
Tales Of The Orient: The Rising Sun Download Mega



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About This Game

Travel to the Edo period in Japan and help Satsu and Miyamoto in an epic adventure to preserve ancient Japan. Prove your skills in Challenge mode with limited moves. Experience the excitement of building an ancient Japanese village in this engaging Match 3 game. See the beautiful scenery while listening to relaxing music inspired by this period in Japanese history. Dive into an epic story of honor and courage and help a Geisha and a Samurai save the day in Tales of the Orient: The Rising Sun!

- Three game play modes: swap, pop, chain
 - Can you win in challenge mode?
 - Build an ancient Japanese village
 - Exciting adventure
- Rotate the board make the best matches

Title: Tales of the Orient: The Rising Sun

Genre: Casual, Indie

Developer:

Green Sauce Games

Publisher:

Green Sauce Games

Release Date: 27 Feb, 2015

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English,French,German,Czech,Polish,Russian,Italian,Portuguese







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Very fun match 3 game with 3 different game modes and if you get stuck, you can rotate or rearrange the tiles... and the change to get help form te special items... so getting stuck isnt that bad... :). Great little matching game, complete the levels and build the city. There are not time limitls, you get a certain amount of moves for each level unless you play in relaxed mode. All achievements can be finished in either mode.. a beauiful game awesome gameplay and the soundtrack is just so relaxing and fits the mood for the game and the nippon land i give this game 10 out of 10 i hope to see more games this dev soon and hopfully they provide the soundtrack too its that good. Candy rush on PC. This is the Burger King of Match 3 games: you can have it your way. There are 3 different ways to play: Swap, Chain, or Pop. Swap is the traditional match 3, as in Bejeweled, where you click on a tile, then click on a second tile to swap them and make a match. Chain is like in Tidalis, where you use the mouse to create a path of the same type of tile and then clear them. Pop is similar to Season Match, click on groups of 3 or more matching tiles to clear them. Personally I prefer Swap.

There is also 2 different modes. Challenge mode gives you a set number of moves to finish the level. Casual gives you no limit.

The graphics are decent. Nice backgrounds of Japanese scenery--both day and nighttime scenes. Let's face it, you're probably not playing this game for the cutting edge graphics, so what do you expect?!

The background music get boring after awhile. But again, are you really playing a puzzle game for great sound? Sure it would be nice but it's not essential.

The story is bare bones, but they keep it interesting by having you purchase buildings for your village. The buildings do not do anything, but it makes it seem like you are making progress rather than just playing for no reason.

I highly recommend this for match 3 lovers. You can play whatever style you prefer.. This is one of the best match-3 games I have played, simply because of how customizable it is.

There are two game modes, challenge and relaxed. In relaxed mode you have unlimited moves to complete levels, whereas in challenge mode you are given a maximum move limit. Players can switch back and forth between these modes at any time.

At the start of each of the 100 levels, you are given an additional layer of customizability: choosing your preferred clear mechanic - swap, chain, or pop.

- Swap is the traditional Bejeweled-style gameplay, where you form rows or columns of 3-5 symbols by trading adjacent tiles. This is the only mode in which qualifying matches auto-clear from the board.

- Chain is similar to 4 Elements, where you click and snake your mouse through connecting matching tiles to form longer zigzagging matches.

- In pop style, you click on any grouping of 3 or more like tiles to clear it.

It is completely up to you how you want to play; you can stick with one style the whole time, or switch it up with each new puzzle. Certain levels are easier or harder depending on which option you choose, which means there are effectively 300 different levels in the game if you go back later and freeplay each level with each play style.

As you play, you gain currency that can be used to construct buildings, unlocking power-ups and extra moves. Moves gained this way go into a pool that you can draw from in 5-move increments in order to finish a level in challenge mode. This pool is finite, so any moves you use from it are permanently depleted. Additionally, there are only 16 purchasable upgrades, so use your moves wisely.

Over the course of the game, you will unlock four different power-ups that will help you overcome the various challenges presented in each puzzle. These power-ups have meters that refill as you clear specified tiles from the board, and any progress you have made toward replenishing these meters carries over between puzzles. You are also given a shuffle button that is on a timer, bombs that appear any time you clear 5 or more tiles simultaneously, and arrows that rotate the board, allowing you to

refill blank tiles spaces or change the direction of how tiles will fall. None of these bonuses count against your move limit.

(I disagree with other reviews that imply you can keep rotating the board to solve levels. First of all, as previously mentioned, auto-clear only works in swap mode. Secondly, rotating the board can only clear tiles if you have open slots for new tiles to fall into, which isn't often. There are a handful of puzzles where rotation will help you form a few matches or save a few moves, but it will never complete the level for you, and usually the levels in question compensate by having lower total move limits.)

I felt the escalation of challenges was well-paced, and keeps the puzzles from feeling repetitive. There are a range of obstacles to overcome, from immovable frozen tiles to hidden bricked-over tiles, and the tutorial does a good job of introducing each new hurdle.

Once you work your way through the story, you enter freeplay mode, where you can go back and replay any level from the game. I had a small glitch with my game where the play button for freeplay was not initially available, and I had to exit the game and relaunch it for the button to appear. I had no further problems accessing freeplay after that.

I want to point out that the music for this game is absolutely fantastic. I can't remember the last time I enjoyed a soundtrack so much.

My only real complaint with this game is the story. It is a bad amalgamation of mostly-Japanese tropes and stereotypes, and really has nothing to do with the Edo period. I am fine with a game being set in an historical setting, as long as the developers do their research and make it at least plausibly accurate. They could have easily kept their theme and given it an educational bent, with references to a specific conflict or real historical figures; but as it is, it feels generic and slightly offensive. Even the voice acting felt forced. There is a difference between cultural appreciation and cultural appropriation, and even though the story didn't impact the gameplay in a significant way, it still made me shake my head.

Overall, this match-3 game is highly customizable, well-paced, has a wealth of replay value, and contains an awesome soundtrack, making it one of the top in the genre. Its only real downside is that it used a cultural setting as a cheap gimmick, rather than as a learning tool or a respectful homage. I would give it an 8.5/10

It's a match-3 game clearly cribbing notes from Candy Crush, but it doesn't pester you for additional money past your purchase. Plus, the art style isn't as annoyingly saccharine cutesy.

The game has a "challenge" mode where you are limited in moves like Candy Crush, but also a "relaxation" mode where you have infinite moves, just in case you're sick and don't want to think too hard, or you want to let your 4-year-old have a game without ever feeling frustrated.

In fact, the 4-year-old target audience seems like a good fit: You can rotate the board to change where the blocks fall, and you get infinite "shuffle"s to re-randomize the board. You get overpowered special abilities that wipe out whole columns and rows of the board, and the recharging of those abilities carries over, meaning you can purposefully tank a level recharging your supermoves, then break them out at the start when you reset the level. (Or just play relaxation mode where it's impossible to lose.)

There are three modes to choose from, with two of the three relying upon clicking already-existing matches, and the last being the "swap" mode that is familiar to most match-3 players. The maps and number of moves are the same, and you give up automatic matches/chain matches when you play anything but swap, so there's zero reason to handicap yourself by using anything but swap.

You play as a... I don't know what you play as. But apparently, someone burned down a village (although it's a pristine grassy field when you look at it,) and everyone says it's your responsibility to pay for rebuilding it. Getting gold involves beating levels, so basically, you just play levels and then spend all your money on other people you are assured you are related to in some way. There are only two characters, (the ones on the title menu,) and they only have two poses: normal, and blinking. You'll get sick of seeing their stiff poses.

The village scenes are largely pointless. You get a set amount of gold from each level you complete, and need to build 4 buildings to complete each set before you advance to the next set of buildings. Since getting maximum gold is nearly always mandatory, it basically comes down to completing level 10 will let you complete set 1, and level 31 will let you complete set 2, etc. Besides the first set, all the buildings give you are more "extra moves", which are basically what you pay money for in Candy Crush. Since you get a set amount of money per level, it basically amounts to "click a button to build something every five levels, then go back to play more."

The story is paper-thin, it's about as relevant to Japanese history as a American Civil War chess set is relevant to the actual American Civil War, and the apparent priority you have in village building more than slightly absurd. (You build a temple for geisha entertainers before you build a rice paddy, and sumo wrestler rings and zen gardens before you build a watch tower or garrison to prevent more raids.) The story involves a civil war, but fails to mention which civil war, which side you're on, or who was even fighting you. You build a "Great Wall" to keep the invaders/rebels/whatever out that looks awfully Chinese for a Japanese story, etc. It's clearly not meant for someone who cares at all about Japanese history. (In fact, "Orient" is generally looked down upon by most Asians...)

In total, it's a match-3 game that isn't trying to rob you, and isn't all that frustrating. Good for a break or giving to people who are definitely on the "casual" end of gaming.. tbh i played this game for japanese theme wallpaper and badge to my profile thats all Get's pretty boring and frustrating fast. Story is non existant, art is strange mix of ancient japanese and chinese themes and neither has anything to do with real history of japan. If you're looking for enjoyable match 3 game, you better off looking elsewhere.. Iv'e played a lot of matching games. This offers you a few differerent game play styles to choose in each round. You choose the best style of game play to help try & complete round. Each round earns you gold coins to help re build the (none interactive) village. Thats realy it. It's a nice little game, but doesn't bring anything new to what has already been done. After 1hr of game play I wanted to like the game, but sorry to say found myself hitting the uninstall.. Really enjoyed playing this game Beautiful music, great mechanic, a musthave game for match 3 lovers.

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