
Sepia Tears Download For Pc

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About This Game

"I'm the person you wish you never met."

Sepia Tears is a romance visual novel. It's about a memory that a boy named Mark tries very hard to forget, and a girl named Myra who unearths it.

Together, they search for a storybook romance and realize that love doesn't always bloom as neatly as it ought to.

Perfect for fans of anime and VNs who want a classic story with a twist!

Features:

- Vocal ending song
- 40,000 word story
- CG gallery containing game CGs, chibi CGs, and promo art

Title: Sepia Tears
Genre: Casual, Free to Play, Indie, Simulation
Developer:
Scarlet String Studios
Publisher:
Scarlet String Studios
Release Date: 8 Jan, 2016

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English

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100% Achievements
. 10V10

Amazing visual novel.

lovely and cute, recommend to play!. good story all n all + its free! why not.... I had fun playing this VN:)

The characters are nice. I wish we spent more time with our sister as I had fun hanging out with Rin. I wish we spent more time with Lukas and Lillian. Most of our time is spent with Myra how is a really cool charcter:)

The music was enjoyable. the art of the characters were ok after all it's a free game so u won't get really high quality art. My favorite character art was Myra, and the BG was ok. Not a huge fan of using real BG for anime characters.

The only thing I wish was this VN had a sequel of some mind as the VN was short and would love to read more of Sepia tears.

I also liked the references sprinkled out in the VN. There were a couple I was able to recognize. I won't say want to avoid spoilers.

I really enjoyed this VN. It was a short sweet VN I recommend to play.. Its Like 6 Hours Vn..Good Story Good Characters And Nice EndingVs..For A Free Vn It Was Good 6 Hours Well Wasted Time :D xD. It's just great.. It touching my heart. My eyes start to wet somehow and Its great. I don't normally review games but when I do..Kapow (This isn't really a review)
Welcome, This is what you expect to find within this game because it is filled with references toward other games. (Uses a faint sound from Pokemon)

The story itself revolves around lost memories of the MC and the regret that comes from the past decisions. The atmosphere of the story actually reminds me a lyric from a song. "weep me the melodies of the days gone by" from "Kajiura Yuki- - my long forgotten cloistered sleep"

I did indeed lose my interest in some parts but overall it was 2.5 game out of 5. It had some good moments. It took me about 2 hours to finish the story however I read fast compared to most people. So it may take you longer.

Disclaimer..I'm not a reviewer and I am bias.

. A very good visual novel.

Very good story, plus it's free, if you like VN you should get it. A great visual novel for who likes this kind of game.. Great VN based in a typical American suburb that makes the characters easy to relate to as a typical suburban citizen.. A cute, short romance. The plot is a little overly convoluted at times, but for a price of "free", it's hard to complain.

Week 5: Editing Complete!:

Great news! I've finished re-reading and editing the original script for Sepia Tears. The current version still sits at 40,000 words, but hopefully there's more substance and flow to some of the small talk now. The plot remains the same, so no worries there.

Next up, I'll work on 3 (?) extra stories that will be unlocked after you finish the game. No firm details on these yet, but the idea is to have fun with the characters and show what the crew is like now that all the drama is resolved.

In other news, game composer [smittenden](https://superoliver.com) is joining us to remaster the OST!

Due to a long story involving poor project management and untimely hard drive crashes, we no longer have access to the project files for the original soundtrack. That means we can't edit the original files or export to different formats. Eventually, when the soundtrack is released, it will include both the mp3s featured in the original game (various bitrates, but mostly mp3 320), and the remastered version (FLAC and mp3 v0).

We're still working out how to do this, but here's a snapshot of what to expect (work in progress).

Winter Park, Empty Park (old): <https://my.mixtape.moe/hgsuer.mp3>

Winter Park, Empty Park (new): <https://my.mixtape.moe/fwxcbz.mp3>

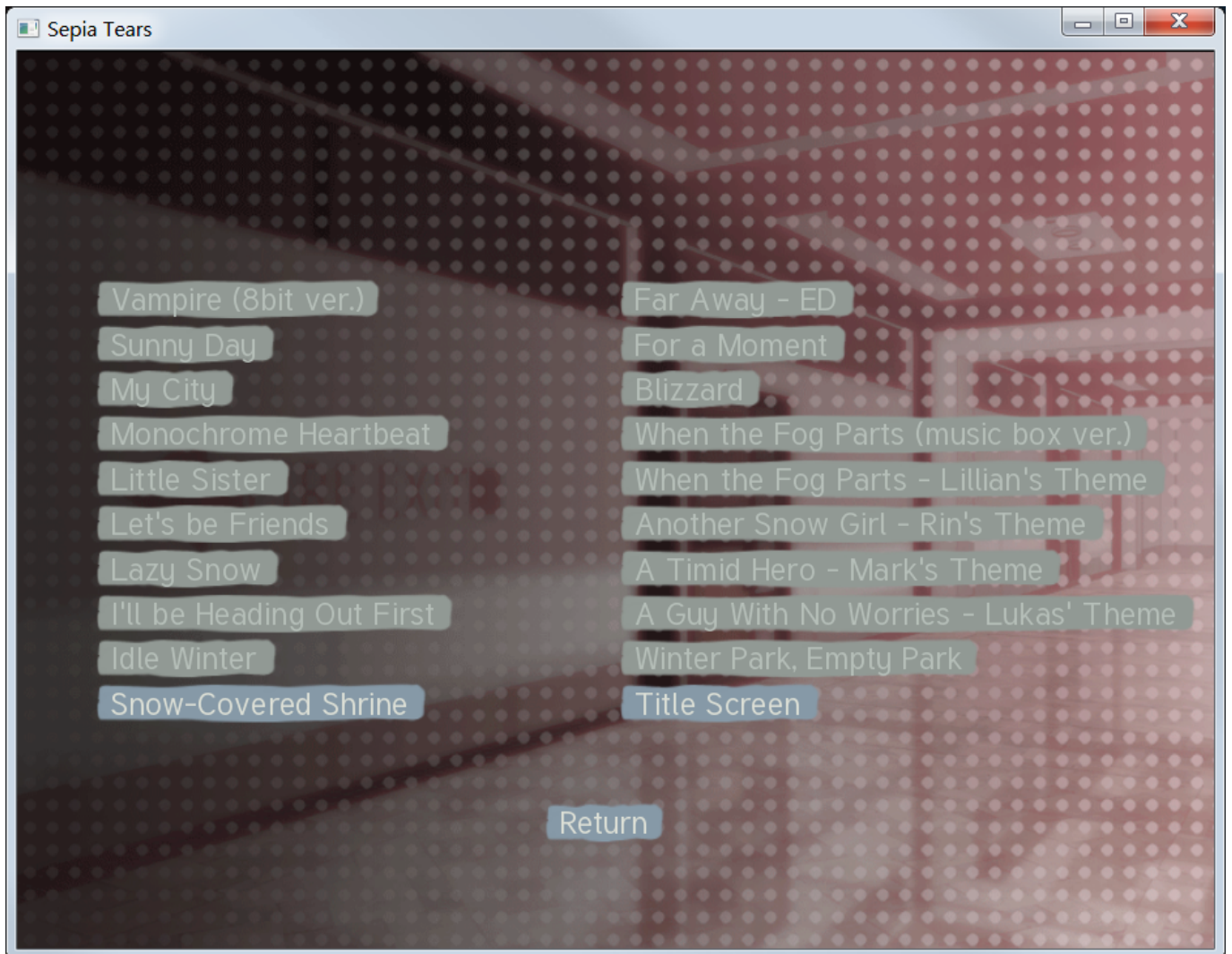
The remaster is as much a creative challenge as a technical one, so feedback is welcome. There are a few directions we can take the music just by tweaking the individual instruments; the actual sheet music will remain more or less the same.

(This account is now old enough for Market purchases, so I can finally throw in some emoticons 🍷)

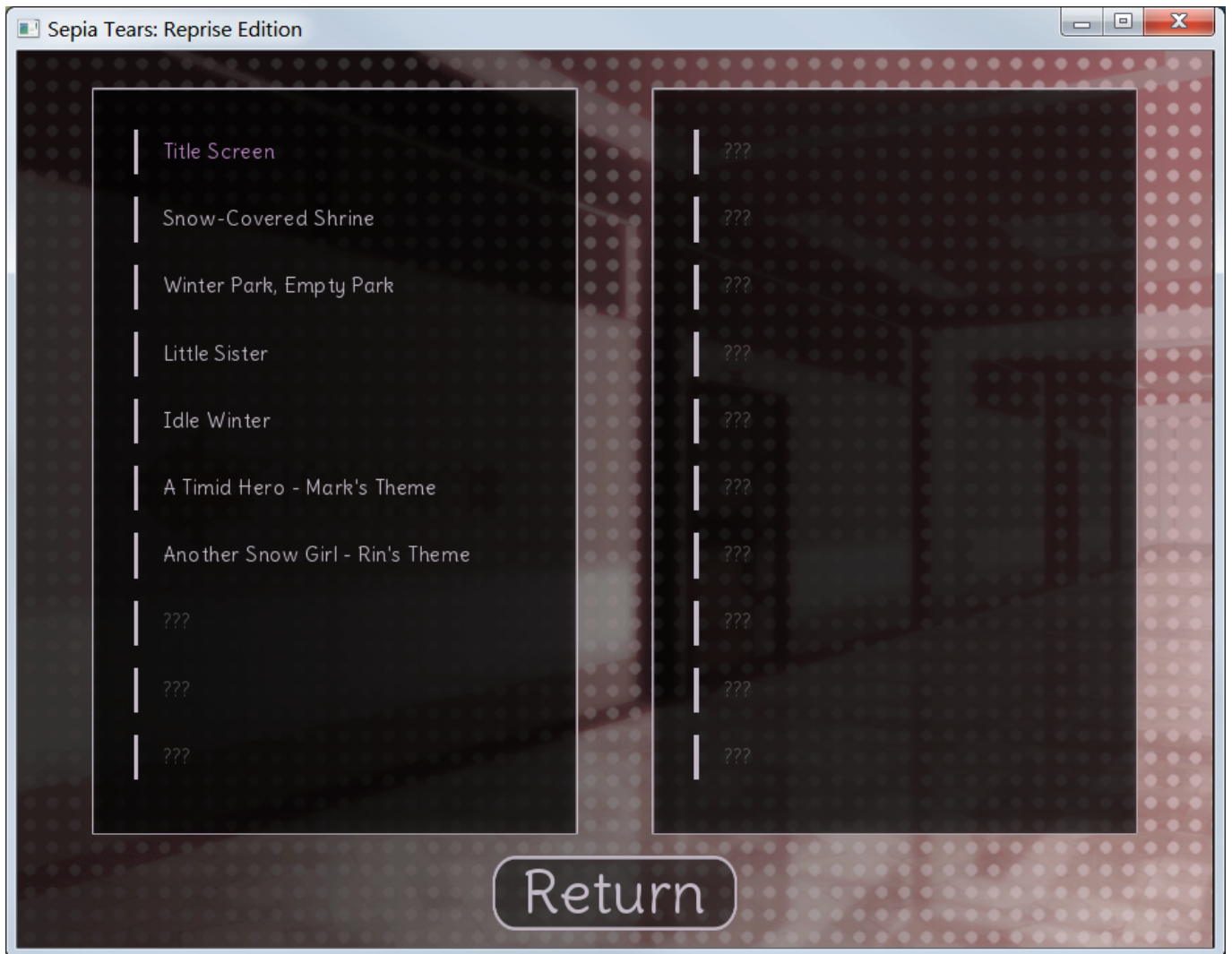
- @scarlet_string. Week 2: Sorting Through the UI:

Last week was somewhat quiet — spent some time learning Ren'Py things that I probably should have known the first time around.

Ren'py's new built-in UI is a lot cleaner than the old one. I've started rebuilding the menu screens to fit the new UI. As an example, here's the old music room...



And here's the new one!



I fixed some obvious problems, like how the original music room spoiled the names of songs you hadn't unlocked yet. But, I'm still not much of a designer, so it will take some trial and error.

- [@scarlet_string](#). **Week 3: Let's Get Writing!:**

Apologies for the late update — last weekend was a holiday here and I got caught up with going outside.

As of now, the UI is fully functional, which means my next task is to go through the old script and edit. I know a couple people commented that the old UI for the music room looked better. I'll see if I can figure out how to give the new buttons a more hand-drawn look, rather than a boxy CSS look. UI feedback is always helpful so please keep the comments coming!

For reference, the old vs new save/load screen:



SAVE



back

options

save

load

main menu



1. May 02, 15:50



2. May 03, 09:38



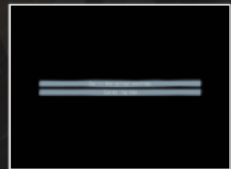
3. May 03, 10:02



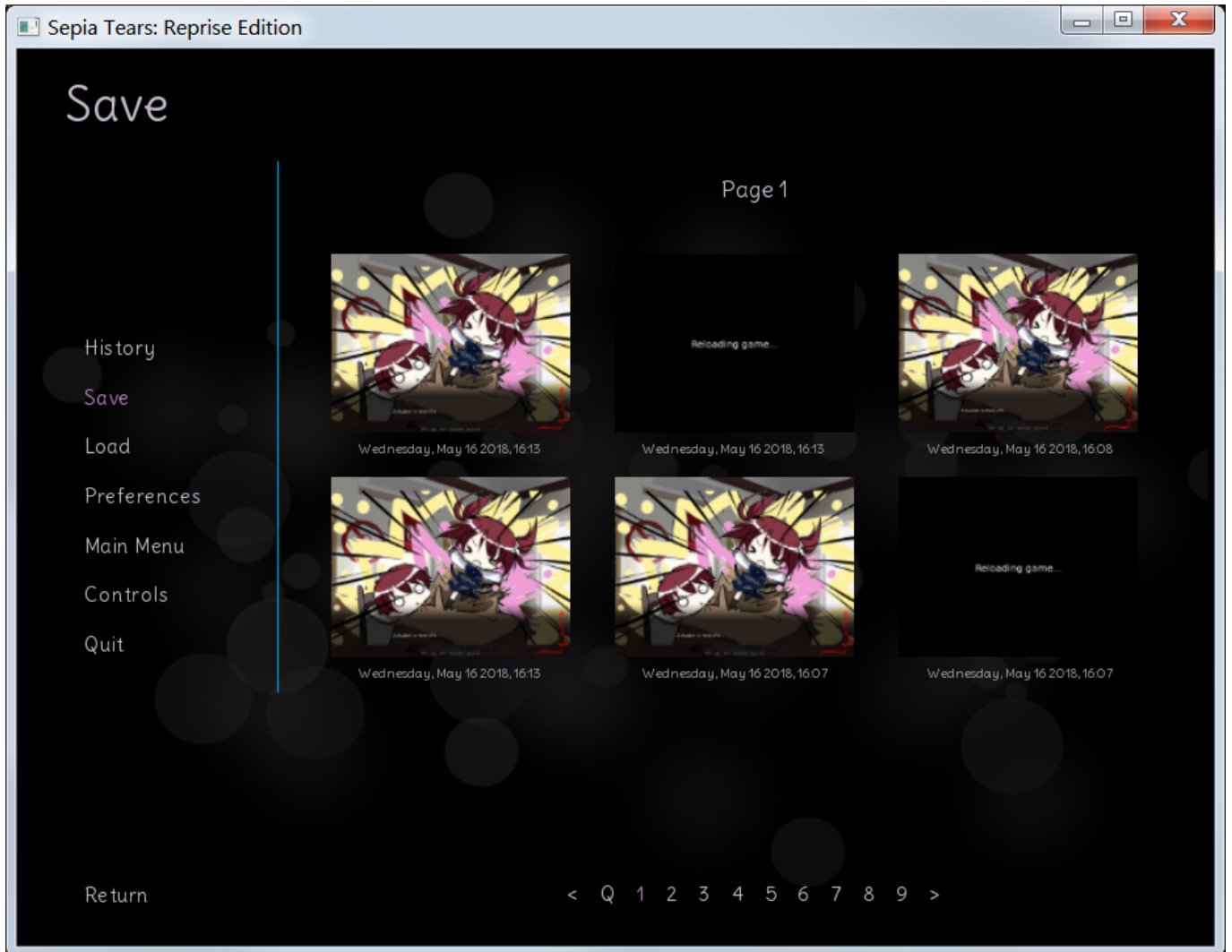
4. May 07, 17:18



5. May 07, 17:27



6. May 08, 13:51



I liked how the old one was a modal screen (with the game still visible in the background), so I might try to do the same again.

The new achievements will surely be an improvement. I realized it makes more sense to just create one per chapter, and the SDCGs are perfect for that.





(Yes, that extra pixel in the corners bothers me too, now that I'm seeing it against a dark background)

Story-wise, I'm leaving most of the original scenes in place, but there are a few areas that would be fun to expand. The overall banter amongst the cast could be improved. I'm still really happy with the ending — don't think there will be any changes to Day 7.

Once this is done, I'll brainstorm an epilogue chapter or two!

- [@scarlet_string](#). **Quick update: new achievements!:**

If you're wondering why Steam is downloading an update to Sepia Tears for the first time in forever, it's because we're finally getting ready to launch the Reprise Edition DLC! The Steam page isn't public yet, but in the meantime, we have some new achievements for the base game, as well as new icons for the old ones. The game is the same as before, but there's one new achievement per chapter.

If you still have your old save file, the game *should* automatically unlock the new achievements when you boot it up. The one exception is Unannounced Visitor, because that one is part of the Day 4 branch, so it's technically missable.

If this doesn't work, you might have to delete your old save file and just ctrl through the game. I've added a Delete Save Data button to the options menu to make this easier. If that's buggy, you can [delete the save directories manually](#). Remember to delete BOTH of them.

The scripts for the original game are somewhat disorganized, so please let us know if there are any bugs in this update!

EDIT: It looks like the new update might be incompatible with the old saves. People have reported an error message on launch, which is the same as [this Ren'Py error message for National Park Girls](#). Unfortunately I don't know how to fix this because Ren'Py handles saving/loading on its own, so for now you may have to manually delete your old files. Apologies for the inconvenience.. **Art & Music Update:**

It's been a while! Just dropping in a quick update on the status of the DLC.

First of all, artist [aeror](#)[www.pixiv.net]

has joined us as a character artist! As you might remember, Myra un-dyes her hair at the end of the game and returns to a less... artificial look. All three bonus chapters take place after the end of the game, so we need a new sprite for her. Here's a side-by-side comparison of what we have so far!



We haven't gotten through the other pose and expressions yet, but this will give you an idea of what to expect. The new art style is different (which is inevitable), so we might re-draw the other sprites as well, if time allows — but first priority will be the new CGs for the bonus chapters.

Meanwhile, I'm sure you all remember the peculiar background art situation in the original game. Happy to say that artist [qs2435](http://www.deviantart.com/qs2435) will be providing background paintings to replace the originals. See below:



This also means we can give certain backgrounds the attention they deserve, like the view from atop the hill at the end. We already have rough drafts of all of the backgrounds, so the artist is currently going through each one to polish up the final copies.

And finally, the **remastered OST is almost complete!** We have drafts for every track now, so all that's left is the finishing touches. Here's a side-by-side comparison of one of the trickier pieces, Monochrome Heartbeat.

Old: <https://my.mixtape.moe/gmhjxs.mp3>

New: <https://my.mixtape.moe/johslv.mp3>

As mentioned before, the OST release on Steam will include both the original tracks and the remaster.

That's all for now!

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