
Selenon Rising Download]



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About This Game

Selenon Rising is a sci-fi noir, episodic, mystery visual novel. Buying the base game will give access to Episode 1, with further episodes to be released as DLC in the coming months.

The age of the Selenon has begun. When these all-powerful beings arrived to take control of Earth, no one could stand in their way. Now, they rule over humanity from the dark side of the Moon, and the Bureau of Human Protection presides over the last vestiges of the human race. They have forced humankind to obey a single law - halt all technological progress or be annihilated.

Violet is an agent of SPECTRA, a group of psychics who work for the Bureau. She and her partner Blue have been given a new assignment - find the culprit of a murder. It seems clear-cut, but things are never that easy... especially when they involve the New Moon Resistance, a group of freedom fighters who want to stop the Selenon at any cost.

Their investigation leads to a web of secrets that may reveal humanity's ultimate fate. But first, Violet must discover them before it is too late.

Epic story

- Four episodes combine into a novel-length story featuring mystery, love, aliens, conspiracies, and sci-fi action in the distant retro-future.
- Moral choices change your alignment and guide the story towards a number of possible ending combinations.

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- Dossier with detailed, unlockable articles on the characters, world and technology lets you learn more about the world of Selenon Rising.

Mind-reading powers

- Use your detective skills to track down evidence and use them in tense interrogations of potential suspects to uncover their lies.
- Put your psychic abilities to the test by reading suspects' emotions, and maybe even more than that.

Original soundtrack

- Completely original soundtrack featuring noir-style tunes.

Title: Selenon Rising
Genre: Adventure, Casual, Indie
Developer:
Fastermind Games
Publisher:
Sekai Project
Release Date: 29 Apr, 2016

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English

"Old Tech" added to Evidence







DIOLET

The Bureau seems to think there's more here than meets the eye. And, we've found a few... interesting pieces of evidence.

SAVE LOAD SKIP AUTO

Finished the first episode. IT wasn't... *bad*, but it didn't have anything to it that made it stand out as *good*.

- * Interrogation mechanics cribbed from Ace Attorney and Danganronpa, but not as entertaining as either.
- * Interesting setting that you don't get to explore or learn much about.
- * Plot that changes gears from a crime procedural to a spy drama to some kind of shonen-y thing without warning.
- * All artwork that isn't character portraits seems underdeveloped.

I guess I just wasn't hooked.. Selenon Rising is a horrible visual novel.

Just horrible.

Even if it's free don't do this to yourself. DON'T BUY THIS!

It's a broken mish mash of games and none of them are done right. The writing is the universal fail of this little incoherent incomplete mess.

Selenon Rising's story is just bad. It's directionless and incoherent. The characters are so poorly written it's impossible to get invested. The lazy weird art doesn't match what's being said. I'm talking characters and backgrounds... All suck.

Selenon Rising is a visual novel with bad art and bad writing.

Instant fail.. Interesting VN! I liked the first episode so far. The art style was good, BGs were decent, BGM was really nice. Also, the \u201caction\u201d during certain scenes was awesome.

The gameplay of this game is like a mixture between Ace Attorney/Danganronpa, where you need to check if people are telling the truth or lying, and even present them a certain proof that contradicts their argument. There\u2019s also choices (like any other non kinetic VN).

I just found the introduction of characters really similar to Danganronpa. if you\u2019ve played DR games, you\u2019ll notice that when you play Selenon Rising. Overall, I recommend this VN, and I\u2019m looking forward to play the next episodes.

7/10.. I absolutely love the setting of this game! The world is unique, detailed, and very intriguing. There is so much backstory and lore that really makes the world come to life, and only a bit of it has been seen yet. The characters are likable, the choices can change the alignment of your character. The plot is really good, and it\u2019s a nice price for the content. I can\u2019t wait for the next episode!. Selenon Rising appears to be a cross between a graphic novel and a "choose your own adventure" story.

The concept behind the game is quite interesting. Aliens control the Earth and use human agents (part of an organisation called Spectra) with ESP abilities to control the human population, or else the aliens might get nasty with the humans themselves - so Spectra have the unenviable job of saving humans from themselves.

The concept, artwork, and (some of the) music are quite good.

Not being able to skip the introductory credits is a pain, so make sure you save the game as you go (escape and hit save).

I must admit i couldn't really get into the game. Maybe it was because the scenes took too long with so little happening. Or maybe it was because (I hate to admit) I failed at interviewing a suspect (I didn't find it intuitive at all).

Someone else with a different mindset might better enjoy this game. It seems well-crafted; but, unfortunately, I couldn't really get into it.

I would like to recommend this game because I liked so many elements within it. However, I can't recommend it as I didn't personally enjoy it.

However, since this is the first review of Selenon Rising on Steam, perhaps people should wait for some more positive reviews, as I feel sure that there would be people who would like a game of this nature (but it seems that I'm not one of them), and they

may have a take on the game that is completely different to mine.

If I see any reviews or other information that make me re-evaluate Selenon Rising, I may give it another try.. I really like the story of this VN. I always have been a sucker for noire style games and that game mixes it with sci-fi. What's not to love

Has great potential but the lack of choosing your own path and chooses such as not being able to side with the selenon or being forced into a romance with blue was beyond infuriating i screamed when you couldnt agree with the dark one, but it has an interesting premise i just hope the devs address the romance and pathway chooses, such as having a chose to shoot or at least arrest Zarla.. Oh. My. Word.

I both had fun playing this and got my heart ripped out toward the end. I can't wait to see where this goes, because I'm invested in Violet's story.. This is an interesting and unique visual novels that has its moments and faults.

Things I liked:

- Interesting characters both main and supporting. Invested in Violet's story.
- Art style
- Story
- The investigations
- Many potential story seeds planted in this episode, hope they will bloom in the coming episodes
- The story continues in episode 2, can't wait for it.

Things I wished I could zap into oblivion with someone's psychic powers:

- Feels like I'm powerless in controlling Violet's choices
- Background music
- The world lacks depth as the supporting characters are not given time or space for their stories to be told
- Too few investigations
- Ending is abrupt. Does not feel like a cliffhanger. Feels like a sudden stop when you expect to feel solid ground beneath your next step but instead find yourself free falling and painfully experiencing and abrupt splat!

I enjoyed playing it once. Felt annoyed at its shortcomings. Will not replay episode 1 but am waiting for the release of episode 2 as I look forward to the continuation of the story.. Selenon Rising leaves me with a feeling of "nearly there." The characters are interesting, engaging, and easy to identify with. The character art is suitably attractive and expressive. The music is atmospheric and follows the action well. The setting and story are both very intriguing. The interview mechanic was challenging and fun: the "correct" solution was not always obvious, but always made sense in hindsight.

Selenon Rising has a lot going for it, but stumbles in places as well. Some of the transitions are a little awkward, some of the scenarios not adequately set up. This was mostly an issue early on, and the payoff for sticking with the game is pretty good. The price seems right so far, maybe a little steep for the amount of content in episode 1. Value for money will depend a lot on whether subsequent episodes will be released free, at a reduced price, or at the same price. A demo, perhaps including the early Grange scenario, could encourage interest since it is difficult to communicate what the game is really about without one..

NOTE: This is my review for the first episode. I will add and change (maybe) my rating as the episodes release. There's also a demo available on the game's website.

Selenon Rising is a sci-fi noire visual novel by the same people who made Icebound. While this game is episodic, the first episode has shown a lot of promise and I was able to get 3 hours worth out of the first episode. You play as Violet, an esper who's special power is being able to read people's emotions. She is out to work on a new case with her partner, Blue. After completing what may be a simple murder case turns out to be much more and starts Violet on her journey to her decision on how to save humanity.

In the game, you are met with a couple of investigation scenes and interigation scenes. During the ladder, it's much like L.A. Noire with its system of presenting evidence and doubting someone based on their testimony with their emotions when you can't present something. Out of these parts, you can pretty much expect the usual with visual novels and choices. Similar to Mass Effect's renegade and paragon system, you will be forced to pick choices that will make you align either towards blue (Law), red (chaos), or stay neutral. I only did one playthrough and stayed relatively neutral, so I'm not sure what changes there are between the three alignments.

For the first episode, I found myself really lost in the world. There are so many questions you find yourself asking and thankfully albeit slowly, the game does give you some answers. There are a few surprises, one even made me scream at my computer. GG writer, gg. For the price, think of it as a Telltale game. There will be 4 episodes and while I'm not sure about the price, it'll likely be around the same price for a TTG game, If you like a sci-fi detective visual novel, then you can't go wrong Selenon Rising.

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