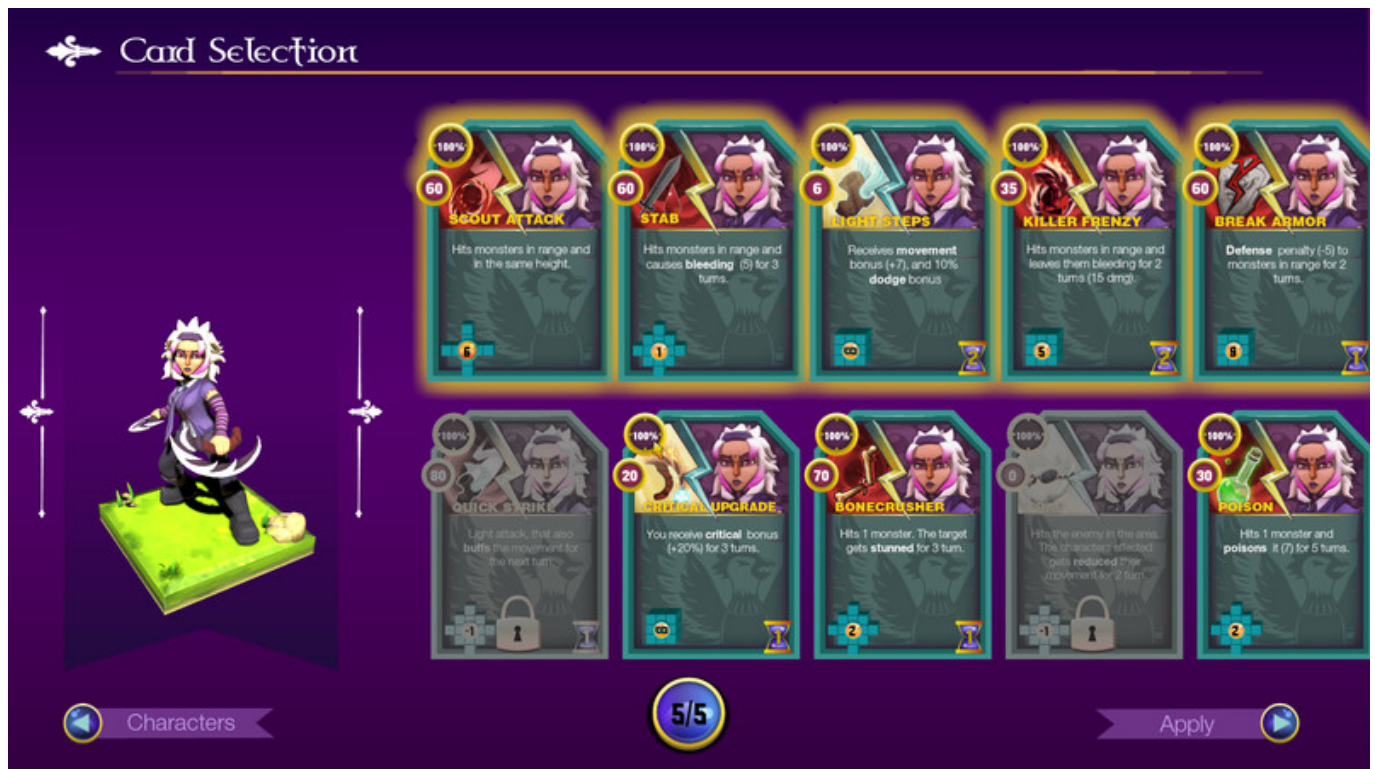


## Koi Musubi Free Offline



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## About This Game

After studying away in Taiwan, Shao-Tang finally comes back to his hometown of Nangan to be a receptionist at an inn for the summer where he works with his childhood friend Zi-Jin. **"Without a love knot, you will be single forever!"**

## MAIN

Koi Musubi is the latest game developed by Narrator. With full voice-acting and multiple story lines, players will experience the struggle of a long-distance relationship and separation in the far horizon of Nangan. Different from other stories which take place in cities, we would like to introduce the beauty of the Taiwanese countryside.

## STORY

After studying away in Taiwan, Shao-Tang finally comes back to his hometown of Nangan to be a receptionist at an inn for the summer where he works with his childhood friend Zi-Jin and enjoys the life in homeland. Everything seems the same as before, but soon becomes very different...

**"Without a love knot, you will be single forever!"**

When a nonsense prophecy suddenly appears, as well as a new admirer, the relationship between the two best friends begins to have a subtle change...

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Title: Koi Musubi  
Genre: Adventure, Indie  
Developer:  
Narrator  
Publisher:  
Narrator  
Release Date: 28 Aug, 2016

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**Minimum:**

**OS:** XP

**Processor:** Pentium3 1.0GHz

**Memory:** 1 GB RAM

**DirectX:** Version 9.0

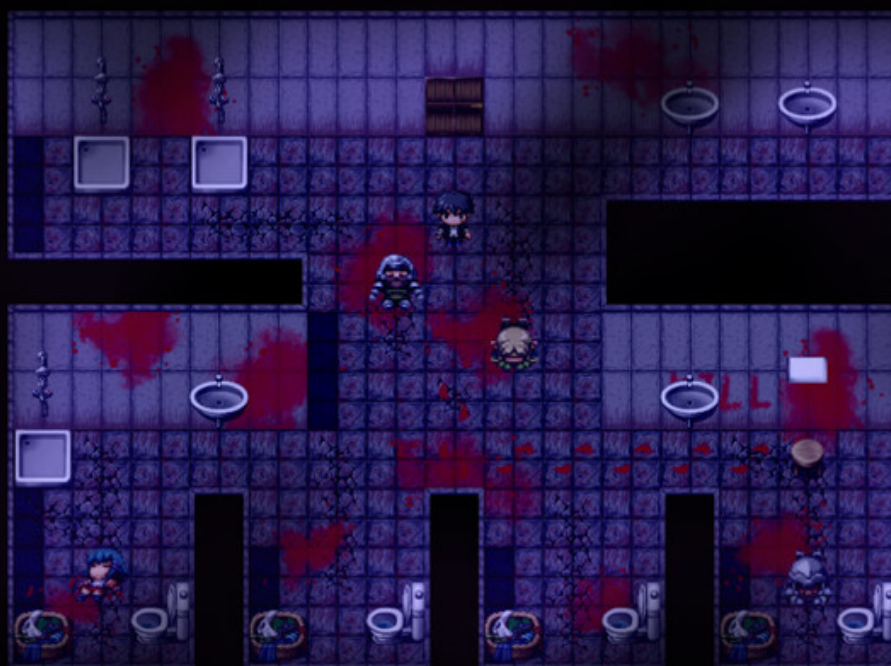
**Storage:** 4 GB available space

**Additional Notes:**

English,Simplified Chinese,Traditional Chinese







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Socks are fine. Cool concept, terrible level design. EDIT: found a major bug, my computer's audio just broke (for all programs) and when i tried playing this game all levels were empty and theoretically I could have gotten an infinite highscore... i can upload videos if you want

original review:

honestly i love this game, it's really fun and has tons of potential

pros:

easy to learn

addicting

fitting music

visually appealing

no bugs as far as i know

cons:

only 4 levels (3 and 1 bonus)

out of sync at some parts

and here are some things I personally would love to see in the future:

being able to create levels and playing other's levels.

option to retry right after you fail without going to the menu

game modes (for example: more than 4 arrow ways things)

more arrow types (for example: long arrows, maybe bad arrows that kill you)

leaderboards

multiplayer mode maybe. Like Developer's Mind World! Awesome!. YES!

YES!

YES!. Enchanting. A lot of good horror elements without inducing an uncomfortable experience. Can't wait for more!. Easy. 10V10.. I am about halfway into the game and so far I love it, my only real complaint is that in earlier games you could buy a house. I mean I know it wasn't really used for much but it still felt good to know that I have a house and that my guy may someday retire.. After about two hours I think i've got a clear grasp of the game and some ins and outs that I wasn't expecting.

First of all, this feels like it was designed as a mobile game from the ground up (I don't know if that's the case). The gem currency, the level select, the daily rewards, and the quests/deeds screams mobile. All it needs is a separate section to build a city and you've got it all.

I've also noticed some things that i'm not sure were intended.

First of all I found out really fast that you don't need to beat the latest level's vampire to continue unlocking the levels, I thought that was weird as I went back to grind the coins to level up and deal with what current challenge I was facing. I have yet to beat level 3 but I have access to level 6 now.

Second was that a bug had hit me in the quests at the main screen, so everytime i went in, regardless of damage dealt, i was completing the top quest (which never refreshed) and gained ten times the amount it said i should get.

Third is what everyone's been saying, when the game refreshes itself it doesn't remember the data for sound volume so it ends up resetting to defaults, this can get grating as the music isn't the best and can be annoying when you want to listen to something while you play.

The game itself is a time waster, it isn't anything special with little variation as you go through it. As a tip, start as the cleric without buying anything with the gems and look at the tutorial to get enough gems to get the cleric, she's objectively the best for the pure fact she heals based on how much you explore.

The chests seem to have a lot of nothing, out of the fifteen i've seen, maybe 4 of them provided something, which was either

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armor or wildly varied amounts of money.

There's a very small hitbox in the lower half of the objects you need to click rather than anywhere on the square, so sometimes as i go through i'll end up clicking six or seven times until I hit that sweet spot to pick up a key or coins, or even open a door.

overall if you're bored and have it installed on your laptop in a long train ride or flight, it'll stave it off. So in that regard it's worth it.. The visuals and animations are nice. The gameplay is I wouldn't say hard, but it seems the controls are a bit sluggish. The ugly part of this game is that the only options for the game are at the start. Changing from windowed to full screen, animation quality and resolution. They're no options at all for anything else like insanely loud music, so headphone users beware. I haven't gotten far but so far the levels are simple and clean. I'm gonna give this game a yes in the hopes they update it in some way because right now its a meh.

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More fun than it looks. Well polished, mechanics feel good. Can get overwhelming quickly. Highly recommend.. SOOOOOOOOOO cool. This "tech demo" as it is right now has a unique freedom of movement. i love the wings and suggest adding wing suit alternative costume or maybe a pair of lazer blue jet airplane wings, maybe some rings to fly through for trick flying games. Obvoiusly if dogfighting multiplayer rooms were added some day this game could make some real cash. Totaly still in development dont expect a goal or score yet but it is liberating to rocket to the top of the map then use the wings to glide down and land like a bird. MUST TRY. --support this dev!--. It's a short game unfortunately, but it's very interesting, especially with the 2 epilogues. Everything that's a bit sad though makes the game more interesting is the trap that makes the difference between ending 7 and ending 8.. \u2665\u2665\u2665\u2665 you old man. You can find a video of me playing this game here!

It is a rare view into the everyday struggles of blindkin and their adventures in hotels.

<https://www.youtube.com/watch?v=NZYv5p-rx58>

I enjoyed my time with this game! It was certainly a difficult challenge! Perhaps it could be a bit longer however.. This song requires a capo which is not mentioned on the Steam page (is in game but I bought it on Steam)



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