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## Sepia Tears Full Crack [Ativador]



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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

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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



Quest Progress: 0%





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Very good story, plus it's free, if you like VN you should get it. 100% Achievements

. It touching my heart. My eyes start to wet somehow and Its great. A cute, short romance. The plot is a little overly convoluted at times, but for a price of "free", it's hard to complain.. It's just great.. 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.. 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.. Its Like 6 Hours Vn..Good Story Good Characters And Nice Ending\vs..For A Free Vn It Was Good 6 Hours Well Wasted Time :D xD. 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.

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10/10

Amazing visual novel.

lovely and cute, recommend to play!. good story all n all + its free! why not.... A very good visual novel.

#### **Week 4: Let's... Continue Writing:**

Short update this time, since last week was both a holiday weekend and the local anime con. I made it through Day 3 of the script, and I'm happy with the progress so far. I found that I still mostly like the pacing of the story, but some of the small talk amongst the cast was awkward, so I'm just having everyone banter a bit more.

For those wondering, there's more art/music work going on in the background, but I'm waiting til we have something concrete to show before announcing anything. That's all for now!

- [@scarlet\\_string](#). **More Sepia Tears, anyone?:**

Hey! It's been a while.

It's been over 3 years since Sepia Tears first came out on Android and desktop, and over a year since it first hit Steam. In that time, the game has reached over **200,000 downloads** across all platforms. That's a lot more than I ever expected from my humble freeware project! 🥳

A few people have requested a paid DLC, sequel, or some other expansion for Sepia Tears. Within the next year, I'll be able to expand Scarlet String Studios into a full-time pursuit — and that means plenty of time to deliver on those expectations.

For those who want to support Sepia Tears in some way, do any of these ideas catch your interest?

- Digital copy of OST\* - \$5
- Short (1-2hrs) DLC side story (potentially featuring Rin's not-quite-crush as he tries to worm his way into the group and ask her out) - \$5
- Partial remake with some new assets (e.g. improved background art, UI, trading cards) and new story chapters, like the above idea or a Lillian route - \$10

\* OST is unfortunately only available in mp3 320kbps as I don't have access to the source files

\*\* Lillian route is a real possibility, but I'd have to brainstorm some ideas

\*\*\* Steam only allows Trading Cards for free games if the paid DLC costs \$10 or more

If you'd rather vote anonymously, here's a strawpoll: <https://strawpoll.com/3wx3aefa>

None of these ideas/prices are set in stone, but I'd like to get an idea of what people are looking for before planning ahead.

Looking forward to this! 🍷. **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](#)[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.

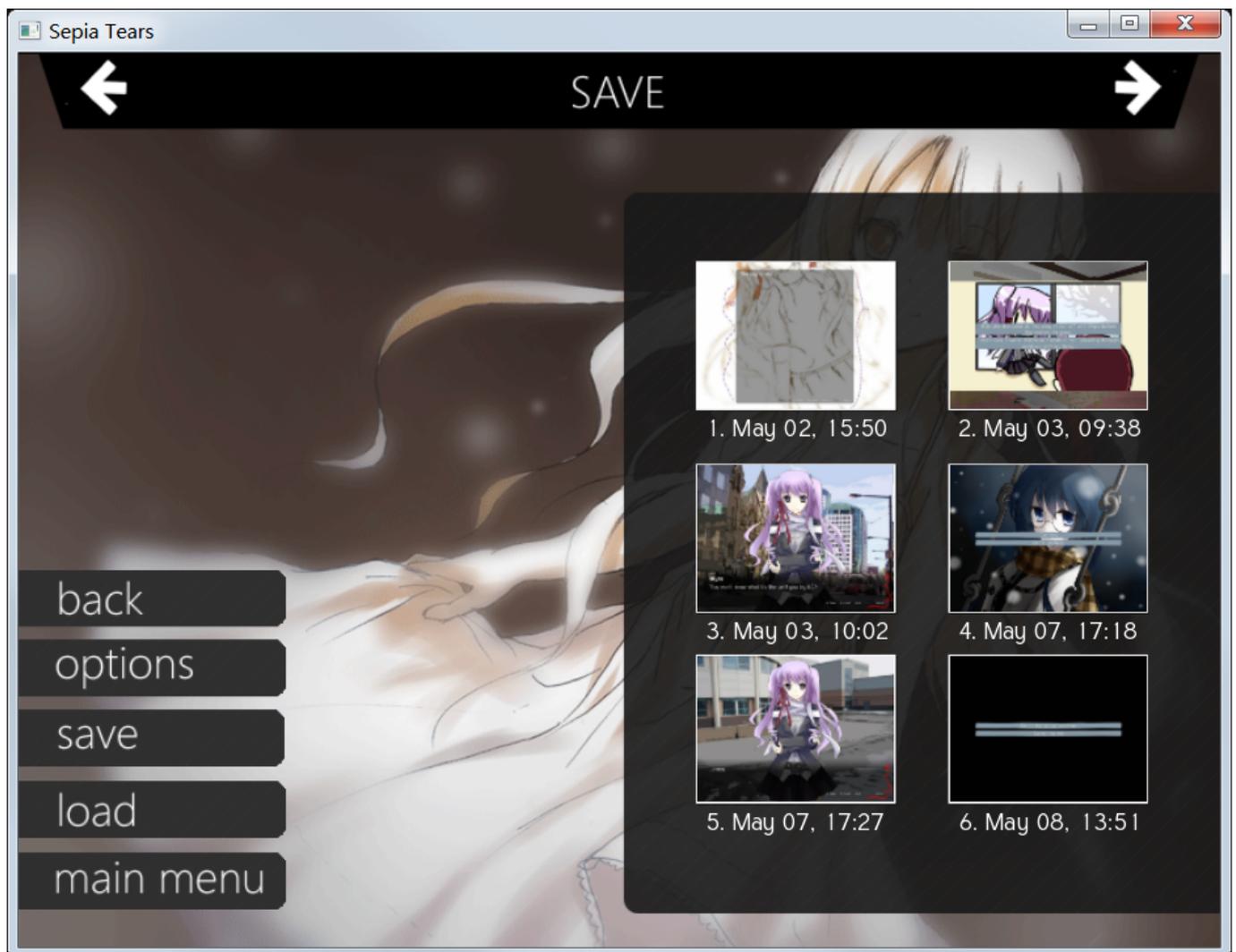
(This account is now old enough for Market purchases, so I can finally throw in some emoticons 🍵)

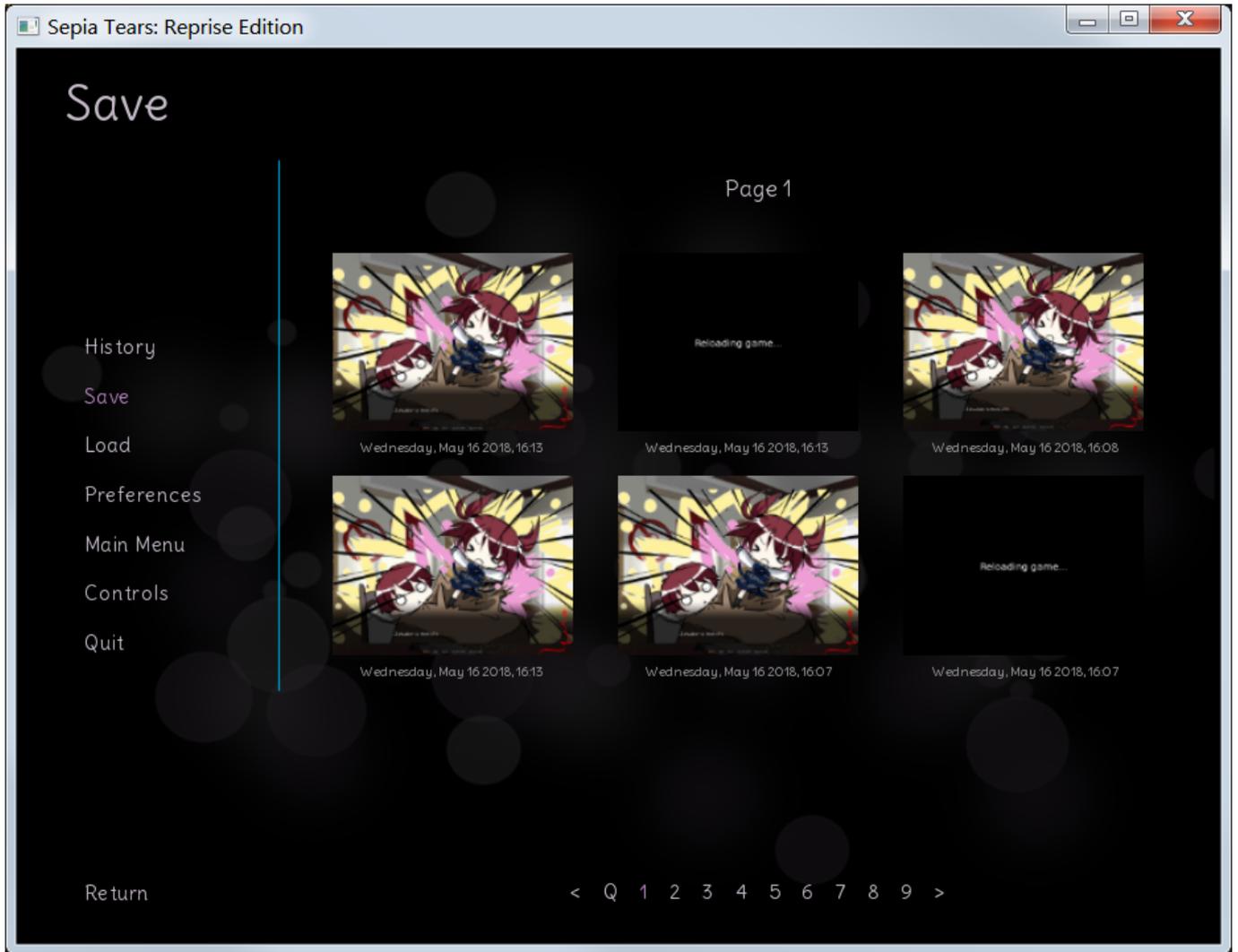
- [@scarlet\\_string](#). **Week 3: Let's Get Writing!:**

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:





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](#). **Week 1: What to Change?:**

Hey everyone! After getting some other dev work out of the way, I finally have the time to focus on this [Sepia Tears expansion](#) promised last year. The update will be released as a DLC, and the plan is to include trading cards and whatnot. If all goes well, I'll post weekly updates here for fans to follow the game's development. Always feel free to suggest changes!

To start, I've been re-reading Sepia Tears for the first time in years, and I'm keeping a notepad of things to change. I know one issue is that the pacing is slow, especially when you're small talking with characters other than Myra because they don't advance the plot. I'd like to rewrite a lot of the banter just to make it more interesting. I don't think I should "speed up" the pacing too much for fear of rushing to the end without developing the characters — I just need more interesting interactions within the cast.

I'm keeping an eye out for places to add new scenes. If I don't find enough, I'll probably replace Myra's Diary with extra epilogue stories. I'll have to brainstorm the kind of gimmicky date ideas that Myra would suggest. Just be warned, we might not have time to draw summer outfits, so these epilogues might only be set a couple months in the future...

That's all for now! (Excuse me while I spend a few weeks getting used to Steam's devlog format).

- [@scarlet\\_string](#). **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](http://www.pixiv.net)[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!. **Sepia Tears Original Soundtrack — Available Now!:**



**The Sepia Tears OST is now available for purchase!** The soundtrack includes the original tracks used in the free version of

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the game as well as the remastered tracks featured in the upcoming *Reprise Edition* DLC. Available in both lossless FLAC and mp3 v0.

Buy it now! 🎵

[https://store.steampowered.com/app/989900/Sepia\\_Tears\\_Original\\_Soundtrack/](https://store.steampowered.com/app/989900/Sepia_Tears_Original_Soundtrack/). **Week 6: ALL CLEAR:**

Success!

Today, I finished writing the last of the three bonus chapters! This brings the game's total word count to just under 50,000 (up from 40,000). Reading speed is very subjective, but I re-read the story recently and it took about 5 hours. Therefore, the extra chapters should add about 1 hr of new content.

I'd write more if I could, but I don't want to stretch the story too thin, since there's no new drama to introduce. The characters are happy, as we know from the ending of the original game; all that's left is for them to hang around and have fun. This will be a treat for people who want to see what the couples are like now that the dust has settled.

Nothing is final yet, but we do have bonus CGs (and outfits) in the works for these three chapters, so there will be some eye candy as well. 🍬

A bit of bad news: This will be the last of our weekly updates! My own work on the game is just about done; all that's left is to coordinate with artists/musicians to produce the remaining assets. The rest of the team is on a freelance basis, so updates will be off and on. However, we'll still update whenever we have something noteworthy to show.

In the meantime, I will be back to work on [Monospaced Lovers](https://scarletstring.itch.io)[scarletstring.itch.io], my upcoming narrative platformer. That's a *very* early demo, but we should get some non-placeholder art in the game before long.

I'm keeping quiet about the plot for now, but let's just say that if you enjoyed the offbeat (and slightly twisted) romance of *Sepia Tears*, you'll find some familiar elements in this game. It's a "platformer," but I'm trying to skew the gameplay toward *Zelda*-style dialogue and sidequests. Keep an eye on the game's itch.io page for weekly devlogs, starting within a month or two.

I'm thankful for everyone who enjoyed this little freeware story released years ago. There's a lot to look forward to from here. Onward!

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