
Symphonic Rain Password



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About This Game

Rain...the eternal, never-ending rain.

In Piova, the city of music and endless rain, young men and women gather to pursue their dreams of becoming musicians. Chris Vertin is one of these young men, leaving his rural hometown and girlfriend behind to enroll in the Piova Communal School of Music.

Winter has come and it's been over two years since Chris began studying to become a Fortenist—a master of the magical instrument known as the Fortelle. Graduation is only a few months away, and Chris must perform an original song together with a vocal partner for his final examination. But Chris, feeling unmotivated and listlessly spending his days, has yet to even try to find a partner. His entire world consists of letters he receives from his girlfriend and a 14 centimeter tall musical fairy living in his room.

Let us play the Fortelle in time with the metronome of the rain's patter. When the sound of Chris's playing harmonizes with the voice of the musical magic fairy who knows what might happen?

FEATURES

- A poignant drama set in the city of endless rain written by Maoto Nishikawa
- Multiple endings depending on your choices and performance in the musical sections

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- Remastered HD artwork by original character designer/artist *Siro*
 - Fleeting, beautiful melodies by singer and songwriter *Ritsuko Okazaki*
 - Harmonious fusion of Visual Novel and Music-based gameplay

VOICE ACTING CREDITS

- Chris Velding (CV: Michio Miyashita)
- Arietta Fine (CV: Mai Nakahara)
- Tortinita Fine (CV: Mai Nakahara)
- Phorni (CV: Hiroko Kasahara)
- Falsita Fawcett (CV: Masumi Asano)
- Liselsia Cesarini (CV: Tomiko Orikasa)

Title: Symphonic Rain
Genre: Adventure
Developer:
KOGADO STUDIO
Publisher:
Degica
Release Date: 14 Jun, 2017

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English,Traditional Chinese,Japanese,Simplified Chinese,Russian



I pictured the notes.
Then I myself became one of the notes making up
the chords.
I existed inside the music.





doesn't meander over useless details. Despite being almost entirely slice of life, it doesn't really get boring and flows smoothly and steadily for the most part. There are some hiccups in the end of a couple of the routes, but they are largely minor.

Characters: Every character with a sprite is well developed rather than being some exaggerated archetype. Not every character will be likable necessarily, partly because some are clearly meant to be unlikable and partly because of personal taste, but they all have their own interesting story to tell and multiple sides to their personalities. It's to the point that rereading the VN after learning the character's personality and catching the foreshadowing is a joy in and of itself.

Routes: The Lise and Fal routes are the two routes that are usually recommended to be played first. They are the least good routes of the VN, partially because of the aforementioned hiccups in pacing though mostly because the primary route is that much better. The Torta route ends suddenly, but that's because it's primarily set up for a new route that is unlocked after playing the Lise, Fal, and Torta routes. That route is often considered the most impactful route and honestly speaking, its true ending would have sufficient for wrapping up the game neatly. Many fans of this visual novel would consider it to be their favorite route for good reason.

However, my favorite route is the one that is unlocked after that. It has a different atmosphere from the rest of the visual novel and provides a nice contrast to the other routes. Because of that contrast, it's magnificent even if that route may not be the generally considered the most impactful or necessary. Occasionally, there are people that say that playing that final route is unnecessary, but it's best to try it on your own and see what you think.

td;lr If you're a visual novel fan, I recommend buying and trying it out.. This VN is perfect.. Strongly recommended. Very good piece of melancholic and depressing visual novel.

As a music-themed story, the music pieces are definitely superb, although there actually isn't any "symphonies" inside this game lol. (Most of the pieces are closer to "J-Pop" genre...) The stories themselves are also well-written, with very surprising and thought-provoking (and dark...) plot twists, especially in the "al fine" route (which will be unlocked once all three heroine's good endings are reached). Oh the "good" endings in this VN are all pretty sad...

What I like most about this VN is that every character has his/her own desires and motivations. They're really human beings (or something like human beings) living around our protagonist, instead of plot devices designed to help him out. Many of their desires and motivations seem to contradict the actual well-being of our protagonist, but there's definitely no malice inside these desires (yes, in my opinion, this include everything in Falsita route), which makes the story pretty interesting to read and think about.

As for the rhythm minigame, I personally don't think they're too bad. The pieces are good, and the difficulty setting is kind of flexible. Although there isn't any options to compensate input lag, FPS drops dramatically when playing the rhythm game, and some of the beatmaps aren't really well-designed.... Good story. Great music.. I read one route and it had absolutely no resolution. This was the "good ending" and it ended with inexplicable angst; there didn't really seem to be any reason why it ended that way other than as a middle finger to the reader. The character's reasoning is deliberately left unexplained to the reader.

I researched a bit and apparently only one ending is actually positive and it's not one of the three available to you at the beginning. I can handle a bit of angst but not when it's just there for the sake of having angst. Supposedly a lot of people liked this VN; more power to them I guess, but I really don't get what they see in it. I have trouble saying it's bad given the overwhelmingly positive response others have had, but I will say that I personally didn't like it and don't get why other people do. My advice is to research it a bit before you consider buying.. This game is definitely one worth playing for VN lovers. Superb plot, fantastic music, cute artwork, interesting mini music game, you can find all the criteria that make a great VN in this game. I'd say it is one of the top 5 VN games among the 50+ of the same type I've played. Worth trying.

. Cried my heart out.

10/10

Everything did not turn out like I expected.. I got this vn and after doing 1 girls story I was like WORTH IT.

The music the characters everything about this was amazing i'd recommend this to any fan of vns.. A good visual novel with extremely good music. I really love the music written by Ritsuko Okazaki.

Phorni is CUTE. It's a good story! Trust it, and give it a shot!. I really really want to give this game a good review. ...but I can't. ...Because the translation completely butchers it.

To understand why I think so, let's do a quick compare and contrast with the old fan translation with two examples from early on in the game:

Here's the steam translation version of a scene:

"I'd step in before it got to that though." "Can I ask what 'stepping in' means perchance?" "...Perchance?" She said this with an utterly disgusted look....

Here's a paraphrase of the old fan translation:

"I'd step in before it got to that though." "Can I ask what you mean by "stepping in", just in case?" "...just in case?" ...

The whole point of this exchange is that it highlights Chris's undependability and unwillingness to commit to make a decision about his partner. "just in case" is not only less of a completely bizarre thing to say in conversation than "perchance" but it greater highlights this fact.

My other quick example is the first scene with Torta in which Torta makes a big deal of him constantly saying "For now" in the steam version, which is just... kind of odd? But in the fan translation Rather than "For now." it's translated to "I guess." which makes a lot more sense and again highlights Chris's undependability and unwillingness to commit better.

The translation in general is just hopelessly stilted and unnatural, to the point where key ideas that are supposed to be presented about characters through dialogue are just completely buried underneath the unnaturalness of it all. It's really disappointing because the updated visuals (and lack of bugs that were present in the original fan translation) would have made this game a far more enjoyable experience. ...but instead i can't even get through it because the translation is just so poor.

All that being said this is still one of my favorite visual novels of all time. If you care about quality writing over updated graphics I recommend looking for the original fan translation.

...And also I guess a good story is a good story, so even with this poor translation it's probably still worth reading. ...it just hurts my heart to see a story I love so much be tarnished by poor translation.

. Good Story

Good Music

Good Challenge

long play time

recommended to buy. Finding this novel was pure luck. I actually just bought it on a whim (and gifted it to a friend) without even looking into it in further detail (unlike what I usually do when buying a game with my money), just for something during the summer. I didn't even know there was a minigame feature in the novel. That was how oblivious I was.

My random decision paid off. And now I have a slight temptation to drop a good number of my other visual novels now, because it was just that good! Now my standards are too high...

At this rate, it looks like the only way I'll feel satisfied is to make my own visual novel. Which will probably take forever, or never come up at all.

As a visual novel about music, it does very well. There's a lot of symbolism that ties strongly with the story, and among those are the songs. When you know what exactly are the lyrics to the songs, it really changes how you take it in. It's almost like a spoiler, to put in a vague way. But in a good sense.

If I had to name a con... there really isn't anything at all. No, it's not because I'm too sleep deficient to remember, but I really enjoyed it all the way though. Some people said that they may be put off from trying it because of the art style, but I really don't

see why... Really, what even is there that is sexually suggestive? Youth?

So yeah. Go in completely blind. Or as blind as possible. Absolutely worthwhile, and, as of what I could put up with reading, this easily sits at the top 3 of my list, next to Clannad and Steins;Gate. Anyone willing to change my mind? I'm all ears...

(I've actually have made an arrangement of the opening for Symphonic Rain, and am in the process of making another right now, as of the time this review is up! I really should practice; it'd be a shame if I can't even play the very things I compose...)

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