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About This Game

Jigoku Kisetsukan is a vertical scrolling shoot 'em up of the **bullet hell** genre with **anime-style** drawings and **chip music**.

The game features **6 playable characters** with different play style, **5 stages** and **4 levels of difficulty**.
Each character has a slightly different storyline and a unique final boss fight.

Keyboard Controls

Z: Shoot / Confirm
X : Special attack / Back / Skip dialogue
Shift : Focus mode
Arrow keys : Movement
F5 or Alt+Enter : Toggle fullscreen
F6 : Toggle V-sync
F12 : Take a screenshot
ESC : Menu / Skip dialogue

Gamepad Controls

A : Shoot / Confirm
B : Special Attack / Back / Skip Dialogue
LB : Focus Mode
Start : Pause

Documents

[Readme](#) : Mechanics explanation, music credits and more.
[Character book](#) : Illustrations and background of the characters.

Title: Jigoku Kisetsukan: Sense of the Seasons

Genre: Free to Play, Indie

Developer:

Emad

Publisher:

Emad

Release Date: 12 May, 2015

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7 / 8

Processor: 1.6 GHz processor

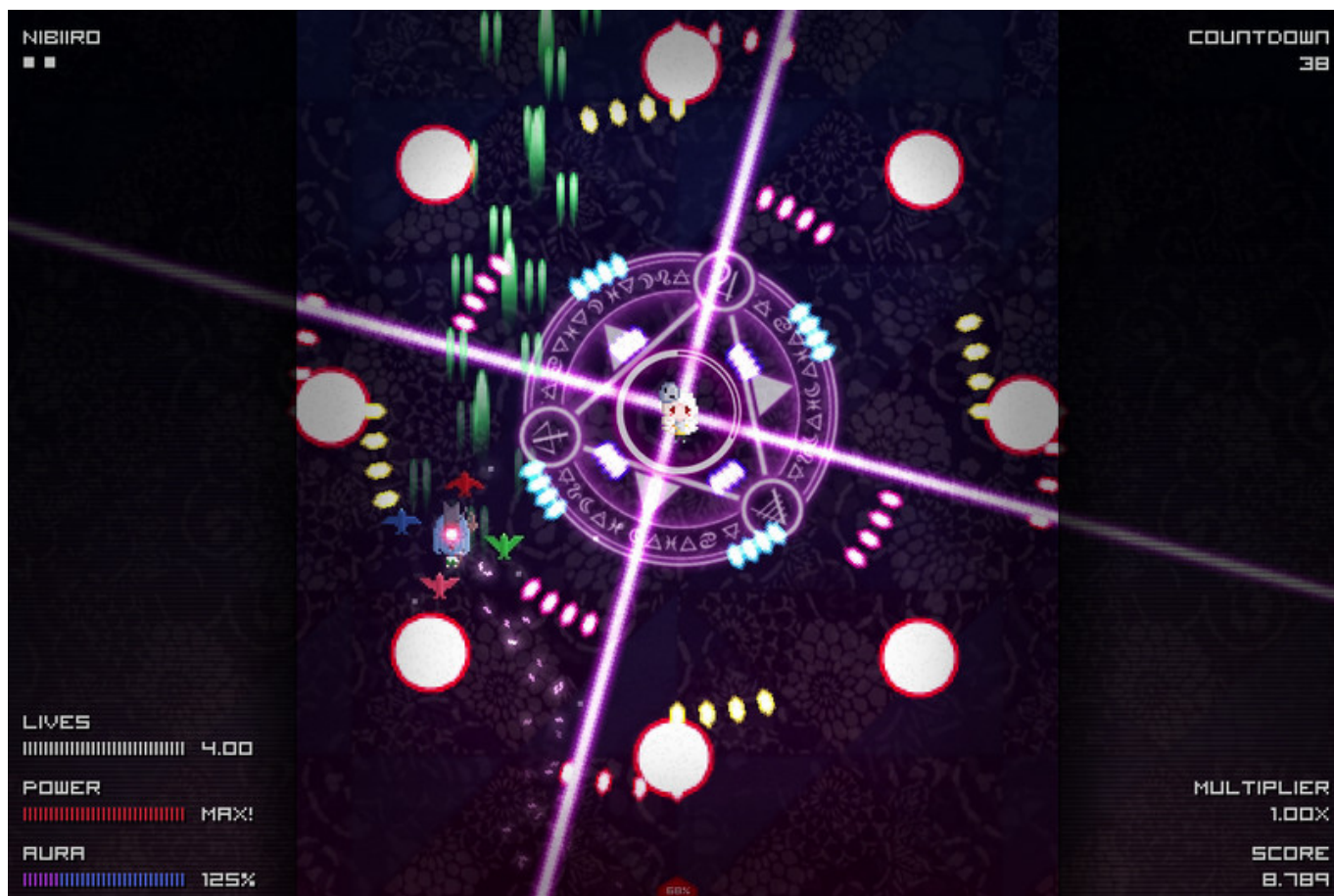
Memory: 1 GB RAM

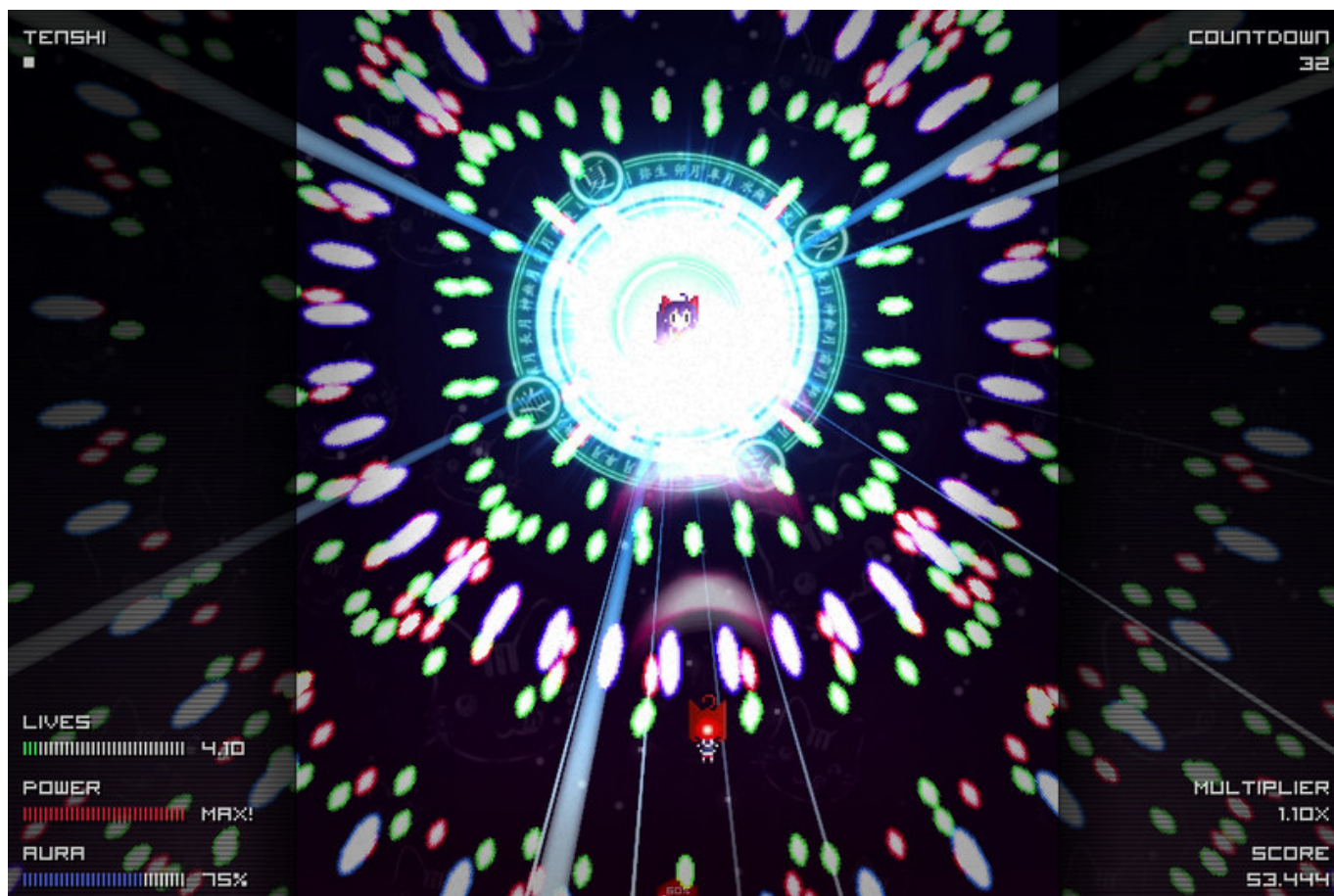
Graphics: DirectX 9.0c support

DirectX: Version 9.0c

Storage: 183 MB available space

English,Italian,Japanese,French,Russian







jigoku kisetsukan sense of the seasons characters. jigoku kisetsukan sense of the seasons download. jigoku kisetsukan sense of the seasons. jigoku kisetsukan sense of the seasons wiki. jigoku kisetsukan sense of the seasons скачать. jigoku kisetsukan sense of the seasons cheats. jigoku kisetsukan sense of the seasons ost

Come on it's a free Touhou-esq game that's almost reminiscent of old school the PC-98 games fused with some more modern concepts so how can it not be awesome.. This game is honestly really \u2665\u2665\u2665\u2665ing fun. If you like touhou, You'll love this game. 10V10 to this game.. Best free shmup on steam!

Warning!

Mushihimesama - 9V10 (masterpiece)

Jigoku Kisetsukan - 5V10 (average)

But this game is free! [So...wtf?](#)

[Gameplay - Touhou \(even the pro players play TH\) +1](#)

[Graphics - Outdated \(Bullets r bullets but Crimzon Clover?\) +0](#)

[Sound - Bad \(Nobuo Uematsu overkill i know...but srsly,Zun did a damn fine job\) -1](#)

[Fun - Touhou \(well made,lots of characters,ballanced modes\) +1](#)

[Overall - Touhou \(great,oldschool gameplay,u will try again,again,again....\) +1](#)

[Pricetag - Srsly + 5](#)

[Total - +8 \(Steam support +1\)](#)

[Must have if u like Shmups!](#)

[Dear Dev : Make a sequel and sell it ~5usd,just take our money! Thy for this game! :\)](#)

[\(Sry for engrish\). Bootleg Touhou. I can see where the Touhou inspiration is coming from. Like a lot of it, but this game is so very well executed that I didn't even mind the fact that I already know most of the spell cards. xD I really enjoyed it. This game is good enough to be sold on steam.](#)

Fun bullethell game with great soundtrack.. This is a really good danmaku game. It's obviously inspired by Touhou Project; and if you like those games, you will absolutely enjoy this one.

The art and music are top notch. The story is about what you'd expect (hint: there's not much to it.) The stages are well designed, with a good balance of difficult sections and breathing breaks. Overall, I'd say the difficulty is pretty high. It's about on par with most Touhou Project games, actually. There's not too much random twitch dodging in Jigoku Kisetsukan - most everything is pattern based. If you're used to playing Touhou, you'll recognize the setup of the stages. Random enemies, miniboss, random enemies, boss. Bosses follow the same sort of "spell card" system as they do in Touhou. (I.E. Normal attack, special pattern with a point bonus if you clear it within a time limit and without dying, normal attack, repeat until somebody dies.)

I love the art in this game. The character portraits are gorgeous, and the sprites are so charming. They've got a sort of pixilated look about them which serves to distinguish them from Touhou, and is super adorable. Unlike some danmaku games, it's almost always clear what's happening on the screen. The backdrops don't intrude, and the only time you might lose track of your character is when a boss is preparing a special attack, at which point their portrait will scoot across the screen. You're safe during these intervals, though, so it's not a problem.

A very nice thing is the ability to practice all the stages on all the difficulty levels right from the get go. The only thing you'll have to unlock is characters.

There's also a section with information about the characters and their backstories, which I quite like.

All in all, this could pretty much be considered a Touhou Project clone. But it's a really well done one, and it's obvious that a lot of love went into this thing. I can't recommend it highly enough.

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