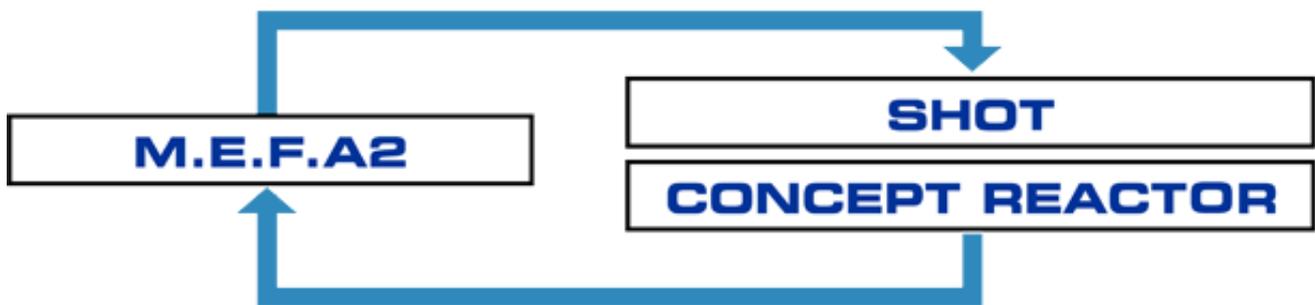


*RefRain - prism memories* - is an empowering, cyberpunk, bullet-hell shoot-'em-up that focuses on fast-paced, offensive gameplay. "Dive" into a hazardous digital world, cycle through 3 different attack modes, and delete the opposition with superior firepower.



### **Playing with light changes the world**

Three richly-detailed heroines and five Central Keepers tell a story set within the M.R.S. computer network. Each of the heroines has their own reasons to reach the central core of M.R.S., but a fierce battle lies in wait with the Central Keepers on each layer of the network.

And waiting in the deepest recesses of M.R.S. is...



### Features:

- Three different ships with unique attacks: the balanced Must Viper, the close-range Blitz Lester, and the sniping Bronx Terror
- Damage enemies to charge your M.E.F.A2 gauge and unleash devastating special attacks
- Tactically use your Concept Reactor to turn harmful projectiles into prisms that you can shoot to increase your M.E.F.A2 gauge faster, then repeat the cycle with deadly efficiency
- Expertly designed enemies and bullet patterns challenge you but reward skillful and aggressive play
- Beautiful high-resolution character art
- High-octane electronica soundtrack that will quicken your pulse

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Title: RefRain - prism memories -  
Genre: Action, Indie  
Developer:  
RebRank  
Publisher:  
Degica  
Release Date: 12 May, 2016

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**Minimum:**

**OS:** Windows 7/8/8.1/10

**Processor:** Pentium 4, 2GHz or later

**Memory:** 1 GB RAM

**Graphics:** NVIDIA Geforce 6600 or better

**DirectX:** Version 8.0

**Storage:** 200 MB available space

English,Japanese







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refrain – prism memories. refrain prism memories ost. refrain prism memories [?][?][?][?][?]. refrain [?]prism memories[?] chronicle.  
refrain prism memories [?][?]. refrain prism memories download

Just when you think you've seen it all!

I've spent many many years playing hundreds, maybe thousands of shooters across all the platforms. there are lots of really great games out there and some extra special ones that really make an impression on you.

This game is one of those.

The last time i was really really wowed by a shooter4 was when palying Radiant SilverGun. i know its not to everyones taste but it certainly is to mine. i havent found that sort of impression in a shooter since. there are lots of good ones for sure, but the really great ones are thin on the ground.

Refrain prism memories is in my eyes an instant classic. it looks beautiful, it plays amazingly and has an original play mechanic, something not often found these days. the music is brilliant and the presentation top notch.

be sure to watch the tutorial as its possible to pick this up and play it but you will be missing the point and its unique control scheme.

The only tiny thing i can say about it which in no way is any sort of criticism is that the mapping for one button ( yellow ) is odd, swap that to a trigger and its perfect.

i cannot recommend this game highly enough and i dont know how its not known on a wider scale.

if you like shooters you must must buy this.

100% awesome. I really like the game and wanted a hard copy, which was obtainable on a certian website. However one day the site vanished and I had to go with a illegal cracked version of it. Now the game is on steam and so I missed no time and bought it right away.

The game is very good. You have 3 pilots each with its own ship. It hard to decide since every ship exceeds in a certian terrain. You got everything from area defence to focussed laser attacks.

The game works as follows. You get coins by defeating enemies, which can be used to cast methods. There are multiple level of this. The final version of it is most of the time an entire screen clearing attack. With these methods you are able to knockback bosses and get a bit of time to recharge your method gauge.

Then you have the concept reactor, which is more of panic bomb/method gauge refiller.

If I could describe the game it would be like "if revolver 360 and akashiverse had a small son this would be this game". Ofc the other games are not made by the same dev, but the overall simailirty is there.

You have the matrix design from revolver 360 Re:actor and the method used in akashiverse.

The music is very good and the game offers a lot of difficulties to play with. The higher the difficulty the more fast paced the game gets. I can recommend this game to everyone having small experience in the genre up to the scorechasers that come from other shmups like crimson clover world ignition or mushihimesama.. Excellent doujin shmup with elegant aesthetics and a focus on breaking enemy bullets rather than dodging.

Raccomanded to shoot'em up/bullet hell fans that want to try something different.. The first thing you should know is, this game is not a regular danmaku shooting game like the Cave games, Crimson Clover or even Touhou games. You don't need to practice a lot to learn how to dodge bullets or move precisely. The most important part is use M.E.F.A2 and Concept Reactor to destroy the bullet, use shooting and Concept Reactor to charge M.E.F.A2 and use M.E.F.A2 and shooting to charge Concept Reactor. If you can remember all the parts of game and find strategy to deal with them, you don't need to dodge to bullet in the most case.

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Compare to the CXX version, The score system is changed and bugs are fixed, now it seems possible at least for Bronx Terror to get a high score. Enjoy the game!

This game is my favourite shmup game. It has really good bgm and graphics. If you don't like those extremely hard shmup games, try this!. I am probably a little biased when it comes to shmups as I love them with a special kind of passion, however this game is just pure art. It's beautiful in every aspect, it's design, music, gameplay - everything is tight and really well produced. Absolutely worth the asking price and highly recommended.. Looks like Rayforce and some japanese freeware bullet hell had a baby. That being said, I am personally not really a fan of true hardcore bullet hell, but I just love vertical arcade shmups, this one is really not that. I see it has a sort of cult following, personally have never heard of it until being available on Steam. Its an OK title for me, I wont be asking for a refund, but I definitely won't be spending much time with it either. But if you are an achievement hunter, its quite easy to get those with this one. And the bullet patterns are quite interesting. 6/10

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nice shot game. Fantastic game, and my god those bullet patterns are hypnotic. Only negatives in my opinion is the sound effects in places lack punch and the background can be rather simplistic at times. BUT who cares about that when the screen is covered in bullets :)

Recommend it highly.

. Not a bad bullet hell for the price, which was \$12 when I got it.

As is expected from bullet hells, the music is nice and the shot patterns are pretty, etc. etc.

There aren't quite traditional bombs in this game. There's a bomb that turns all enemy non-laser shots into safe, shootable targets to charge your special shot. The special shot has 4 levels, with levels 3 & 4 providing minor invul and all shots destroying enemy shots. Additionally, levels 3 & 4 stun bosses for a while and they all do excellent damage (Level 4 one-shots the first miniboss). These two charge up very quickly and it's encouraged to use them rather liberally.

Small movements feel a bit clunky, making it a bit hard to move in small amounts with any sense of fluidity. Fortunately, this game seems to focus a bit more on larger movement rather than precise microspacing.

Story is mildly engaging and has its fair share of typos, but nothing too egregious.

Overall, RefRain is pretty fun for those who enjoy bullet hells, and is particularly good value for the price. Yes, it's the RefRain you know and love in all its glory!

If you are new to bullet hell type games then I would suggest this game to you, The ships are very well balanced and the ship mechanics teach you very important concepts that you can apply to other similar games.

Remember the goal isn't just to beat the game, but to beat it within one life/credit/hit (1cc) depending on how far you like to take things.

However it's very challenging on higher difficulties as well so very recommended for fans of the genre!

Been playing since 2012ish in early development phases, and the developer is world-class and I consider this game to be in my top 5 favorites of all time!

10/10. Super underrated Bullet Hell gem. Lots of replayability with the three playable characters and their different styles, fantastic art direction and music and satisfying-as-hell gameplay. Don't pass this one up, it's one of the best shmups on steam for sure.. (Updated review)

RefRain is the third game in the, maybe I should say, Samidare universe. While the first game Samidare and the second RedRive are not available on steam and relatively less-known, it is not so important that you must play them to get what is going on in the RefRain storyline.

To prevent spoilers, I'd rather not say anything else about the story here. And after all, this is a bullet hell shooter, so gameplay surely matters.

Judging from my game experience and mediocre skills, I say that RefRain's 'normal' difficulty is somewhat easier than that of the Touhou series, or at least easier than TH16 Hidden Star in 4 Seasons.

In fact, if you treat RefRain as a dodging shooter you'll find it very challenging and discouraging. I believe some of the bullet patterns were designed to be countered with bombs (in RefRain, the M.E.F.A.). So the simple conclusion is that you can bomb your way through the game. Of course there are some places that require some grind but this is very normal and acceptable for a (Japanese) vertical scrolling shooter. Easy with wise use of bombs and challenging for no-bomb players, I would say.

About graphics and game engine performance, RefRain sure improved a lot since Samidare. At the very least you can choose to play in windowed mode and can adjust resolutions and etc. They utilised 3D in this game, which is cool and guaranteed decent visual experience. However, the engine is absolutely not fully optimised since my GTX960M cannot maintain 60 FPS throughout the game and this Steam version was published at C80 back in 2011. I don't really think that my graphic card is that bad... Luckily the sudden frame rate drops only happen at transitions between actual battles (if you have a decent graphic card, since my other laptop with only Intel HD lags in battles even if I set the game to 30 FPS).

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9/10 Would go for an extreme clear later.

P.S. The developers RebRank are another doujin circle from the Tokyo Denki University. Other notable circles include Shunsatsu Sare Do? (Seihou series) and the infamous Shanghai Alice (Touhou series). Gates, VIVIT, Mai and Yuki appeared as extra stage bosses in RebRank's first game Samidare.. Really cool shmup with an emphasis on destroying bullets and using special weapons and bombs constantly instead of saving them. Your special weapon charges its levels very quickly and each level results in an extra attack being fired with higher levels clearing bullets. Your "bomb" actually does not do any damage but instead turns all the bullets into destroyable items which you can then kill to charge your special weapon more.

I have only played on easy and normal, but my understanding is that higher difficulties actually have patterns that are unavoidable, which would require your special weapon or bomb to clear the bullets. In most games that would be an issue but due to how quickly this game feeds you your special weapon you can actually due this on command with good play.

The soundtrack is really good and there is kind of a story that happens through emails and the menus outside of the gameplay. This game is one of the cooler obscure shmups on steam and one of the most fun ones I've played in a while.. This game took me completely by surprise. I had not heard of it whatsoever (many of the other Degica games, at least near this quality I've at least heard of the series at some point or another) but It is easily in contention for the best Vertical STG I've ever played. I know there are a few games by a little developer named Cave I still need to try out so take that for what it is, nonetheless RefRain: Prism Memories is simply outstanding. The gameplay is very exciting and interesting.

That is due to a variety of factors coming together to create such an awesome playing experience. Most obvious among these are the visuals. The game supports a cybernetic aesthetic and plot (not overstated, but in that arena without question) which translates to the in game visuals excellently. The enemies minus a few exceptions are fairly bland, for the most part being comprised of your common geometric shapes with some minor visual enhancements. There are traditional ship/Vjet type enemies at times as well though they actually only show up intermittently and are probably the closest thing to a cannon fodder enemy type.

That being another element to RefRain's general gameplay. There are not many enemies that simply die in one shot. Most all enemies take at least a few shots of concentrated fire which makes you stay aware of long strings of small enemies you think have all been defeated only to have the last couple survivors run into. This can be mildly frustrating a very small percentage of the time, but overall helps the game as it requires the player to focus and take advantage of his ship of choice's abilities effectively.

There are three ships in total (I don't believe there are any additional unlockable characters), but I don't believe it necessary as each character plays in a quite distinct manner. Moreso than other games in the genre on the whole in my opinion. The initial and overall main character (though all three share the spotlight fairly evenly in my playtime) Miria's ship is the Must Viper. It is your "all around" ship. Solid speed, decently strong regular shot power, and solid lock on shot with good overall utility. Allow me to quickly interject some mechanic information as I did not cover it and that would make this somewhat confusing.

The game plays like your traditional danmaku style shooter for the most part, including having an alternate shot type that slows your ship down for careful navigation of the denser bullet patterns (which in the game are stunning, fairly straight forward and simple but pleasing ship and environment designs rendered in 3d, really allow the stunning display of lights and colours to take centerstage. Huge brilliantly colored laser streaks, insanely dense yet alive with subtle movement bullet swarms really make the visual design a plus in my book). Refrain settles for something in between the lock on and the big laser routes most utilize (big laser chain type lock in a la Crimson Clover is what I'm referencing in regards to lock on type. As for laser think Cave games, Danmaku Unlimited, and many more.), the attacks all have a lock on function but approach it in a different manner each. Must Viper has a fairly standard lock on rapid fire type, the multiple pods floating with her ship traditionally just shooting target enemies and track their movement. The Blitz Lester, which I have struggled the most using, but seems very interesting and likely has a lot of potential in the right hands. Uses a system that places a circle on the screen taking up roughly a third of the screen. While this is enable she also emits a flaming blade type weapon from her craft that deals good damage on enemies in addition to all enemies in the circle being lock on to and shot rapidly by her bits or whatever the ship has equipped. She is also super fast in normal shot. The last ship, the Bronx Nightmare has by far the most powerful and unique normal shot. It fires a decently strong machine gun at all times in the center as well as four lasers that are side mounted. You can reposition the lasers to change the arc they fire in by pressing shot+up or down. This gives you the option of having a basic forward shooting stream of four lasers, or

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having them bowed outward for a wide angle of coverage from the lasers able to take out most weaker enemies over a large area. Inversely pointed inward you get a very focused and incredibly potent fire mode where all lasers are converging on a single point (though if you are far down enough on the screen they will start to move outward again giving you even more total coverage). Her lock on makes her center weapon a single focused laser and has rapid shots swarming the enemies that are targeted. Running out of energy and probably space if such a thing exists. The bomb mechanic is one of the keys to the game as it can be filled from 1-6 via killing enemies and shot in rapid fire if the player chooses. 3 rapid fire shots will stun larger enemies and cause them to drop currency which fills your bullet cancel gauge. 4 rapid shots does the same but unleashes a more intricate and impressive (and powerful obviously) attack that briefly flashes your character when firing.

Very quickly the bullet cancel gauge mechanic is a gauge that fills up to 3 times. It is filled by picking up coins and such, it causes all bullets to evaporate but also turns them into harmless objects which you can shoot to further fill your bomb gauge (called MEFA2). There are plenty of interesting and effective ways to combine the two systems and doing so is very fun and rewarding.

By far the most I've typed in a review, but I suppose that is a testament to the game. Highly recommended, a 9.3/10 worthy game I really believe.. Super underrated STG. Interesting and unique mechanics, bunch of difficulty options, and a great soundtrack.. RefRain, come and play  
Make all the bullets go away

### **THE SECOND PATCH IS LIVE!:**

As promised, we've just uploaded our second patch. It contains some fixes in the graphics department as well as a bunch of additional tweaks.

**IMPORTANT NOTE: Free DLC, more gameplay, more languages and more fixes - PATCH 6 is here!:**



It's been a while but here we are with a ton of new stuff - new and totally free content, new languages and fixes. Let's get to it!

The biggest addition this time is more game. "Roboto Factory" is a free DLC that lets you get inside the famous Roboto Factory, where all the bots you've met on Speculo were created. You will discover its workings and see your old mechanical companions in a new light.. **THE THIRD PATCH AND A GLIMPSE OF THINGS TO COME:**

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And here we are, 12 busy days after the launch and spirits are high. We've hit some snags but we're still working on the game, tweaking its performance and implementing changes requested by you. We are grateful for all of your feedback, both the good and the bad - we learn from it and it helps us make Alice VR a better game for everyone.

*At the moment we're working on adding full teleport movement support for the game and we'll be improving the performance of Alice on Radeon graphics cards (of course this is not the end of the planned tweaks). This patch should drop after the upcoming weekend but for now we have some glitch fixes for you. Those were included in the big GOG update that brought its version in line with what's available on Steam. However for GOG we've added some new fixes on top of the old fixes, and now we have to bring the Steam version in line with the GOG version. Oh, how the tables have turned.*

What's new: **ALICE VR AWESOME SOUNDTRACK - LISTEN TO THE PREVIEW:**

Hi,

today we want to give you some cool music from Alice VR to listen to!



In every game music is responsible for creating the atmosphere, but it's in VR games where it becomes one of the most important elements. When you put on your goggles and headphones, you dive into a new, virtual world where every sound you hear is part of your new reality.

**We're really proud of the music in Alice VR, so please enjoy this small offering of 3 atmospheric, electronic tracks. The whole soundtrack was composed by François Jolin of Eon Sounds, the man behind the music in all our trailers. If you've watched them, you know you can expect the best;)**

[TAKE A LISTEN HERE](#)[soundcloud.com]

Don't forget that with Alice VR you'll also get the full soundtrack (in mp3 and FLAC formats), an artbook with concept graphics, rough sketches and developer notes, and an assortment of other goodies.

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So, how do you find our music? Do you feel the atmosphere of encroaching madness, thickening mystery and spaaace?. Empires of the Undergrowth Virtual Surfing Witch Hunt MODERN ROAD-LIKE Road Rage Royale Necrolepsy Post War Dreams A Timely Intervention StoneTide: Age of Pirates Muppy The Bunny : The Danger of Wishes Barbearian ALICE VR **Alice VR is 75% OFF!**



The Steam Lunar Sale loaded! Grab Alice VR now with a cool -75% Steam discount! Get your VR headset on and get lost in the crazy world of ALICE VR!

[https://store.steampowered.com/app/513320/ALICE\\_VR/](https://store.steampowered.com/app/513320/ALICE_VR/). **Full English Voice Acting is READY!:**

Whoa, we've just finished implementing all of the voices for the game!

As you probably know, Alice VR is a story-driven experience, so choosing the right voice actor for every character wasn't easy. Especially because there are no typical characters in Alice VR. The game's world is inspired by "Alice's Adventures in Wonderland" so everyone there is... a little peculiar.

**And so we are very proud to announce that over 20 characters were recorded by Sound Cadence Studios, and the AI, which will lead you from the game, is played by Julie Shields and was recorded by the wonderful guys at Eon Sounds.**

Also, if you're not a native English speaker, please remember that Russian, German, French, Spanish and Polish subtitles (and Polish voices!) will also be available in game!

If you want to hear the new voices (and some of the music...) be patient. Soon...

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