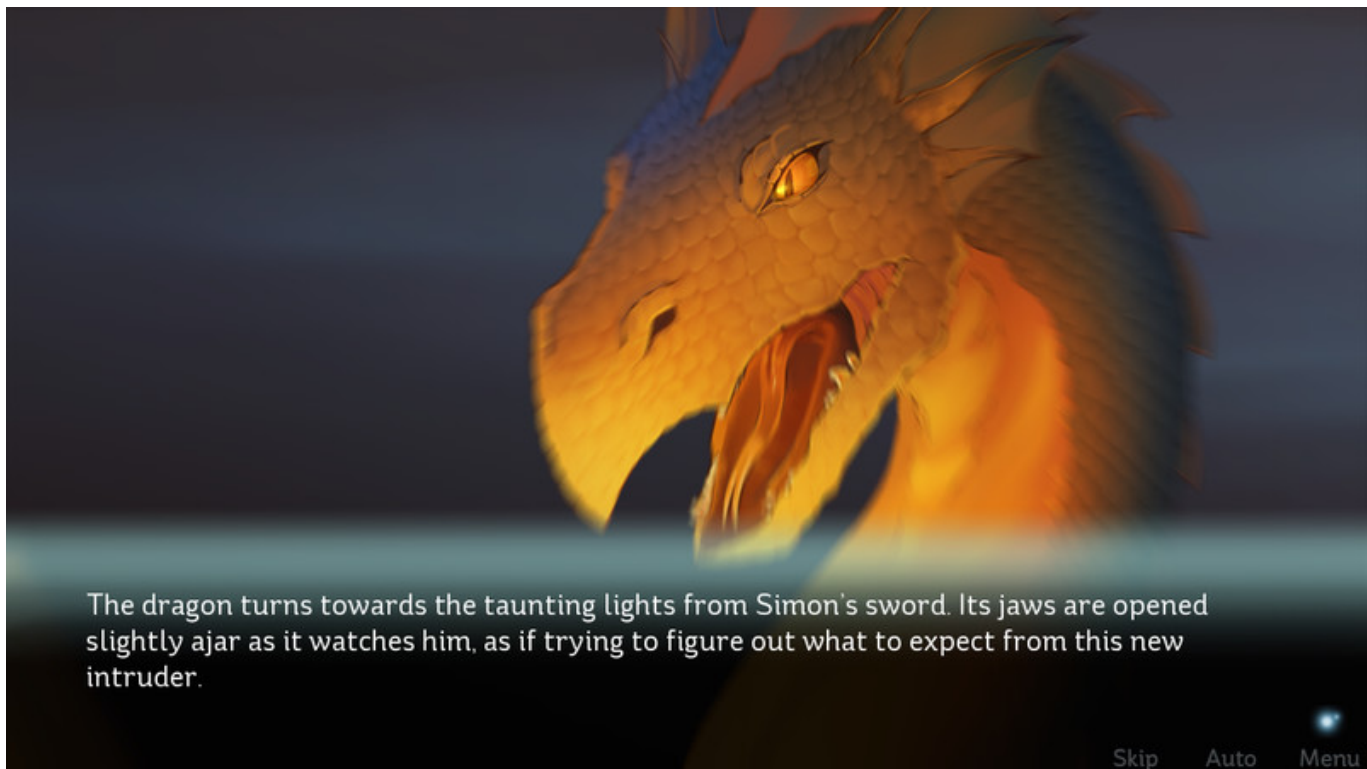
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English



I shoot a glance at Gavin who is also scouting down on the group of intruders, hidden behind the cliffwalls.

Skip Auto Menu





Lena

Oh, I thought you were sleeping.

Skip Auto Menu

This is a good game, But.....

DON'T BUY THIS FOR THE YURI ROUTE ALONE, Like I did!

If you are a yuri lover like me, You will be SEVERELY disappointed in the Girl x Girl route (aka Lena x Erin).

This game was clearly intended to be focused on the males!

Erin's route was by far the WEAKEST when it comes to romance out of all the 5 routes in the game.

THEY NEVER SHARE NOT EVEN ONE KISS!

Her route's story was interesting, that's no lie. BUT there was BARELY any romance between Lena and Erin.

Everything "romantic" Lena & Erin has done in the game is stuff best friends do ALL THE TIME!

HUGGING IS NOT A ROMANTIC OR SCREAMS WITH "I LOVE YOU!"

I'm sorry but this angers me! If you wanna add a yuri route, Don't HALF ASS IT, DO IT RIGHT!

Don't make a route that leaves players thinking "Wait, that's it? A

ING HUG?!"

This was a rant wasn't it?

Anyways, I did enjoy Gavin's route. Unlike Erin's, in his route, you can actually tell Gavin & Lena became a couple. That's because THEY ACTUALLY KISSED AND HAD REAL ROMANTIC MOMENTS TOGETHER!

I'm done. The game is interesting when you buy it for the right reasons, Don't be a fool like me!

If you're into Boy x Girl Visual Novels with action fight scenes with dragons, Then you will enjoy this!

If you're a 100% Yuri lover, SKIP THIS GAME! Unless you're really curious to see the disappointing the Girl x Girl route is.. I loved this game. The characters and there development, the storyline, it's interaction. Everything. Though I would have preferred maybe a few extra stories that showed what happened a year later for all of them. Though I do have to say that I have played many, many, many visual and interactive novels and can confidently say that this has become my favorite.

I really really hope to see a sequel soon! If so please email me when the beta and game comes out!

Goodluck!. Had some really astonishingly good characters!

Though it also came with some hiccups in some routes, where i had to make a stretch to believe how it turned out...

Over all i would say it was good, even kinda special even and i'm looking forward to what more experience will do to future VN of this writer/dev!. The story is certainly not the most original plot ever written it certainly isn't the worst. A female knight gets separated from her allies and winds up in a remote village far from everything she knows, all the while becoming involved in the mystery surrounding the town and building relationships with 5 different characters (4 men and one woman). There is not much in the way of story choices, and one route can be finished in about 3 hours (maybe 1 for subsequent play-throughs when you can skip dialogue already seen). Still, the story is quite touching and will satisfy the heart of any player looking for romance in their stories.

My only gripe is the price, I feel like the game would have been better priced as something like \$14.99 as opposed to \$19.99, but that is one bad thing against many good.. Fun and Fluffy with a nice fantasy story.

If you haven't tried a visual novel, you may want to do some research, they're not like other games.

I've fallen down the rabbit hole of Otome visual novels: Dandelion, Nameless, Hakuoki, Re:Alister...

Blue Rose reminds me of Alister, but longer, a little more in-depth story and it is the fantasy story instead of being an online gamer going in and out. It has sweet scenes, but is set over 14 days, so be aware that only so much can happen, as opposed to the years of Hakuoki or months of Dandelion. The protagonist isn't that "easy" and I think they do a good job making her a capable, kick-butt fighter while still having her oblivious edge that lets an Otome game spin out the romantic fluff a little more.

There's no stat building, just the "choose your own adventure" options that open different dialogue and opportunities down the road.

I also haven't run into any of the off-the-wall sexual innuendo that can pop up in some of these games. (There's no Yuri-type to cause the random occurrence of a mini-pony.) So would recommend it for younger girls.

There are quite a few CGs and the art is nice. Some repetition, but if you do a story an evening with some breaks between, I wasn't too annoyed at some of the repetition.

I've only gone through Tobias, Simon and Gavin and am looking forward to Aran next.

I think its worth the money, I've been playing for awhile and enjoying it. Not to mention Otome games are rare compared to most game categories and I'd really like to see more of them, our early support counts!

Enjoy!. After reading the other reviews I was a little skepticle about buying this game . But it was on sale so I thought what the hell . I didn't expect much , but I enjoyed the game overall . The art was nice and the soundtrack was fitting , and the story was intriguing enough that I finished one play through in one sitting .

I liked the main protagonist , even though she was inept at some things (like most humans) and she actually seemed to grow as a person through the game . The other major characters were also likeable (besides the guy who saves you because he was annoying AF and I don't even care what his name is)

There were a few plot holes , but they didn't really seem to bother me during game play .

If you like fantasy , you may want to check this game out .

. For how many people complained in reviews about this game, I was pleasantly surprised to see that a lot of it was exaggeration and petty whining. I've played some crappy VNs, trust me, and Blue Rose is not one of them. It isn't anything groundbreaking or mind-blowing, but it's definitely not bad. I enjoyed it rather well.

More character development could've made it better, but I did like the characters, and I did feel something when things went bad/good for them. If a story can elicit emotion, then it has succeeded in one way, at least. The romantic parts of the story also caused some mild butterfly-in-the-stomach feelings; thus, it certainly was not a waste of time as a romance genre VN.

I do think that Erin's path wasn't written as well as it could've been. To confirm this, yes, Erin is a ROMANTIC option. It is heavily implied that Erin has romantic feelings for the protagonist, and vice versa. However, unlike with the male romance options, physical affection is held back between Lena (the protagonist) and Erin. They hug in a CG image; that's it. If you're going to put in a controversial romance option in a story, do not hold back. Go all out! There should've been just as much affection shown and tender words spoken between those two as there was with the male romance options.

Note: Aran's story route is not romantic.

There were some typos and grammatical errors, but nothing major. There was also at least one instance of an incorrect name tag.

Overall, I thought it was a decent romance VN. It could've been better, I admit, but I definitely don't think it deserves so many negative reviews.. A most interesting little visual novella, Blue Rose explores themes of duty and love. You play as Lena, a Templar of the Blue Rose, which is basically an order of paladins. Sent to guard a VIP with a group of other Templars, they are ambushed by a dragon and Lena is badly injured. When she comes to, she finds herself in a secluded village. There she finds four men and one woman who... interest her. Through your choices you can win the heart of the one of your dreams (though one is only unlocked after finishing one good end), and solve the mystery of the town.

A bit fun and an interesting concept.. Average visual novel. There was a lot of interaction between the characters (which I liked a lot), but I couldn't get attached to them. I don't know why. But I liked the idea to visit certain areas of the map to meet up with the characters.

The art style is decent. It's not amazing, but it has a certain charm. BG was ok, BGM was fine too. I just feel that this game is quite expensive for what is offering, so I suggest you to get it on a bundle or a good sale.

5V10. Overall, I do recommend this VN. But like I said, only if you can get it on a bundle or a good sale. Otherwise, it's quite expensive for a short story. Oh, and I also enjoyed the mini stories, they were nice.

Well, *Blue Rose* is one of the oldest otome visual novels here around Steam, and the only commercial game hailing from the small visual novel developer, White Cat. Before venturing out to have my own experience about this game, I've heard tons of good and bad about *Blue Rose*: from its intriguing medieval fantasy setting, to crippling narrative and grammar mistakes in text descriptions. Let's take a closer look, and add a new comment to the pile of mixed reviews for this game.

Our story centers on the stubborn, resilient and romantically clueless Knight of the Blue Rose: Lena. Being the only female knight of the order - also the only one without a noble lineage and a family crest, she has always been kind of an outcast in the order, even though she has always completely believed in the ideals of the Blue Rose. She is the perfect soldier who would serve indefinitely and without questions - with a memorized sense of honor. Her self-justified creed is soon to be put to test when she'll face utter failure in a mission up in the mountains with the appearance of a dragon!

As our story starts, Lena is assigned to escort a diplomatic convoy for the protection of an important ambassador - Lady Adale - whose lack of safe return would spell catastrophe for both nations already on the verge of war. As Lena ends up barely alive - and her party completely lost - after her encounter with the legendary beast, she is rescued by the inhabitants of a small, isolated town high up in the mountains. While discovering the mystery of this region and trying to come into terms that her sense of what is right and wrong could not be utterly reliable, she'll also encounter opportunity for romance...

This should be all in terms of story here, right? Okay then, now I can tell you what I actually think about the story: it kinda sucks. I mean, one would think a story about an order of knights, a dragon, a spirit, a political plot to fuel war between countries and an ethical analysis of war would be interesting no matter what, right? You are dead wrong. Even with all these intriguing elements, developers managed to present a boring story. My issue with the game comes in two parts: one with the story and setting foundation, and the other with the narrative itself. Considering these two are the baseline of any successful visual novel - aside some pretty art, which is not mandatory if you ask me - those mistakes cannot be forgiven.

Within the storyline, characters themselves are not elaborately actualized. They are superficial with limited interactions and reaction, stuffed into painful and shallow stereotypes. Their personalities are failed to be presented successfully. They lack monologues, choices, aspirations, personal attachments and decent backstory. Sure, they all do have their superficial sob stories that would make them ending up hiding in the mountains, and they all do venture out to pull dramatic and sacrificial action sequences when the time calls, but you feel nothing about them reading the suffocating text about their experiences when it finally arrives.

Aside uninteresting characters, storyline itself is very limited with only the hint of an interesting setting. We are given a mountain with a spirit, some mysterious energy which can be used by knights, some priestesses - to what or whom, I have no idea - and a vague idea of witches. Oh, and there is a war going on. All those anecdotes do not make up a whole medieval fantasy setting. This is plain bad writing. Also, there is no mention for the reason of the said war, neither any explanation for the origin of any mystery. It is just a consistency of one bad narrative of combat after another, with demagogues scattered around. It is not interesting at all.

All these problems could maybe overlooked considering this is a glorified first trial at a commercial visual novel, but the text itself isn't readable due to countless grammatical, punctuation and narrative errors anyhow. Should I mention spelling mistakes, or wrong tense conjugations all around? It shouldn't be that hard to use spellcheck when you write anything - much or less the text narrative of a whole game! It is a special kind of hell to go through combat descriptions with the cringe worthy narrative.

The art is alright - a bit awkward in some CGs - and the music is pleasant. The world would be a fine baseline for a decent story but... at the end, it just doesn't deliver. If it's in a heavy sale - like %80 or so - or you get the game in a bundle, sure, try. It's not worth the full price though, not even remotely.

Please also check out Lady Storyteller's Curator page [here](#) - follow for regular updates on reviews for other games!. A very nice and touching game. In short, it is a story telling how love, fate and a bit of magic can bring a miracle into one's life :) The characters are different and very well developed - their behaviour and actions are logical and follow the main line and your choices.

[The only thing I would like to point out is that I can't call this game a "dating sim" \(unlike of what I thought at first look\). The game has only two-three kiss scenes - not even one per route. But it does have a great story during which our heroine develop different kinds of relationships with other characters. And if she ends up with one of them, then it is what will truly bring her happiness.](#)

Recommended to be bought if you are into visual novels.. I really wanted to like this game but as it went along it became more and more boring...It had great potential to be awesome but the characters had no personality and I found that I was skipping past the lines of dialogue without reading much of it nor caring about it, so little depth. Also the artwork though pretty makes your romantic interests "men" way too skinny for my taste. These were supposed to be men, strong powerful knights, hardy wilderness survival man, and yet they looked like 12 year old boys in stature and constitution, hardly appealing or romantic. Also I wanted to like my characters but when your protagonist has barely any back-story and is immediatly not very nice or amiable including most of the other characters except for the female npc it really puts you off. Also I found absolutely no direction in the story and barely any choices on what I wanted to do also depleted my desire to play this game any further. I would highly recommend the creator of this game to polish it off and address these flaws and maybe it would be worth nearly 20.00 at this point I would not pay no more than 5.00 for it.. [Neutral Review]

First, I need to say that I don't know why this Visual Novel is so underrated. It has a lot of defects - and I'll talk about some below - but it's still an average Visual Novel. There's a lot of crap Visual Novels out there made only for the sake of the fanservice and they have tons of positive reviews. That seems pretty unfair to me.

The game is kind of short, so it might be a good game to get in a bundle or a good sale. I've seen it in bundles pretty cheap a lot of times. It can be classified more as an Otome Game than as Fantasy Visual Novel, because only a few after the game starts, the main plot is a bit shoved aside to focus more and more in the romantic relation between the characters. Or I should say between Lena and the one you'll pursue as her love affair in game. Also, many people related that they couldn't get attached to any of the characters even with the lots of interaction between them. And yeah... some characters are pretty standart and clich\u00e9 at all, in my opinion. So it's easy to feel nothing for them.

Another boring thing is that the "replayability" of the game sucks: most of the game parts will be pretty much the same if you decide to start a new route after completing your first one.

The art style is decent. It\u2019s not amazing, but it has a certain charm. BG was ok, BGM was fine too. That being said, Blue Rose is a nice Visual Novel overall and you can have fun with it.. A nice Otome with five routes and a story that may suprise you. I would hight recommend this game if you like hot white-haired boys (because 3 out of five characters are exactly that) or if you enjoy the fantasy genre. Also there are dragons. SO buy it if you like dragons. And lizards.. Defiantly for teens. This isn't a very complicated otome. It's got a basic story line that does come with a few surprises. I generally liked the art (not so much the characters as everything else) though i wish there was more variation while the story was going on. The characters are all different though I found the protagonist dislike-able at first. It isn't a Haku\u014dki level game, but it was enjoyable I put 5 hours into it and don't regret them. I got it for less that \$20 and i'm happy that i didn't pay full price, the game isn't worth that.

I recommend for teens.. Not bad, but a tad overpriced if you ask me, even though I got it on sale for like 16 bucks.... Great potential, but it fell short and was way to fast for 19.99, never again. It had a mediocre story and was actually quite boring.

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