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## About This Game

There's another side to each person, one that we cannot see without help. There are those who seek out said help, each earnestly wishing to find their true selves. It is then that they seek out the one known as the "Magic Mirror," a revered sorceress of recent legend.

Watch as the darkness lifts in the hearts of those who seek out the Magic Mirror. Follow Reina and experience nine short and sweet tales of romance, friendship, and unrequited love.

## FEATURES

- Four GxB routes
- Four GxG routes
- One secret, unlock-able route
- 150,000+ words
- 19 endings
- Original theme song by harmonicblend
- 40+ unique CGs
- Two interchangeable sprite sets
- Partial voice acting with talents from "The Ancient Magus' Bride", "Yandere Simulator", and more

## CHARACTERS





*Solmaris*  
Dazzling Werecat

CV: Nina Sumter

He really hates people, the only exception being his best friend, Reina. He's prettier than most women.



A character card for Solmaris. The card has a dark purple background with a subtle floral pattern. On the left, there is a text box containing the character's name in a stylized font, their title, a short bio, and their voice actor. On the right, there is a character illustration of Solmaris, a young man with long dark hair and cat ears, wearing a red shirt. A semi-transparent version of the character is visible in the background behind the text box.

CV: Nina Sumter



*Ronah*  
Player Ice Queen

CV: Michelle Marie

The crowned queen of Eisheim. She has been proficient in ice magic since a young age. Also, she's a flirt.



A character card for Ronah. The card has a dark purple background with a subtle floral pattern. On the left, there is a text box containing the character's name in a stylized font, their title, a short bio, and their voice actor. On the right, there is a character illustration of Ronah, a young woman with short blonde hair and blue eyes, wearing a blue top and a white fur collar. A semi-transparent version of the character is visible in the background behind the text box.

CV: Michelle Marie



*Leo*  
Unsympathetic Slayer

CV: Griffin Puatu

A swordsman renowned for his part in hunting the giants to near extinction.



A character card for Leo. The card has a dark purple background with a subtle floral pattern. On the left, there is a text box containing the character's name in a stylized font, their title, a short bio, and their voice actor. On the right, there is a character illustration of Leo, a young man with short blonde hair and blue eyes, wearing a brown jacket. A semi-transparent version of the character is visible in the background behind the text box.

CV: Griffin Puatu



**Thiria**  
**Misunderstood Dragon**

A half-dragon, half-human woman who only wants to fit into society. Most people are scared of her.

CV: Elsie Lovelock

The card features a character with long black hair, green eyes, and red dragon-like horns. She is wearing a dark red, low-cut top. The background is a dark purple with a subtle pattern.

A half-dragon, half-human woman who only wants to fit into society. Most people are scared of her.

CV: Elsie Lovelock



**Wynn**  
**Privileged Son**

The son of the Werewolf Clan's chief. He's used to receiving special treatment as a result.

CV: Aleks Le

The card features a character with black hair and green eyes, wearing a black sleeveless top. She has cat-like ears on her head. The background is a dark purple with a subtle pattern.

The son of the Werewolf Clan's chief. He's used to receiving special treatment as a result.

CV: Aleks Le



**Sho**  
**The Wishmaker**


He quickly brought his merchant family riches when his magical power of exchange manifested.

CV: Garrett Swanson

The card features a character with long black hair and brown eyes, wearing a grey jacket. The background is a dark purple with a subtle pattern.

He quickly brought his merchant family riches when his magical power of exchange manifested.

CV: Garrett Swanson



*Cara*  
Pacifist Mermaid  
A princess of undersea royalty who hates conflict and wars. Above all else, she wishes to be human.  
CV: Dani Chambers

This character card features an illustration of a young woman with long, wavy brown hair and green eyes, wearing a purple turtleneck. A semi-transparent version of her face is visible in the background behind the text.



*Peony*  
Ever Searching...  
This young woman has a clear goal, and she'll do anything to accomplish it... probably.  
CV: Madeline Rose

This character card features an illustration of a young woman with long, straight blonde hair and blue eyes, wearing a brown top with a necklace. A semi-transparent version of her face is visible in the background behind the text.



*Blanc*  
Young Noble  
A young man whose past is deeply connected to that of the Magic Mirror.  
CV: Pat M. Seymour

This character card features an illustration of a young man with short, wavy grey hair and red eyes, wearing a yellow and brown jacket. A semi-transparent version of his face is visible in the background behind the text.

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Title: Reflections ~Dreams and Reality~  
Genre: Casual, Indie, Simulation  
Developer:  
Reine Works  
Publisher:  
Top Hat Studios Inc  
Release Date: 29 Jul, 2018

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English









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this game is super fun

get it now. I learned my ABCs.. The story wasn't very well done, and It always ends the same poor way. It's a incredibly short "story" that leaves you with an empty feeling at the end, and when I say empty I mean more like pointless.

However it took me on quite a nostalgia trip. If you used to chat with your buddies using AOL instant messenger on Windows XP like I did years back than you should give it a shot. it's pretty unique how well it made it feel like the early 2000s. The whole game is played on a simulated computer using an AOL instant messenger clone to talk to your friend, it even has the drama and stupid "situations"that being a teenager comes with. Felt pretty close to how I remember it feeling like back when.

It has value in my eyes despite it being a faliure. If you're around my age than I reccomend putting giving it a quick playthrough (20-30min), jumping a couple years in the past for 30min itsn't so bad. Hell, If it was any longer I would be pulling my hair out.. Nice intro!. I love this game. The puzzles are pretty easy, but the sounds are relaxing. Nice to play after a long day at work to just unwind and give my mind a little break.. Great scenery. Crashes when on approachto Toronto Pearson. claims I have run out of memory. I have 81 mg not being used.. Short but interesting. Snow + wind effects are very good but I had to disable camera shaking. It's making game more realistic but also can make you feel dizzy.. Good Charlotte is always been one of my all time favourites, glad to see them in the game finally. Good @ss pop punk music, fun to play.. As a big fan of Meridian: New World I was disappointed by Squad 22. It feels rushed.

Still, it isn't half bad.. Setup:

i9 9900k

32 GB 3200Mhz Memory

EVGA RTX 2080ti XC

I'm getting ~30fps at 1440p.

yeah.

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It has a very simple concept: Conquer and defend planets. Also has very simple mechanics: As you conquer planets, you increase your maximum revenue and rate of revenue increase, using revenue to move ships from planet to planet. When attacking a neutral or enemy planet you don't generate any revenue. That's pretty much it.

I enjoyed the hour I played with a nice cartoony, yet 3D art style complimenting the simple style of game play. The way you attack other planets was a bit annoying with simply holding the left-mouse button, usually resulting in roughly the right amount of ships, but never accurate.

For full review, visit:

<http://icarusreviews.net/2013/01/23/brief-write-of-a-brief-flight-planets-under-attack-demo/>. I'm not a hockey fan, but I am a fan of sports games so I picked this up. My main takeaway from it is that the gameplay itself is pretty fun, but I guess unsurprisingly for a game at this price point, there's not a lot of depth outside of that.

[Best suited as a multiplayer game to have fun with friends, so it's a shame it's only local multiplayer. There is a knockout tournament mode where each round is a seven game series, which is quite fun to play alone, but it's not something you'll get a huge amount of mileage out of.](#)

[There are fights that happen during the games which I found super tedious. I'm not sure exactly how they're triggered, but some games barely have any while others are littered with them. It got to a point where I was just letting my player get knocked out just to get it over with quicker. Again, this is probably something that would be more fun with friends, but even then I feel like it's only taking time away from the actual hockey part of the game, which is infinitely more fun.](#)

[It's missing a team/player creation aspect that feels like it belongs here. The generic teams aren't very interesting.](#)

[As I said, the hockey part is really fun. It's satisfying to score goals, and there's a fun surprise if you get a hat trick. If you're looking for a couple of hours of mindless fun while you listen to a podcast, there are definitely worse ways to spend your money.](#)

[I think this game is really good and it is easy to play!. This is an exceptional, slow-paced puzzle/platformer for gamers of all skill levels.](#)

[The gameplay is solid, the story is simple, and the music is excellent.](#)

[If you like to challenge your puzzle-solving skills, give this game a go.. Star Vikings is actually a bit like Plant vs. Zombies - but you play the Zombies not the plants. It is a reversed tower defense game, where you have to destroy the towers \(slugs\) to get through. You have a variety of "heroes" in your arsenal, the tank, able to withstand a lot of damage, the viking, able to throw lightning on the slugs, "angels" able to cast shields \(and healing\), ...](#)

[Each hero can wear a hat, giving him some bonuses, like extra damage, extra energy, more hitpoints, ...](#)

[It is a worthwhile casual game and quite nice to play.](#)

[On the downside:](#)

[- Some daily quests simply don't work \(and some are somewhat stupid/annoying\)](#)

[- Some achievements are somewhat bugged. No idea how to get the Leaderboard achievement \(I guess, the Friends/Leaderboard feature was simply not implemented yet\).](#)

[- You need to do a lot of grinding to get the more difficult achievements](#)

[- The interface is somewhat optimized for tablets. Not a big deal, but I guess, it would be perfect to play it on a tablet on not with a mouse.](#)

[Still, the bugs are mostly minor, I recommend this game to casual players, looking for a reversed tower defense game. Btw.: The game works flawless on Linux \(with Mesa drivers\).. This deal for the game could have been awesome but the nonexistent of controller support \(Xbox One/360 in my case\) makes this game unplayable the community controller config's did not help but if you can get past that you may enjoy this game as a OP fan that kinda was a dissapointing to find out how poorly "ported" this was :/](#)

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