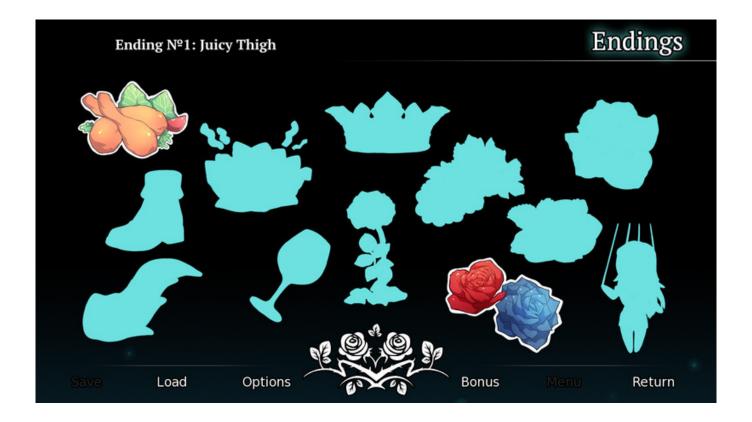
Sounds Of Verity Activation Code Keygen



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About This Game

Visual novel, ADV, fantasy, romance, otome

There is unease in the demonic astral plain these days. The Nothern king is dead, and the prince is about to rise to the throne. But he is a strange silent lad. Human commoners (like me) have nothing to do with the local intrigue. Yet...somehow I am now in the very epicenter of this revolution?! Having made a contract with a suspicious demon...I just want to go home! Or in the very least, survive this mess. So please... tell me something!

- * Several different endings
 - * Atmospheric locations
 - * Plot twists
- * Plenty of romantic scenes

Title: Sounds of Verity Genre: Casual, Indie

Developer: Violet Feature Publisher: Violet Feature

Release Date: 27 Mar, 2018

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Minimum:

OS: Windows XP

Processor: 1.4GHz

Memory: 1 GB RAM

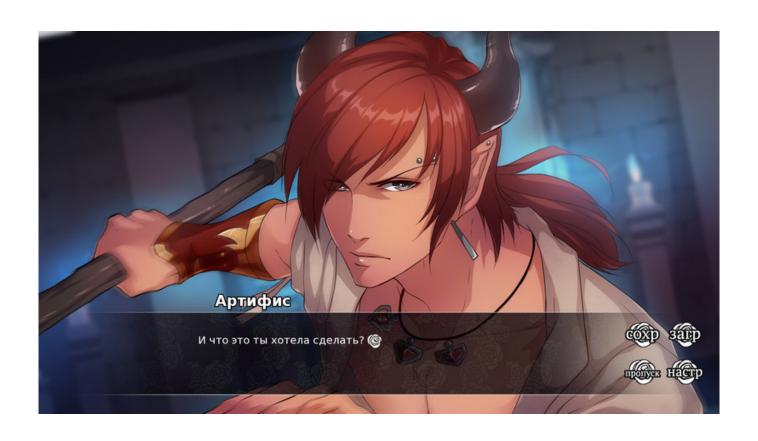
Graphics: Intel HD Graphics

Storage: 300 MB available space

Sound Card: Any

English,Russian







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Short. Very short. You can see all endings and gain all achievements in an hour. But beautifully drawn and beautifully written.. While I really loved the art of this game, and the choices came up frequently enough... I really just felt it to be too short to be honest. Just in general compared to other VN's I have played. I'd gotten all the good ends in one sitting and while the full CGs were beautiful I wish I could have seen more of them rather than the small version of cgs.

The characters I have mixed feelings about honestly. Nettain was obviously the main dude in this, regardless of the route you try to end up on it's plain to see the story focus's on a love story with him. Which isn't too bad, but I noticed they focused so much on scenes with him and the MC that it really didn't give me enough time to even fully appreciate the other characters, which was a shame because I was rrreeeaaallllllyyyy into Krudelta but... I could barely get a feel for her even when I got her ending. Now Artifis got more chatter in, but I still felt for getting his endings I just wish there were more scenes to get to know him better.

The music was just fine in my opinion and the overall story had a very good premise I think, it simply felt a bit rushed is all.

If you want a sweet love story I'd go for Nettain and play around with that route, but honestly that was pretty much the only route I felt satisfied with.

I'd give this a 5.5\10 honestly. It was a fine game, and a fun way to kill two hours, and for what it is the creators did a great job, but it wouldn't be something I'd come back to.. Short, but a good time. I always love a game that has male and female love interests, though I feel Krudelta's route was too breif and only vaguely romantic. My only real beef is that at times it was hard to tell what choices lead to which route, so I repeatedly ended with Krudelta until I caved in and looked up a walkthrough.. I enjoyed this game but it's too short. Only one route felt fleshed out, the others were too short and rushed. The artstyle is pretty but I wish the scene art would have been full screen instead of small snippets on the screen. This makes you unable to go back and look at the image again since it's not saved in the gallery.

Just like in Violet Features other game 'Let's not stay friends' the world that this game takes place in is an interesting one and I'm glad we get more information on it thoughout the game.

All the endings varied greatly.

And Maxim Nick really needs to get a soundcloud account if they don't already have one because the music in both games is really good and I'd like to listen to it again without having to start up the game to do so.

So despite it being short and some routes lacking in lenght I would still recommend this game.. Sounds of Verity is a short Otome Game with two male and one female romance option.

I finished the game with all possible endings in three hours. However, despite it's lack in length it was still enjoyable to play. Interesting characters who might not be given the amount of time necessary to properly go through some developement, but I didn't find myself bothered by it at all nor did it negatively influence the story. Just know that the changes are either faint or non-existent.

The art is nice, the music fits the events and the overall atmosphere of the game and the text is (despite some errors and mistakes here and there) well written and never happened to bore me. What else is there to say? Depending on which ending you end up with, each of the two male options have a steamy scene. Something that bothered me was, that they decided to make the Jester a proper character (is there a reason for that? any future plans for him?), while another side character (the minister with a pig-snout, apparently) is a faceless glob of pink. Even the nameless maid is given a proper and beautiful looking sprite. It wouldn't have hurt to work out that one more sprite for that one last character, would it?

I bought the game over the Steam Summer Sale, but I think even at the full price I wouldn't have regretted the purchase. Do recommend this game.

Edit: I forgot to mention that the mentioned 'plot twists' weren't really plottwists either. At least, if you got a good amount of clichés already saved up in your memory and know your way around with such stories. Though, that didn't make them less likable.. I really enjoyed this Otome. It's short, yes, but I liked the characters and the atmosphere. Nettain is adorable IMO, Kurdelta took some time for me to warm up to (kinda an in joke there, har har har... sorry), and Artifis is the spicy one. The three romanceable characters were very well developed IMO given how short the story is. That ties into the dialogue options where paying attention to characterisation will guide you on which choices to take to romance each character. Of all the possible endings I think I only struggled on four of them, and when I finally succumbed and used a walkthrough I almost facepalmed

when I realised the mistake I had been making with Artifis that his character dialogue earlier should have tipped me on.

For anyone who has played Lets Not Stay Friends this game does even better on both atmosphere and characterisation. Due to the aforementioned characterisation I also found this one far more intuitive, while I wound up glued to the guide in LNSF (still enjoyed it though).

Recommended. ^_^. Quite a good plotline, but it will take quite some tries to unlock all the different endings.

The sexual content isn't too much, though I would have loved some more endings as when you get the hang of it, it is quite fast to go through. Pretty art, but little else. The plot feels like what a kid might write, then find this on an HDD 10+ years into the future and feel embarrassed as heck. Don't be fooled by my 12+ hours of playtime, that's just me getting bored and chatting on Discord instead of playing. The whole game can be completed in 1-2 hours.. I completed it in just under three hours, but it's a nice little otome game, espically on sale! It's an enjoyable fantasy/romance visual novel and I would reccomend it.

Pros+

- +Nice Art (bg, cg) and hot guys
- +Interesting world
- +Strong MC (in most routes)
- +Achievements
- +Pretty Music
- +12 unique endings

Cons-

- -So Short! I completed everything uder 3 hours! I want more (story, characters, lore, etc)!
- -Almost 7\$ orignal price so get it on sale
- -I personally only like 2 of the 12 endings

8.5/10

Great story with diverse endings. Beautiful art, fitting music, and complex characters that are ACTUALLY impacted by your choices.

However, the romance was a tad bit rushed.

Overall, I highly recommend it.. The game is boring and does not draw me in at all. I do find the art beautiful, but the writing style is not engaging at all. It seems like a sloppily written fanfiction.. Short. Very short. You can see all endings and gain all achievements in an hour. But beautifully drawn and beautifully written.. BUT only if you buy it on sale!

This is yet another game that makes me wish that Steam reviews had more than two ratings for a game. I got the game for about \$1.75, and I absolutely recommend it at that price. However, that was a fairly deep discount off the list price of the game (\$7) and I would not recommend it at that price.

The game is very pretty and some of the sprite's expressions are downright hilarious, but it has two major flaws: it's short and it's badly translated. I'd say about 90% of the game is the same every time you play. There is only one base route you play and there is no difference until you get pretty much to the end of the game. In the 2.3 hours I played, I got all the endings and did some back-tracking and re-reading. I would estimate that just going straight through, to see everything in the game you would only need about 1:45. It's also poorly translated. Practically every line of the dialogue sounded unnatural, and while it doesn't prevent you from understanding what's going on, between poor translation and little content, the characters are all pretty unimpressive and flat.. I found this game on sale and I bought it since I was really bored and wanted something new to play. I wasn't expecting much from it, but I actually liked it in the end! It's a shame that it was so short because the characters could have been developed more. One of them, the Jester, seemed pretty interesting and I was expecting more about him, but sadly you see him in no more than 2 scenes and nothing is explained about who he is, what are his reasons, etc.

The art was nice, maybe not the best, but I liked it anyway, especially some of the CGs. I just wish there were more of them! I don't think that the translation was bad, maybe some sentences sounded a bit weird and there were some typos, but nothing too terrible.

If you're interested in buying this just for the female route, don't. Like someone else said, it's more like a common route that ends with something romantic implied between her and the MC, but nothing more.

Anyway, the story was probably a bit stupid, but it was funny and it made me laugh! I wouldn't pay the full price for it, but on sale I would recommend it.

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