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About This Game

A mysterious letter invites you to Nusakana island, an island south of the continent, promising to tell you of your past. Taking advantage of your vacation allowance and thirst for an adventure, you decided to visit the island, unknowing what will you find there. A simple vacation? An answer to your mysterious past? Or something more precious? You decide yourself in Nusakana.

Nusakana is an open-world JRPG, focusing on player's freedom of approach and decision while time is deciding and chasing everything, rather than a straight, linear and guided gameplay and storyline often found in JRPGs. With a cast of over 30 characters and 20 recruitable maiden party members, experience the bustling Nusakana island with its inhabitant, Discover its secret within its lush forest and tranquil waters. But beware of the danger lurking beyond its beauty!

- Experience the Exotic Locale of Nusakana - The untainted nature-friendly life of Nusakanans will indigenously welcome you. They even struggle to learn outsiders' language (English?) to welcome you in. But surely their native language (Indonesian?) will pique your interest as well.
- Explore and Survive - The island, though beautiful, holds many enticing secrets with the promise of riches, but beware of the dangers they hold! Plan your adventure with the proper logistics, for hunger and insomnia can ruin your adventure before it even begins.
- Dynamic World and Time Progression - People and wild beasts all over the island will react differently based on the time and weather.

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- Relationship and Dating sim - Interact with 19 recruitable party members and date with them to learn their secrets and unlock their potential!
 - Complex Turn Based Battle System - Inspired by classic JRPG turn-based battles, mix and match your party according to the enemies you face!
 - Gather and Craft - Rich in natural resources and exotic vegetation, it is said you can craft anything with what you find in Nusakana. Gather raw resources and craft items to help you on your adventure.
 - Trade and Mercantile - Get rich by selling Nusakana's commodities and handicrafts to the traveling merchant who comes from overseas.
 - Fishing - Fishing in Nusakana is not just a minigame, it's one of the core gameplay mechanics! Experience semi-realistic fishing, and learn the environment and fish characteristics to increase your success in catching a giant, legendary fish!
 - Beautiful Soundtrack - Traverse Nusakana with a multi-cultural Jazz and Bossa Nova inspired soundtrack to accompany you!
 - Over 20 hours of playtime - Immerse yourself in the island of Nusakana and enjoy timeless adventures!

Title: Nusakana
Genre: Adventure, Indie, RPG
Developer:
Studio Namaapa
Publisher:
Studio Namaapa
Release Date: 19 Nov, 2015

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Minimum:

OS: Windows XP/Vista/7/8/10

Processor: Intel Core2 Duo 2.0 Ghz

Memory: 1 GB RAM

Graphics: Intel HD Graphics

DirectX: Version 9.0

Storage: 650 MB available space

English

sun
DAY 28/5/1951 CLOUDY

- Ginger :12
- Salak :1
- Carrot :4
- Spring Onion :4

Angel

I wonder what are you going to give me...?



pic

Native fruit from the evergreen trees indigenous to Nusakana. Its skin resemble a snake scales, thus nicknamed "Snake Fruit".

+5% HP

DESC





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- While the game uses a standard game engine (RPG Maker), it uses a unique interface, rewriting most parts.
 - The story is interesting and not too predictable (you can imagine some parts ahead of time, but not everything).
 - The characters are quite unique.
 - has a great replay value
 - Although the spelling and wording isn't perfect and the game still has some bugs they are patched extremely fast. Best RPGMaker game.....outside of porn RPGMaker games at least.. Nusakana is really a great game. In fact it's one of my favourite games on steam.

It was a very fun and relaxing experience for me. I felt like I was having a vacation on Nusakana Island, too. What makes this game special is the general feeling it provides. I liked this island flair very much. Plus the fact you can date 20 different girls while solving the islands mystery. It comes with unique art work and a great soundtrack, too.

I also recommend this game because the developer is still doing updates and really cares about their game. So if you like oldschool rpgs buy it, and support a good developer. They deserve it, really.. I was really excited about this game, and I'm a little upset to be giving this a bad review.

First off, it reminds me a little of Pokemon and a bit of harvest moon, so that is a double win. But, it just wasn't doing it for me.

The concept, visual art and music in this game is fine and dandy, but the English is broken (or just the way it is phrased, seems off or weird to a native speaker) and just breaks the immersion for me.

A big part in gaming for me is the plot, storyline, and character development. So if I am unable to gauge how the character is even feeling from what is being said, then that's a problem.

It's probably just me though. I'm sure fans from other parts of the world who aren't particular about grammar will enjoy this.. As has been stated, this game is an excellent example of what skilled designers can do with RPG Maker. This game is of excellent quality, potentially rivaling a number of big-name-studio RPGs.

You control a character who is visiting the island nation of Nusakana for one year.

Aside from that, the story depends on what you choose to do. There are quests that can be carried out, people to befriend (and perhaps even a girl to fall for), monsters to fight, items to cook or forge, and huge mysteries to solve.

The various systems are streamlined for ease of use:

- Such as the cooking/vforging system, there is no need to be anxious, as the game is beyond generous with giving you items. Very little item-farming is needed, if at all.
- The battle system is designed to be quick and simple (very rarely will a battle last more than a few turns, one way or another), and the leveling up curve is surprisingly gentle. Much of the hero's stats will be based on his equipment, so there's very little level-grinding at that (which is a very good plus for an RPG).
- The story is nicely paced, and has to be discovered by you.
One can potentially go through an entire playthrough and learn nothing about the story or the cast.
But for those willing to work at it and uncover the secrets of Nusakana, they'll find an interesting story, one that can be somewhat shaped by the player.

Yes, your choices will have an effect on the game's story as you go. Your choices in dialouge and choices in quests will have consequences, good or bad.

Sometimes, even the most minor dialouge choice can change how the story goes.

Even losing (or winning) certain battles can affect the story.

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- It's rare to find a Game Over moment in Nusakana, but they are there (especially if the "Extreme" difficulty setting is chosen). The various difficulties are there for whichever kind of playthrough the player may wish, such as "Easy" mode for a player that just wants to relax, or "Extreme" for the player that wants a challenge, and earn a view of a few secret plot points.
 - Even the fishing system is made to be streamlined and easy. This is important, as fishing mini-games have often been a sore subject with gamers. However, in Nusakana, they went out of their way to make the fishing as smooth as they could. The fish will react to certain baits, and will almost always go out of their way to bite the lure when you cast your line. It's fairly easy to land many fish in a short time. In addition, various NPCs will sell certain fish, thus easing the fishing even more. As for comparisons to other games:

- If you want a nice RPG that doesn't try to slap you in the face, then you'll like this game.
- If you use RPG Maker and want to make a game, you owe it to yourself and your players to buy this game and take lessons from it. Because this is how it should be done.
- And finally, if you're a fan of Harvest Moon (Story of Seasons), and especially the Rune Factory games, then this game will definitely appeal to you. In short, if this game cost \$20, it'd still be a good buy. But at it's price of \$9, you'd have to utterly hate RPGs in general to pass on this. For \$9, I'd say go for it, and try it.

Needless to say, I highly recommend this game.. Note : Since English is not my native language so my english is not 100% correct.

At first I thought I would like to wait for some more review but after some time I think "F*ck it , I'll buy and I'll play myself". Well this game has some flaws in it but most of them you can overlook them.

Pro

- Great Concept

I really love this game concept. It's wide open. You can do whatever you want. From Fishing , Crafting , Fight some monster there is a lot of things to do in this game. But the problem lie itself in this game concept which I'll talk about that later in this review.

- BGM & Art

BGM in this game is really relaxing. Actually some of track in this game remind me of The Sims 1 and I really love The Sims 1 tracks.

I really love the art of this game. Look good to me

Con

- "Where the f*ck do I go"

Yes it really wide open and most of the time you don't know where you should go and what you should do. It's really confusing me. Because this game has no "main plot" (or it has but I just play for around hour so I don't know). So most of the time you'll just run around and don't know what to do next.

- Learning Curve

I don't know that this is because I'm bad at this game or this game really hard. At the first area I'm fine , I can take care of Monitor Lizard , Chicken but in the next area of this game. You'll face wolf and that wolf kill me in one hit. So I think maybe should I get some better equipment but the "better" equipment cost me a lot. So where do you get money? by doing quest and there is a lot of quest that impossible for you when you just start playing this game.

- No Exp bar

I look every where and I can't see any not only exp bar but "Level Indicator". So I don't know I ready to face some tougher enemy or not and I don't want to risk facing tougher monster and get wreck.

- Resolution

Even "Fit" in option still look bad for me. There is only three options. x1 which is really small , x2 which is ehh...still small and Fit which is look bad for my monitor.

Overall even it has some flaws this game is enjoyable. not the best RPG Game I ever play but at least you can kill some time in this game.. There are too many missing core elements of gameplay to make your game actually an enjoyable experience. I felt there was no plot, no general storyline, only odd side-quests. And while roaming around talking to everyone, might be fun for some, it gives you no reward. Some areas of improvement are graphics, the text-bars could even be on a transparent color, (Blue signifies a win95 color scheme, we are in the 21st century), and battle balancing. Also you should be able to switch characters mid-battle or use items without costing a turn. Starting out in the game and I realise the reason for forcing the player to the inn, instead of allowing them to walk there; but you have side-quests that are deceptive because you obviously cant beat them because you die in two hits.

You should always ask a second opinion before you present some thing to the public, especially if you are asking for support. If it had gone to early access I feel like they could have asked the community for ideas and suggestions, we can always improve ourselves. They have a tough road ahead of themselves, most gamers get that, with going up against the big dogs that have done it better and been around longer.

I will say I do like the humour and I do like the pixel art. They did a good job with the music track/sound, although as others have said the grammar is off, although I dont mind that as long as I have a reason to play. But you need to show more heart and originality because currently it is lacking badly. As I say if they had brought it to early access you could have asked the community for support but as a fully released game, it needs to be fully done. And while it might be in one persons eyes, it isnt worth the price point.

How many times do we say it. You cant just put items in a game and expect that alone to add to the games core content. You need to stand out and bring some thing NEW to the table.. Nice game!! :)

indonesia bingits.... Nusakana seems to have a little bit of everything - there's combat, crafting, romance, exploration, loads of quests etc. It's not perfect, not by a long shot, but the devs really seem to have put their heart into this game - they even made battle animations for god's sake! Amidst the horde of asset flipping, minimal devs Nusakana really stands out, simply for how ambitious and hardworking the devs have been.

It's an openworld rpg with a fairly slow pace, but lots to do and discover.

For every good point, there is a downside however.

For example, the open world. On the plus side it gives you lots to see and do - on the downside, the map is woefully inadequate. I spent about three in-game days wandering around the forest, panicking that I would run out of food before I found civilisation again. There are also important locations I didn't discover for ages because I just didn't walk at the right spot on the edge of the screen.

The english translation is also rather bare-bones, even for characters who should speak the player's language. (Again, the devs have gone the extra mile - creating a pidgin language for the islanders to speak, but it's not quite as effective for english speakers, as all the text is somewhat broken. It is comprehensible for the most part, but there were certain quests where I was unsure exactly what I had to do due to the translation.)

I've also encountered a few bugs - such as the game crashing, or character sprites disappearing, or quest triggers not working quite right. If you save often, and in multiple slots, it shouldn't be too much of a problem. Given the size of the game, it seems understandable (it's not quite at Skyrim levels of glitchyness).

For the price, there's an almost absurd amount of replayabilty, and given all the effort the devs have put in I would have happily paid a bit more.

So, it has been a few months since I finished Nusakana. This is probably the first game to which I can't give an unbiased review, but I will try.

TLDR: Nusakana is the most character-driven life sim I have ever played. For those interested in the genre, I can't recommend it enough, but you will have to put in an investment.

Nusakana has many English/grammar errors, usually not enough to make sentences hard to understand, but enough that you sometimes have to guess the level of emotion with which something was said. It has several technical faults and a few broken collisions, and the combat, fishing and harvesting are generally uninteresting. It is also at the top of my 'list of favorite games', surpassing the others I had considered nearly-perfect by such a wide margin that I can't use a number system to score it. As a general rule, I have avoided life sim games because the gameplay is uninteresting, and the characters are seldom 'real' enough to hold my interest. I'm not sure what made me pick up Nusakana, except I had the feeling there was heart to it. My expectations coming into it were that I would find it relaxing and hopefully the characters would feel real enough that I would enjoy it. Instead I found myself busily scrambling around the island with new friends, trying frantically to keep pace with all the various story-related quests that kept showing up. All of these quests feel integrated into Nusakana's world, instead of being merely RPG-style fetch quests with no purpose behind them or story-reward for completing them. After a few months the flood of things to do slowed down and I was able to find the relaxing pace I had been expecting, but there were still very few days without some special event to make it a unique day in my mind.

Character interaction is the big draw here, though. While many of the characters seemed to start as cliché (perhaps because I've seen all the cliché so many times), by the end of the game they formed the best supporting cast I've ever seen - and I've played Chrono Trigger, Fire Emblem (all of them, both good and cringe-y), Kingdom Hearts and Katawa Shoujo. You won't get as much interaction from any individual as you might in, say, a branching visual novel - think 2,000 words per person as opposed to 30,000 per person - and the interactions won't be as explosive, either. Think spending a day picking peaches as opposed to discovering your modified microwave is a time machine. But the characters start feeling more real as the game goes on, and the world feels more real as your interactions with it change. This is the only game I've played where I can say I was genuinely interested in every one of the 30+ characters by the end of it.

I will note that I had to give it a decent amount of time before it started to mean anything to me. My general thoughts while playing went like this:

0->25 hours: Hmm, this is OK. Better than I was expecting, anyway.

25->45 hours: I wonder if places like this still exist.

45->60 hours: I think I'd like to live here.

60->90 hours: It's weird to say that a game can affect you as a person because of how cringy that can sound, but this game did exactly that.

In closing:

--Technical score: 7/10. A good effort and no significant bugs, but lots of grammar issues and a few graphical ones as well.

--Story score: 9/10. Actually quite good, even if it gets confusing at the end. Everything gets explained, but you may need to hear it more than once. Things I had ignored because I thought it was hand-wavy game logic turned out to actually be key points.

--Gameplay score: 8/10. If you're looking for something relaxing, this works well. And if you're a completionist, be warned that I had to use about six pages of notebook paper for all the lists I created of things to do next, in what order, and how to go about it. You will enjoy it more if you play it without a guide, which isn't hard because no guide currently exists. =)

--My personal score: 13/10, and I actually mean that. I only had two perfect games before (neither of which are on Steam), so I don't use the word lightly, but 'perfect' games just can't compete with this.. Nusakana, at 8.99 is well worth a buy.

The English and graphics are somewhat messy, but honestly it's all just part of the fun. It's very enjoyable to find an item with an absolutely bizzarely worded description and the art has this kind of honest heart and charm too it.

The music is also some of the best I've ever heard in any game, ever. The village theme at night is just the most relaxing and also chilling things I've ever heard, not in a "fear" kind of way, but one where the cords just send shivers down your back.

The kind where it forces you to just pause, and shut your eyes to listen.

Game itself is challenging fun, it completely allows you to just wander off wherever you want and allow yourself to be butchered by animals far stronger than your pathetic wimpy tourist arms and fishing rod can fight.

It's an uphill climb and it's worth every second of it when you realize you can finally kill what you were running away screaming from 3 hours ago.

The story and world are vast, deep and easy to sink into, though sometimes it can be confusing where to go next.

Maybe that's part of the fun as well.

Definitely pick this up if you like RPGs.. I'm amazed this is an RPG-maker game. The devs did an amazing job. The locale really shines and gives a sense of a coherency. There are somewhat frequent translation errors, and the game requires an independent mind. For all the cute, relaxing atmosphere, I can confidently say Dark Souls is a good analogue in terms of how much the player is expected to figure out. The difficulty is, on normal settings, fairly forgiving. There is a permadeath hardcore mode, and a no-pressure story mode.

This game features....

- A solid and well-developed exploration feature, with a convincingly designed artificial environment and map
- A story
- 19 possible recruit-able characters. In addition to the player character, there are three open party slots.
- 4 weapon categories the player can switch out and train to master
- A polished version of the standard RPG-maker battle system with improved art, non-static party member portraits, and dynamic weather and backgrounds. The character also holds the weapon you've equipped. (something far too few non 3D RPGs take the time to do)
- Lore you can read if you so desire (but it's not required in the slightest)
- Pixel art
- time management with a two-year deadline
- resources to gather, and things to craft
- affordable cost

I will try to update this review as I get further into the game.

Shameless self-promotion (character recruitment guide): <http://steamcommunity.com/sharedfiles/filedetails/?id=1081436257>.
[Here are my review points:](#)

[-Nusakana have legit nuance, from the originality, the artwork, and the Bossanovas \(this is the strongest point why I bought it\), and of course Indonesia Vibe inside of it, really love the local content.](#)

[-The Developer seems to really care about Nusakan bugs and problems, and they fixed it up after several hours of my report post about getting error with the last version, two thumbs up for your hard work, I as the user feel very glad for it.](#)

[-The artwork I think, I will really enjoy it if the characters especially the girls looked different \(especially their eyes and nose, I think almost all of them looked same for me, I know the visual style using JRPG style, but would love to have new experience in Nusakana with very different looks, the elders and older women looked very young\). But that just my opinion, everyone have their own taste.](#)

[Greeting from Nusakana.. + Beautiful artwork](#)
[+ Beautiful music, it's very soothing, actually I really love the music? Especially the nighttime one.](#)
[+ Lovely custom tileset](#)

+ Quiet hard, sometimes can be frustrating, but I like that. I like challenge
+ I love the Indonesians vibe. Well done, well done
+ Seneng deh berburu durian yang melayang-layang tengah malam.

- A bit laggy sometimes, but those are no major problem, it's either the game or it's my laptop (edit : it was my laptop orz)
- Where's the boys? Why can't I recruit boys- yunno- just platonic relationship? You go bro-on-bro adventure, beating magical flying durian, just-- bro being bros. Where's the boys??
- Open world can be quite confusing sometimes, especially for first time playing
- Too slow (transition after caught a fish *uuugh*, transition when talking with party)
- npc was no help, pls im confused- why everyone just say hello to me. I need direction

Overall :

Gorgeous game, very well done. Despite of the negatives, I still love this game.
Once again, well done. Now excuse me while I'm gonna try catch this fish to impress Ms. Arwana. "If you like fish so much, why don't you MARRY THEM?!"

"Maybe I will!"

This is, if not the weirdest game on Steam, then certainly in the running.

Go to Indonesia, unravel an ancient mystery, learn Silat, and date fish. All in a nostalgic pastel color palette with soothing music playing in the background.

Nusakana is like the gonzo lovechild of Harvest Moon and Legend of the River King, and despite English not being its original language, it is clearly a labor of love. In fact, the production values are so high that I think it would have been a cult classic if it had released back in the days of the SNES. As is, it commando-crawls at top speed out of steam's RPG Maker ghetto, punching komodo dragons in the face the whole way.

If you're willing to play something a bit different, then there's a ton of content in here. Day/night cycle, days of the week, quest boards and faction loyalty, RPG combat, fishing, crafting, language-learning, and dating, and a plotline that runs deeper than I would have expected. Somehow, rather than turning into an unharmonious kludge, all these elements work together, producing a play experience that is both relaxing and satisfying.

If you liked Harvest Moon, I'd say this is a solid \$15 game. If you like to explore weird avenues of game design, or just the weirder stuff steam has to offer, I'd impulse-buy this on 50% sale.

If nothing I've said above even remotely appeals, then steer clear. This strangeness is probably not for you.. Nusakana is an intriguing and genuinely kooky RPG title that focuses more on simulation than combat. You assume the role of a fisherman who visits a remote island on vacation, and his time spent there is entirely decided by you. Whether it's romancing the mysterious sirens of the island or devoting time to unravelling hidden secrets, Nusakana is scored with anime style characters and a seemingly endless lounge jingle. I bought it on discount and would recommend the game purely on that condition.

Pros: a unique environment, some wonderfully weird characters, a curious twist on simulation ideas.

Cons: combat lacks depth and purpose, some grammatical errors, not exactly challenging.

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