How To Take Off Your Mask - Theme Song Portable Edition

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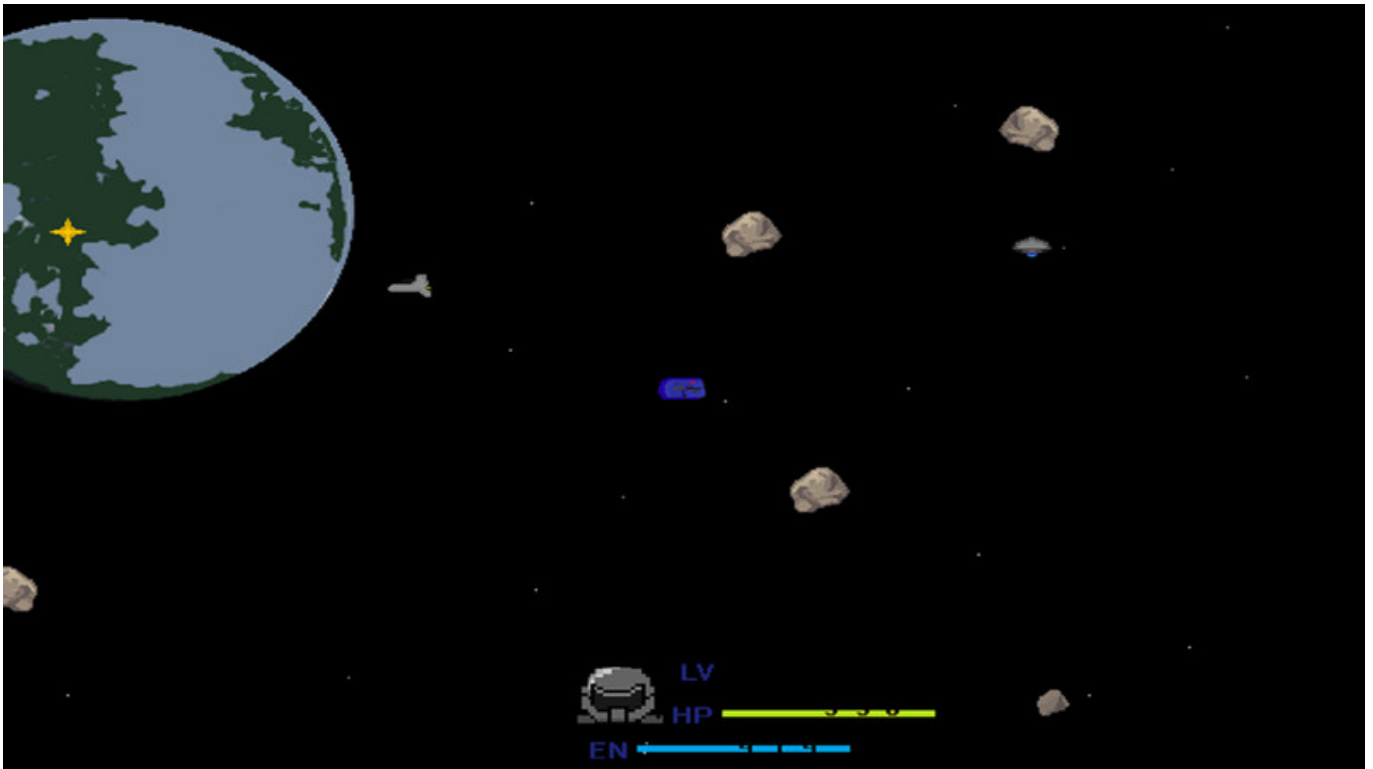
About This Content

One chorus theme song of the game "How to Take Off Your Mask". All music files are in mp3 format, 256kbps.

Tracks

1. "Take Off Your Mask" performed by Kuyuri

2. "Take Off Your Mask" Karaoke ver.

Files

1. "Take Off Your Mask" Lyric (pdf file, including the Japanese lyric alphabetically, translations in English and German, and lyric in Japanese Letters)

2. Readme

DLC Save Folder

You can find the files by choosing the game properties > local files> Shows local files > find a folder called "themesong" inside.

Credit

Song: Kuyuri

Song: Kuyuri

Title: How to Take Off Your Mask - Theme Song
Genre: Adventure, Casual, Indie, Simulation
Developer:
Trial & Error
Publisher:
roseVeRte
Franchise:
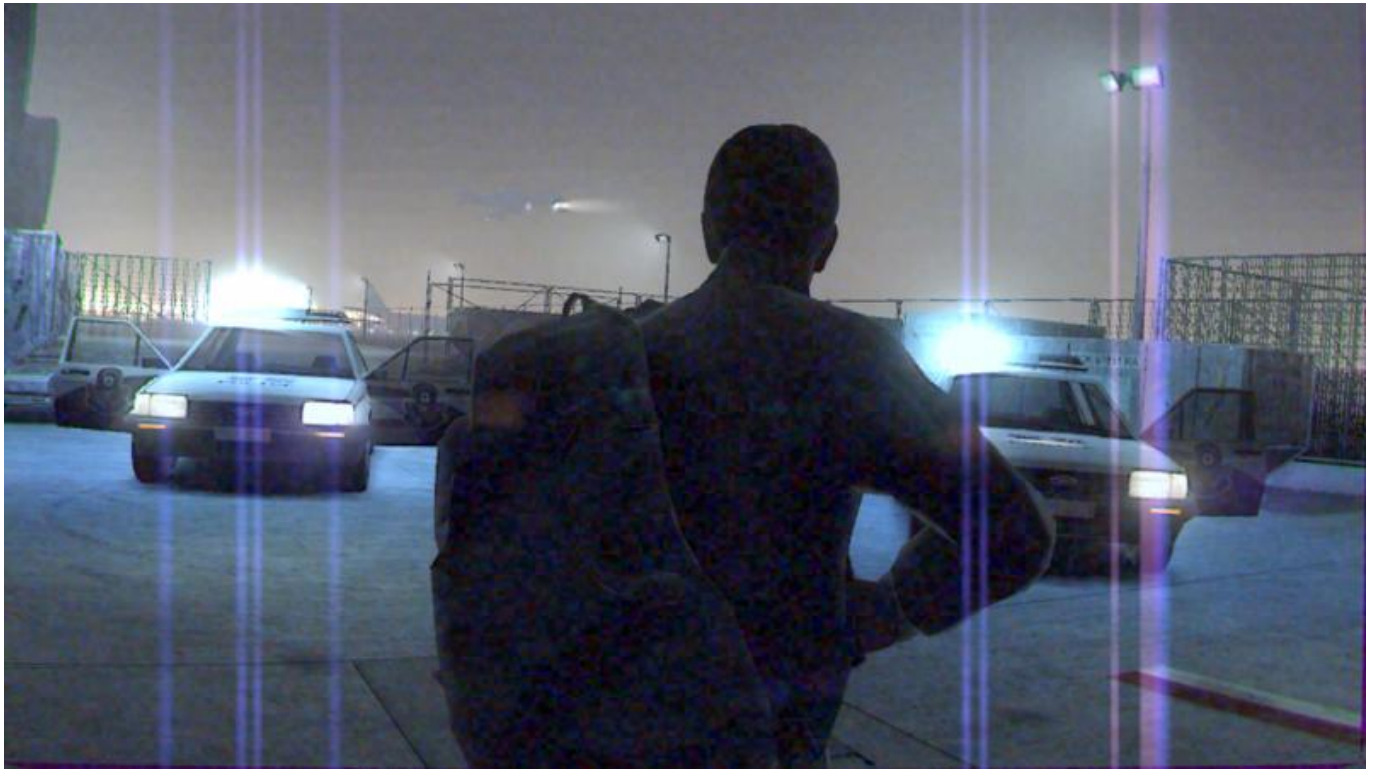Story of Eroolia
Release Date: 21 Oct, 2015
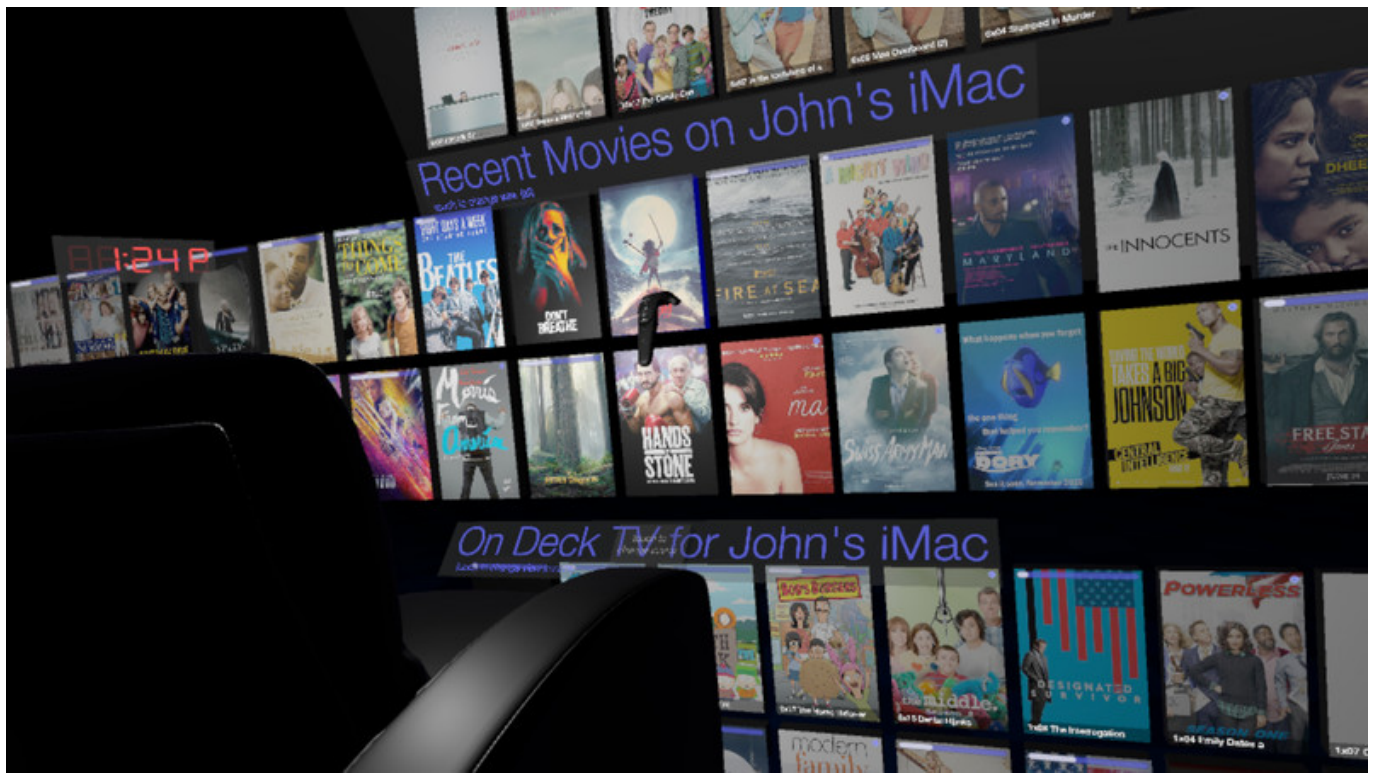
 a09c17d780

English,Japanese,German

Upgrade to tower

Upgrade to forge

Chain of upgrades

BACK

I really liked the concept of a haunted video game ala PonyIsland\/Undertale, but the game isn't even an hour long and the puzzles are way too simple.. How do I play the DLC? The beginning screen still shows the +1 and not the haunt fall. While this game is fairly short in length it does have some cute factors to it. The writing is fairly good although not as good as some of the other yuri visual novels. CG images are fairly good too as well. Overall this game is worth the money spent on it especially if it's gotten during one of Steam's sales.. Great game. All three modes are still entertaining. I'm suprised how many people still get on and play multiplayer. Shouldn't be $40 for how old it is. Get it when it's on sale, which is often.. very good gets the old brian cells going

you pay so much more for what you get. not bad but it won't start in offline mode why?. This game is a no for me based on how the character controls - jumping and moving feel weightless. Enemy combat is also very simple as you run in, swing your sword, then run away -it feels tedious. Finally, although the game does a good job and mixing up what you have to do (shooting yourself out of cannons, dk carts, unique puzzles), I found a lot of the experiences to be poorly executed.

Play luckys tale instead!

For those of you who just want a reason to buy it, here are the pros.
Things the game does well:
+strongly themed worlds
+Long experience
+hidden collectibles
+Diversified gameplay (donkey Kong karts, blast your self out of a cannon, puzzling, platforming, combat)

. Riddles not very challenging and too short. I don't really mind the riddles because it's still fun, but the length is a real turnoff. It looks nice and I'd have liked to see more of it. However, if you manage to get the atmosphere you might still enjoy it.. small, lightweight bullet hell game -
you are defencing the base, and lots of enemies approaching you - as you are upgrading your gun, bullets speed, start shoot with multiple bullets, you kill more and more, however, you still can't be perfect, i'm afraid :). There is not really enough here to form any kind of recommendation, positive or negative. Anyone buying should be well aware of what it is, and that what they are actually doing is supporting the developer in the (probably vain, given the months of no updates) hope for continued development.

Start with the positives: this general type of thing is something I'm always glad to see (and surprised at the lack of) in VR. Abstract 'adventure game' experiences piling on interactive vignettes with more regard to conveying tone and mood than any actual narrative. Some particular little bits were cool, and I'd like to see more of them - I'd like to see more in general.

Negatives: lack of clarity in what is happening. I understand 100% that is 'the point', but eg. unlabelled generic buttons with unclear effects, random props of no apparent purpose in otherwise relatively spartan scenes. There were multiple later scenes which I 'solved' by some total mystery, with the seemingly-intuitive interactions not actually working.

There is not really enough here to form any kind of recommendation, positive or negative, and so I will default to 'positive' . Anyone buying should be well aware of what it is, and that what they are actually doing is supporting the developer.

Constructive criticism for the developer: disable locomotion altogether if adequate space is detected, to prevent the player messing up the alignment, and give some constant subtle indication of the play area bounds in the virtual space. Drop the weird proprietary chaperone (unless there was some point to it I missed).. I bought this on the Black Friday sale for $3.49. I didn't think I would like it, but because of the Steam Refund policy I thought I might as well take a chance as I have got nothing to lose (other than time). The graphics looked outdated and not suitable for VR and I just didn't see the point from looking at the store page video. It looked like some old Atari game that has long since been surpassed by superior moden gameplay elements.

I was very wrong. This game is fun. Simple, but fun. When you see that beaming, all-seeing light coming towards you, you get this automatic sense of dread. Especially after the first few levels, where you're almost at the top and don't want to be sent back to the beginning. Each level passed, brings more difficulty and more careful planning out ahead to avoid the almost omniprescent Koth.

I don't think the game is perfect. My main gripe is that something more should happen when Koth catches you, other than a quick restart at the beginning. Don't get me wrong, it's nice to quickly restart a game and makes sense for the leaderboard purposes .. but I'm thinking just a quick animation of vaporizing while the clock stops during this animation. Just something extra to make the pain of being caught more immersive.

I also wonder what this game would be like with higher end graphics. Versus trying to teleport quickly, having to crouch down behind objects and quickly run to another safe spot. That would be an amazing game.

Rating 6\/10 nice simple fun, it's feels great landing in the top 10 of the leaderboards, which sadly, I never did :(. I have to start

off by saying this game is dead (no population) which means it's you vs. 1 bot. The bot feels overpowered. I didn't feel the game controls handled that great and not a whole lot of variants in the classes. There are only 2 maps. I'm also not a fan of the music. It seems like it could be a good concept, but right now it lacks population and content. As of right now 1/10

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