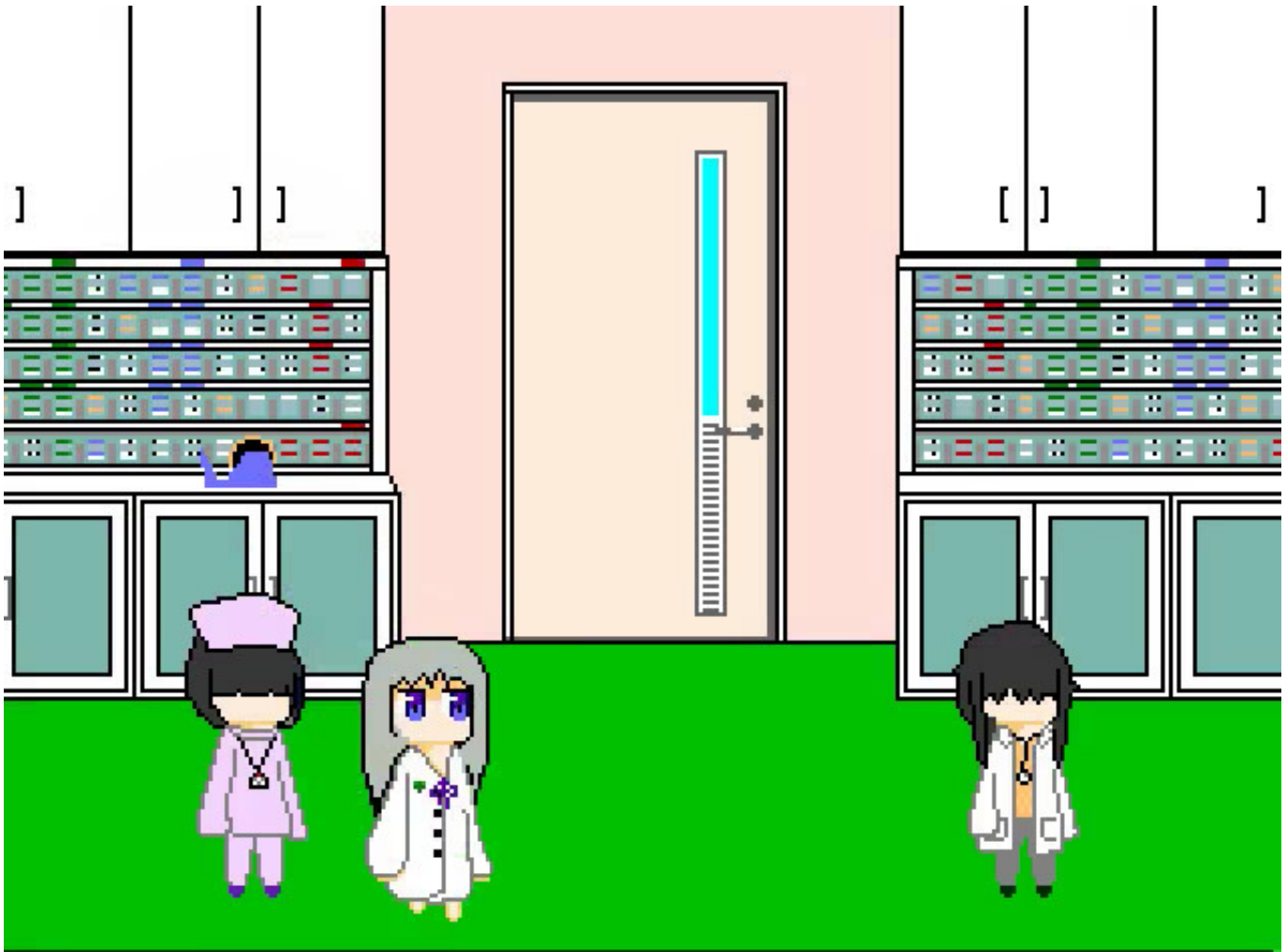

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About This Game

YumeCore features side-scrolling beat-'em-up action inside of a dream-warped hospital. Defeat the crazed patients with punches, throws, and a variety of items to clear the stages!

- **Story**

A girl named Soboko has a lucid dream while staying in the hospital. Excited by the new experience, she acts as a temporary nurse to calm the rampaging patients...by force! But like all dreams, things are not as they seem...

- **Fusion of beat-'em-up & adventure elements**

There's more than just fighting!

Explore the hospital in the real world for items to give Soboko an edge in punishing the crazed denizens of the dream world!

- **Unique characters**

Many strange but cute enemies await, such as girls who spit water, girls who are long, girls who are VERY long, girls who hop about, and more.

Plus, face down end-stage bosses in heated battles!

Title: YumeCore
Genre: Action
Developer:
takayakata
Publisher:
takayakata
Release Date: 15 Feb, 2018

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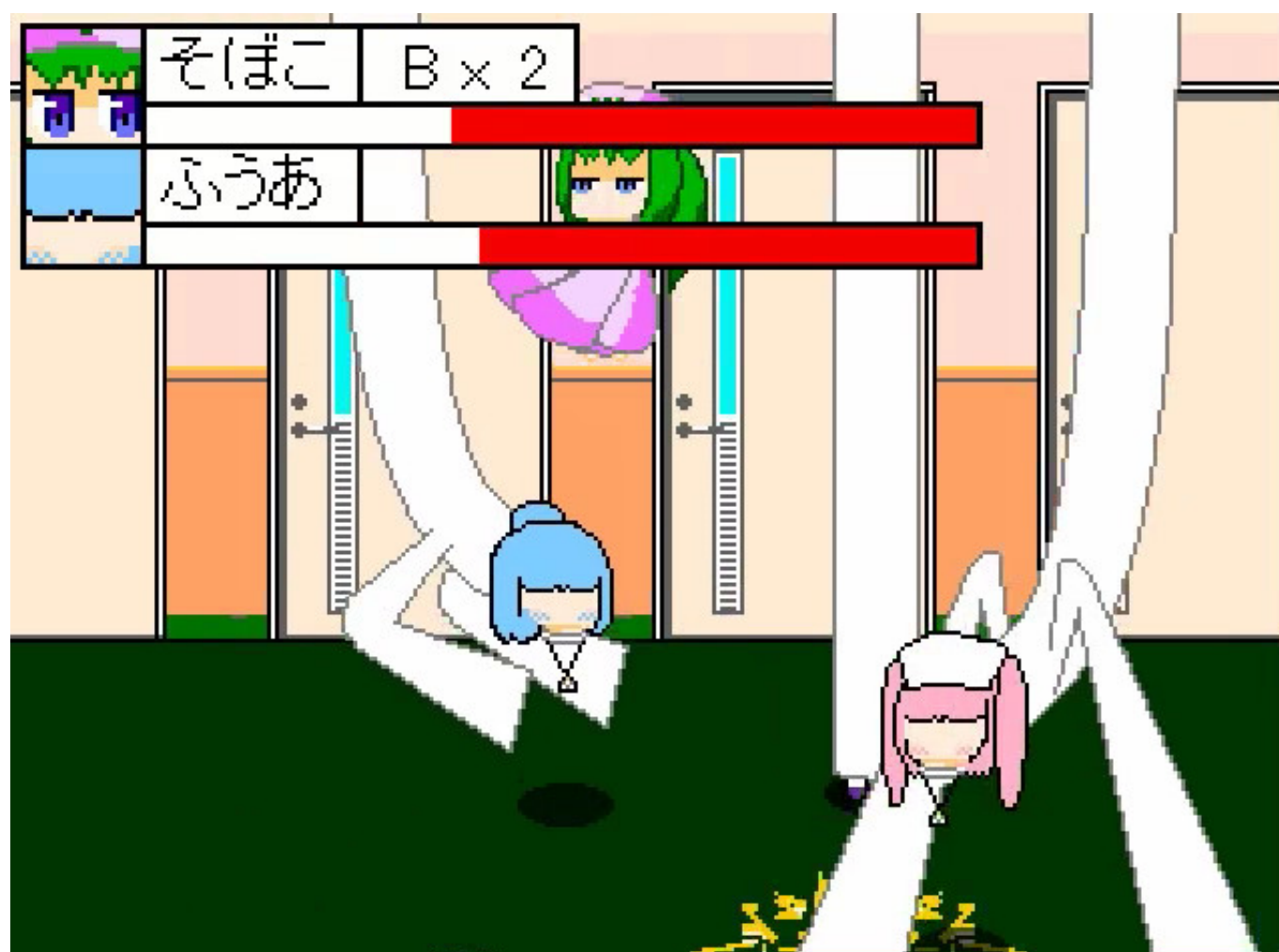
Minimum:

OS: Windows XP/Vista/7/8/10

Processor: 2 GB RAM

Storage: 100 MB available space

English,Japanese,Simplified Chinese





SOBOKO

And want to try solving a problem
with violence for once!



A fun and cute, but short game where you play as a sick girl trapped in her own dreams. I really liked the narrative surrounding the simple lives of girls in a hospital. The characters were all likable and sweet as well!

The graphics and soundtrack are interesting and fit the game's mysterious atmosphere a lot. Some areas are unsettling, making me excited for what would happen next.

Hopefully it gets controller support in the future. Also, the hitboxes on the grabs are a bit iffy, but ultimately it was not a game breaker for me. I hope to see more great games from this developer in the future!. Just as I fought a boss, lost health and recovered it using a candy item, another boss appears ... only this time, there's no health recovery item left.

Then after that boss, another one comes immediately after , the f**k ? At this point, it'll only take a few hits from this new boss, before I died and got awoken at my hospital bed.

Perhaps this enemy design placement was intentional, maybe to prolong the playtime as the player has to repeat the level from scratch once they die and sent back to their hospital bed.

You pretty much can't afford to incur any damages in a run as recovering health is close to impossible. Some players might think that's fun, but I'll pass.

Wanted to get a refund but the price was so cheap and it seems to be an earnest effort from a small (lone ?) indie developer. So instead, I uninstalled.

. Another freeware quality game on steam with a pricetag. It's good, but mind that it's pretty light on content, story and gameplay.

Edit: The main story is only 3 levels long. Omake entry indicates an existence of secret level but I'm not sure what conditions for it are.

Edit 2: there's no secret level, beating arcade mode nets you an sound test. I enjoyed this game alot. It is very fun, plays well, has good charactors, looks beautiful, the colours remind me of vaporwave, good gameplay, amazing mechanics, good story. Just an overall good game! Great Job!. I really just was not prepared. It generally seems like a rough, absurdist game with possibly deeper undertones because of the protagonist being a hospital patient and yeah, it's a rough absurdist game with possibly deeper undertones to it.

Just overall, the feel of the music and the graphics, the combat and enemies with the random elements of ridiculousness added in. It's just flawless as a conceptual experience, it is completely immersive and consistent in nature. This is the highest calling of a video game, is to fully simulate the concept of a world with no seams, and in all its weird wonder you did it.

I really just was not prepared to come across something like this today, thank you for making this.. Fun and cute beat em up.. BGM Is Amazing !!!

The escape part is too difficult ^ ^

BUT ALL GIRLS ARE K A W A I I /////

So forgive you~

This game is entertaining at first, but near the end it becomes painstakingly annoying.

Not talking about the lack of saves, the facts that you can't change the direction of your attacks in air, which is driving me furious, especially when I get hit after jumping at an enemy, as a cause of being somehow unable to rotate my body while in air. Which results in attacking in the opposite direction...

Other than that, if you like pixelart and challenge as much as I do, you should like it.

Or am I being masochist..?. i still don't know how to grapple.

edit: i found out how to grapple. Good game overall.

Looks cute, pretty short, interesting concept.

Will say this, watch your health because items that regen it are limited, especially as you progress towards the end.

Purchased it while it was on sale so I would say it was worth the buy.

Disliked how you weren't able to change the keybind setup though. an adventuring conquest of windows xp crafted teenaged angst. third level is impossible because i suck. good soundtrack

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