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Download Sakura Sadist



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## About This Game



Music student Azusa is completely obsessed with the campus queen, Matsubara Mamiko, and for good reason. Mamiko is beautiful, intelligent, compassionate... and completely out of Azusa's league!

Azusa has long since resigned herself to the cold, hard reality that Mamiko will never return her feelings, and she's fine with it!

At least, that's what she tells herself – until she receives a text message one night from the mysterious 'Venus'.

Word around the campus is that Venus can use her perplexing powers to bring any two people together, irregardless of how incompatible they may seem. Before Venus will help Azusa, however, our heroine needs to prove her unyielding affection towards her crush.

And how is Azusa going to do that...?

She has to take a candid photograph of Mamiko's panties, of course!

Will Azusa succumb to Venus' devilish temptations? Will Mamiko ever fall in love with her? Or are the rumors surrounding Venus complete and utter nonsense?

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No matter what happens, Azusa's bound to have an exciting semester filled with intrigue, deception, and up-skirt photography!



The heroine of the story. Azusa may be a student at the prestigious Victoria Academy of Music, but she doesn't take her studies seriously. She would far rather stare at the cute girls in her local maid café than practice the cello.

Azusa's father is incredibly famous in the world of classical music, and Azusa has a lot to live up to. The professors at her university constantly compare Azusa to her father, much to our heroine's chagrin, and she'd really rather be judged on her own merits than those of her father's.

Unfortunately, Azusa's only positive qualities are her exuberant energy and her unerring optimism.



Azusa's childhood friend. Mari – or 'Marilyn' - has stood by Azusa's side through thick and thin. Mari routinely waking Azusa up in the mornings, reminds her about impending deadlines, and helps Azusa study in the university library.

Despite everything Mari does for Azusa, Azusa regards her as a bit of a nag, and wishes she would just lighten up a little.



The object of Azusa's affections, and the most beautiful girl on the school campus. Mamiko is something of a musical genius, who can play the piano, the clarinet, and the harp, but she never boasts about her great accomplishments.

All the girls in the Victoria Academy want to be like Mamiko, all the boys wish she was their girlfriend, and vice versa. Unfortunately, Mamiko is simply too perfect, and most people are intimidated by her goddess-like demeanour.

Though Mamiko has a large number of fans, she doesn't have many friends...

That is, until Azusa begins to pursue her.

## Features:

- join Azusa on her love quest
- available in English and in Chinese
- enjoy a cute and funny visual novel
- small choices influence your ending

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Title: Sakura Sadist  
Genre: Simulation  
Developer:  
Winged Cloud  
Publisher:  
Winged Cloud  
Release Date: 25 May, 2018

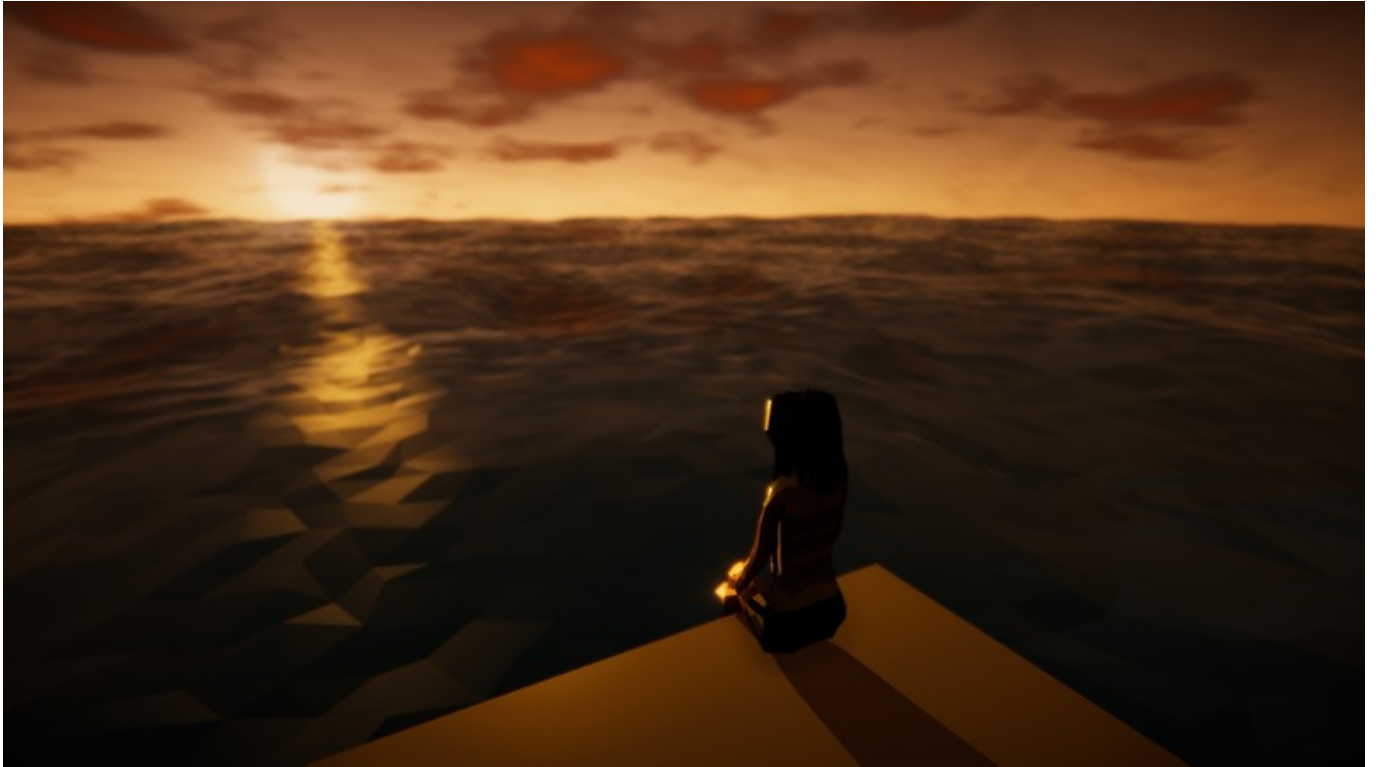
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English,Simplified Chinese









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Nice little game

as i bought the special edition it included some extra levels.

As a big fan of the old boulder dash my expectations were pretty high for a reboot like game.

Too bad there is no original included

So

+ Joystick and input in general is fine

+ Levels are mixed and well done

+ can be challenging in later levels

+ nice menus

+ fine for strategic thinking

+ can be played if you got not too much time to play in general

+ extra worlds like 8 bit are quite nice

+ nice for kids too

+ a lot to unlock

+ replayability is good, if you want 3 stars in each level

+ easy medium and hard mode

- can be a bit hectic sometimes (timer)

- Graphics are not really good- not saying that i don't like the main character- I think the jewels are not well done the stones and the enemy design is also not fine all in all its truly more a mobile game for Handys and Smartphones... but even there were finer graphics.

- collision query issues

- bad presentation

- level are sometimes a bit short

- bad rock physics if i can talk about physics

- sound output is a bit unspectacular as well

- feels sometimes a bit like a free to play game or pay to win

- can be boring fast

- no real nostalgic feeling

- If you get hit by a rock or an enemy its only Oh oh and you get reseted- not very well done

18€ for it are still o.k. but i would not pay more.

I would say its a nice game but it has too much bad aspects and feels a bit rushed

I can not recommend caused by that, but its fun.. I didn't get this game at first when I heard that it only used locomotion to move around but once I heard they added teleportation I decided to buy it and ended up enjoying the game quite a lot. Great to see these guys listening to the criticisms.

. This is one of my favorite puzzle games, both for the initial challenge of trying to figure out the levels, and because the timed leaderboards allow for vast amounts of replayability after you finish it. Sometimes to beat your old time, you might even need to put your brain back in puzzle mode to figure out a new way of finishing!. nice abstractions, nice to play, but the music is sharp, I turned off. All-round a very nice mod. It's worth getting just for the novelty of playing as the Brits alone, but all the other maps are also detailed and enjoyable. There is a slight imbalance towards the defenders on some maps, but not much more than a lot of other maps already in the game (nothing that can't be solved with good teamwork). Overall, a very good addition to the RO2 experience.

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I'm gonna start off by saying this:

This game is not for everyone and should only be played using a USB controller of some kind to avoid throwing your monitor out your window.

TorqueL plays like the 2D portal you always wanted, but more spamming all four directions at once to throw yourself around in the chamber to get to the next chamber. By chamber 10, you find your long lost daughter, so she can walk around in a big cube with you too. This is exactly how accurate the storyline gets by playing the first ten minutes of it, then again that's all you need to see to figure out if this game is right for you. If it's on sale for like \$3.00, buy it, open up a six pack or light up a doobie and laugh your\2665\2665\2665\2665\2665off as you try to get through some of the more advanced chambers that require more strategic button mashing. Overall, the game keeps you entertained if you're under the age of 7, enjoy no storyline, and you enjoy the same gravity and lava combination in every chamber. The reason why I'm recommending this game is because it wouldn't be a bad buy for the price of a candy bar because there's simply not much else to the game other than what you experience about fifteen minutes into it.. Very nice maps for multiplayer. But you can't normally enjoy them. Multiplayer is \2665\2665\2665\2665ing dead.. It is a great game for every ages.. Worthwhile route to get. Stunning scenery and a challenge to ensure you get to your destination on time. Plenty of time for the throttle to be open but the gradients change regularly, mind the brakes.. I have to recommend this. I can use it to open programs and auto login. I use it in winamp to change visualizations. It's so cool to be playing guitar and scream SOLO and a wild visualization pop up.

Other cool uses:

cntrl + z undo

alt+f4 quit

cntrl +s save

and so on it's the most accurate voice recognition I've used.. That bloody voice is the reason I'm never playing this game again.

Annoying, verryyy annoying.. this is not a game, just text that scrolls and no nudity and you can finish in 5 min >:|. I heard about this game from SidAlpha on the diamond devs list and i knew i had to get it as soon as possible didn't play much of it as my reason for buying this game was purely to support the cause. however, in my brief time in this game i did love the play style and the beautiful environments

**HIGHLY RECOMMENDED (EVEN MORE SO FOR PPL WITH CHILDREN...can be a great way to teach).** Yeah... don't get this, it's not even worth the dollar on sale. Hell, it's not worth it if it's free. This game seems like it's some beginner game dev's partially completed portfolio project, not actually meant to be played. The positive reviews are 100% definitely bought and paid for by the dev.

That said, if it got finished it might be fun. As it stands,

**Negatives:** there's no tutorial, no explanation of how to use the consumables, can't remap joypad buttons or KBM configuration, only two maps, no story/motivation to play the game. Also, the jungle pyramid map is 3D but you can only shoot in 2D so... There's zero depth to this game whatsoever. One map is for PVE and the other for survival. It looks like a game that should be a top-down shooter tower defense, but that's deceptive, as you must buy such consumables outside of the levels.

**Positives:** the character power curve would work great if the game was finished, and there's a couple skins you can customize your character with.

0/10. Don't buy, don't play. I'm astonished anyone thought this was a completed product and worth money. LOL



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