Bermuda Patch 8 Download

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About This Game

A camp trip goes wrong for Edward and his friends as they are abducted into an alien submarine. They now await to hear if they will be allowed home, or be executed inside this ship. Edward wants to trust the aliens will make the right choice, but as the decision looms, doubt begins to whisper in his mind.

Bermuda is a visual novel mixed with open ended stealth puzzles. The game is fully voiced, featuring the talent of veteran actors such as Cristina Vee (Madoka Magica), Kira Buckland (Blue Exorcist) and Kyle Hebert (Dragonball). Xanthe Huynh and Skyler Davenport from Unhack also make a return, as well as voice actor Miguel Moran. For players who prefer to read the story like a traditional novel, each character's voice can be toggled individually.

Running at around an hour in length, Bermuda aims to be a succinct story that players can enjoy around their busy schedules. Each episode features bonus conversations, giving players a chance to know the cast better.

Illustrations: Alastair Sew Hoy

Music: Matt Hamm

A demo version of Bermuda is available! Please consider checking it out first to ensure the game runs well on your machine.

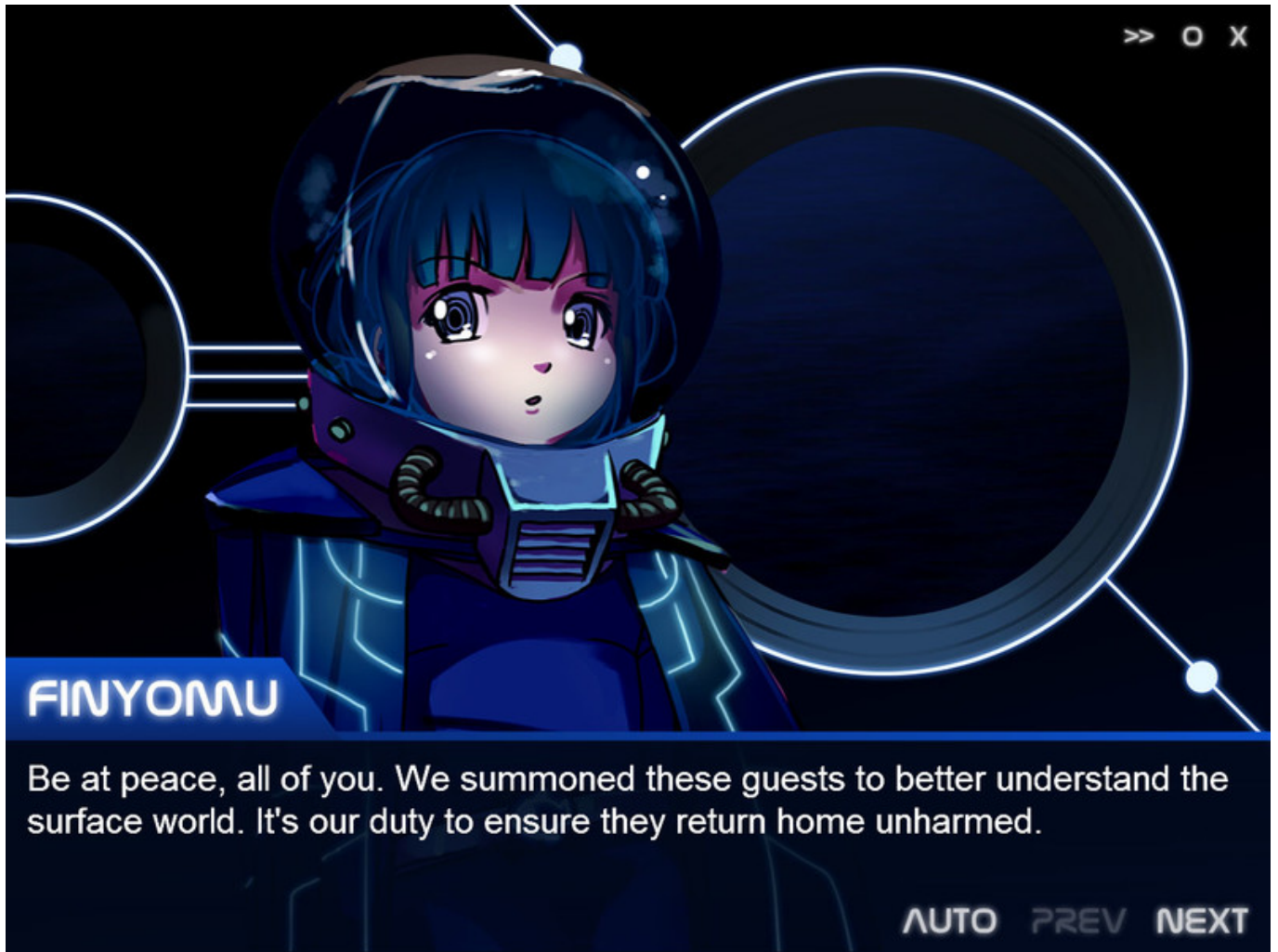Thank you! I hope you will find the experience valuable.

Title: Bermuda
Genre: Adventure, Indie
Developer:
InvertMouse
Publisher:
InvertMouse
Release Date: 17 Mar, 2015

 a09c17d780

English

ALIEN

Acknowledged. Fire when ready.

AUTO PREV NEXT

FINYOMU

Be at peace, all of you. We summoned these guests to better understand the surface world. It's our duty to ensure they return home unharmed.

Strangely religious. Mentions God in every one of its acts. It was a fun bit of distraction though. :). Nice Short Visual novel :33.
The good:
-great visual style, very different from the anime theme that 99% of visual novels have
-fully voice acted
-animations look very polished
-each chapter has optional conversations. While these don't drive the story forward, they are of the same quality as the rest of the game and really give you a better feeling of what each character is like.
-the stealth sections are actually fun and not too punishing if you mess up.

The bad:
-voice acting is at points bad when actors don't use the proper emotion or emphasis
-during most dialogue scenes, character graphics are static even when events occur they are reacting to with voice
-I didn't care much for the story. It was trying to be overly religious without actually doing much with the religious theme. It also seems to skip a few steps.

Overall my experience with this is a positive one. Give it a try if you like visual novels.. too much story and little game play. I love visual novels quite a bit. So when an visual novels come to Steam, I usually purchase them to support said games. It doesn't help that I this game was made by the same people who did "Unhack," a game which I adore immensely. However, the problem lies in multiple aspects, making it confused as to what the true culprit is which makes this game not pass.

   Let's break down the elements on the game, starting with the music. This section will be short because, to be frank, the music is pretty forgettable. Normally, with another game, I wouldn't focus to heavily on this but, with a visual novel, there is a lot more riding on the music, It conveys what the game can't so the music needs to convey every emotion just as well as the character's dialogue and voice cast, if there is one. With "Bermuda," the music felt static. It never felt like it was anything special and, once the scene was over, the music vanished both from the game and my memory.

   Next, let's look at the story. The story provided is rather silly in concept and is too rushed to be anything special. It also doesn't help that this seems to be a character driven story but fails in execution, which I will discuss later. The plot is sort of there because it needed to be, that's all.

   Before moving onto the characters in question, let's address one of the major problems with the game: the gameplay. To be fair, not many visual novels have a gameplay aspect so, the fact that this one does makes it a tad more interesting for having one. With that said, the gameplay is boring. If it was difficult but well-made, I wouldn't be able to complain. If it was very easy but well-made, I'd complain on difficulty but that's it. However, "Bermuda"'s gameplay finds a way to be simple, boring, and pathetically easily. You move the main character, Edward, on the same map, accomplishing whatever goal is given to you. Whether that be going to the top floor, buying time for someone, or bringing guards to their untimely demise. The problem is that it's the same thing, not really changing at all. It's boring is the best way to put it.

   The last point and the largest problem are the characters. There are only about five major characters, not discussing one for spoiler reasons. The first is Finyomu, the acting commander of the ship. She's only about seven years old but acts much older than that. She wishes to know more about the surface world, studying humans to learn more about them. Besides some things that come up later, that's pretty much it. She's a basic character, as if copy and pasted. The second-in-command, Mukan, has even less character. She's the atypical tomboy, liking girly things (poetry, romance novels, etc.) but having to be a hard\u2665\u2665\u2665\u2665\u2665on the ship. She's overly protective of Finyomu though she is her best friend. That's it. Then the human characters. First up is Paul. He's a tough guy who went to jail for protecting another character, Joanna, and is currently in a relationship with her. He's the guy who the reader might identify with in this situation. He happens to also be the most developed character in the story. The second human is Joanna. I hate this character. She's barely in the story but has such a pull on the Paul and Edward. She is clearly in love with Edward but is dating Paul because he asked. She is the only human teleported back to the surface before something goes wrong . That's all we know! Lastly, we have Edward\/Eddie, the main character. He's bare bones, nothing special to him at all. Though he loves God...a lot. Exaggerating here but it's almost like every other sentence is about God. That bothered me immensely and made me start to hate him a bit. It's tiresome, hearing about God non-stop. That's all there is to it.

In case you couldn't tell, the main point in that massive section above was this. The story is too short for the characters to shine. No matter how bland a character might be, they can be exciting in some way throughout the story. Especially in a character driven story, the length can hinder the characters. Many stories, however, don't have this problem but I finished this game in just under two hours. That's too short. Visual novels like "Saya no Uta" or "Little Busters!" thrive on their characters. Though the latter is muchy longer, the former visual novel is fairly short, only about two to ten hours as listen on VNDB. However, unlike this game, "Saya no Uta" has characters which can shine, even if they aren't the best or most well-written. This game just didn't take the time so the characters fall flat, killing it along with it.

One last point before the wrap-up: the voice acting. Though these voice actors are amazing, having a deep love for Christina Vee and Kyle Herbert, the acting is fairly stiff. I don't know if it's because of the material given but there's something off with these performances. Well, except Christina Vee, who sounds very good and emotional. Everyone else is stiff.

"Bermuda" is a game which I wouldn't recommend. If you happen to have it through a friend or in a bundle you were gonna buy anyway, give it a run through. It most definitely isn't the worst thing out there. However, don't purchase it. Instead, buy "Unhack," which is by the same people and does everything this game should have done but better.. First off, I am giving this an up vote, despite the fact that if there was a neutral option, I'd be going there. Would I really recommend this game? No, but I enjoy VNs, and I've really enjoyed some of the makers other offerings. I consider this as much an investment in keeping the company making enjoyable VNs as anything. It would be great if Steam would implement a neutral option for people to review a game without negatively affecting a company. Anyway...

Really short (less than an hour), kinetic visual novel by the folks at Invert Mouse. There is also a mini-game that's sort of like a boring hide and seek, that is skippable (fortunately). The story itself is about the abduction of three people from the mainland by an "alien" spaceship\/submarine, and the interations of two of those characters with the "aliens" after the device that is used to return them to land malfunctions. The story is, well... ok. It has some nice messages, but it's hard to get very attached to characters in one hour. A little preachy with as much mention of God\/faith in so short a read. The music was... ok. The art was probably the VNs best asset, but wasn't anything to write home about. Voice acting was pretty bland for a couple characters, but was good for others. It was fully voice acted. Inexpensive, so even if you're disappointed, you aren't gut punched by the price.

So, in short. Buy it if you are a lover of VNs and have run out of other titles, or if you are just looking for a way to support the Mice. If you go in not expecting all that much, you might end up pleasantly suprised. Definately check out some of the other Mouse offerings if you are in search of good VNs, and haven't read them all already.. Bermuda is a game for 3$ lasts about hour and half. It's really nicely put together game that's fully voiced with somewhat stealth sections in middle of each dialogue. The stealth part can be random at times but really easy. I really enjoy my time with the game and would reccomend it to anyone

Bought this when it was on sale, it was a fun story, would recommend.. I liked Unhack so I was eager to try this title too. Bermuda uses same formula, visual novel mixed with minigames. Stealth puzzles are not hard, which I think is great. They are a fine addition to usual VN reading (or listening - all dialogues are voiced) experience, but do not frustrate players who simply want to enjoy the story. Characters are well developed although the story sometimes felt a bit rushed. Again I liked the art design. I'm not sure if I can pinpoint why I like Bermuda's graphics so much, but the clean design with minimalistic color palette and heavy use of blue together with black backgrounds is somehow just so relaxing to watch. Even if Bermuda is a short VN, it takes about an hour and a half to see the ending, it is more than worth your money. I can easily recommend it and can't wait to see what will InvertMouse bring next.. While its definitely shorter than I expected it to be, it does have a decent storyline and interesting gameplay. I've seen Visual Novels include elements of strategy games (IE: Sunrider, War Of The Human Tanks, etc.) but including gameplay dealing with stealth and sneaking past enemies? That's something I'm totally unfamiliar with.

Which is why I give this game a thumbs up.. This is a reasonable VN. Worth the low cost.

It's linear and there are no choices, but it's an alright story.

I would have liked to see it expanded into a larger game.

. A very short VN, but worth paying the full price in my honest opinion. I love InvertMouse games, and Bermuda is no exception. I found the story rather interesting, the art style is good (the only thing that bothered me was the lack of different facial expressions, but that\u2019s a pet peeve of mine)\u2026 BGM was really good, it fits the story nicely. I also enjoyed the mini games.

But here\u2019s the only flaw on this game: the VA. I\u2019m sorry, but it was awful. Sounded like everyone was just reading the script and that\u2019s it\u2026

5\/10. A good quick experience overall! I also think it would be awesome to have a DLC of the soundtrack. =). Buy it for the story, not for the gameplay.

Unlike InverMouse's previous major title, Unhack, Bermuda does not attempt to meld its gameplay and visual novel elements together. The entire gameplay consists of exactly one level. The goals and number of guards change, but this does little to make it less boring. It just felt like a tedious stopgap between story segments. The game would undoubtedly have benefited from a more traditional point-and-click or choose-your-own-adventure style to its storytelling.

For being only a 3 dollar title, the story is surprisingly good. It had enough mystery to it to keep me interested, but never seemed like it was making an\u2665\u2665\u2665\u2665\u2665pull when it threw in plot twists. My only gripe is that Eddie can't seem to go more than a few sentences without throwing in a reference to God, and I'm not saying that just because I'm not religious. Especially once Mukan started angrily declaring that she didn't believe in God, all I could do was roll my eyes. It struck me as trying to insert controversy where none was needed. Leave the battle of the religions to the\u2665\u2665\u2665\u2665\u2665end of the internet where it belongs; I just want to enjoy a good story.

Gripes aside, I still enjoyed the game. Despite being a weaker entry than Unhack, I would still recommend this to anyone who enjoys a good mystery. It's pretty cheap, and while the gameplay is boring, it's not difficult, nor should it take you but a couple minutes to run through.. Cute and short game. Good story with an heartwrenching ending. The minigames (stealth mini-missions) included in every scene are not bad. Great athmosphere, very good art. The aliens are interesting. There are too many mentions of God\/Christ\/Church for my own taste (this is several times per scene, and scenes are short; I don't believe in God, but they obviously do, good for them).

Considering the small price and the short time it takes to complete the story (about 2 hours?), I'd definitely advise you to play it: If that intrigues you, just see for yourself, I expect you'll like it. This is a good visual novel in my book (or rather a good "visual short story" in that case).. A solidly "meh" experience. Good artwork, decent premise, flat writing, and poorly thought out characters, hampered by a clunky minigame.. Good story delivered as a kinetic visual novel with several minigames, some of which appear difficult at first but all of which have very simple and satisfying solutions, the kind that make you smile when you see the solution. The bonus conversations are an interesting way of adding a bit to the story and backstory. InvertMouse games contain some very clever elements that I enjoy very much,. A very quick VN type game that doesn't overstay it's story's welcome.

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