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About This Game

Hey, rookie!

You have to go through a series of tests to prove that you are a worthy fighter!
And then prove yourself in the service of the government!

Peculiar properties:

- Funny and unusual gameplay.
- Unique musical accompaniment.
- The game is a representative of the genre " Japanese visual novel "with elements of mini-games"mini-games".
- All characters are animated and look like real!

Title: NekoCharm
Genre: Adventure, Casual, Indie
Developer:
Hestia Games
Publisher:
Hestia Games
Release Date: 9 Nov, 2018

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Minimum:

OS: Windows 7

Processor: 2.0 Ghz

Graphics: NVIDIA GeForce GTS 250 / Radeon HD 7770

DirectX: Version 9.0

Storage: 1 GB available space

Additional Notes: Screen resolution 16:9

English,Russian,Simplified Chinese,Japanese







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Rebellion does an excellent job with the horde based co-op gameplay we are used to from Zombie Army, but expanding upon it with different abilities and a much more interesting back drop. Good solo, great with friends and very recommended if you're a fan of Rebellion already. I enjoyed this game and I feel pieces of Left 4 Dead, Uncharted, and Tomb Raider in Strange Brigade. 8/10. If you have a vive and a small room, you can't reach all of the tools. They show out of bounds with no way to configure the play area.. this is the worst game i have ever played. i have made better games on AGS for ICT. It's broken. My monitor's refresh rate is over 60 and the game MUST run at 60fps.

Besides that the idea of a racing game switching context is exciting and the transitions are good in Grid Gunner. The handling isn't bad but it's very slippery so it feels like drifting everywhere. I wish they took it further and incorporated even more game types. Where's the FPS switch!?

It's very difficult to get into the game though since it's not a traditional race. It's only about finishing so one slip up and slide off the edge and it's game over. You have to restart. That's too much when the game is rough. You can hit a jump, land on a wall, and then have to restart. It's terrible and frustrating. A more traditional race (time trial) would have been a lot better. I also don't understand why the game makes you collect time if you can fall to your death anyway.

Visit my youtube channel for something else: https://www.youtube.com/user/vpeppage?sub_confirmation=1. [dated, boring for me... not an original story... tortured gameplay and puzzles.... I really wanted to like this game I really did cause I like the gimmick of using your mouse to slash through stuff or a touch screen but the simple fact is they control scheme is very poorly thought out and due to a lack of deviation in inputs for strokes and mouse position results in the control of your character being very clunky instead of the fluid movement it should be.](#)

[In short you'll go to jump over something and end up slashing upward and falling back down only to get hit.. I see talk of motionsickness issues. I agree there are portions which are like that, but the open areas are much better than the home tutorial map. It is very closed off, therefore your perception of the fast motion is greater. It took me w hile to learn the gradual thruster control \(Don't click touch pad, but just touch it, and the thrust increases from bottom of the touchpad to the top. Click the touchpad for full thrust no matter what part of the touchpad you are clicking.\) Another way to help motion sickness on this one is to stay seated in a swivel chair. That especially helps when navigating closed areas, and the slide-coasters.](#)

[Better name! Would like to see more interactivity with objects. Maybe I missed it on one ov the levels, but I did not see any use for the guns. Even target practice while soaring and attempting to control your flight path would be a fun challenge! Or there could be targets along the sides of the different slide-coasters! Looking forward to your next developments! I'd be willing to pay for this title with additions like those. Keep up the good work!. A very fun and quick game in which you shoot at waves of monsters. The visuals are very cool and the soundtrack fits the steampunk theme. Every time is random, so the replay value is very high.](#)

<https://youtu.be/vryLLEqmtJL8>. MUST HAVE - Pure Nostalgia. Just a good game

DO NOT BUY.

Developers ABANDONED this game.. Driftmoon is wonderfully nostalgic in its old school design, lack of voice acting, and its well hidden collectables. Other than the annoying religious references throughout the game (and the fact that they placed a book of the entire new testament under a barrel), I thoroughly enjoyed Driftmoon. The combat isn't very difficult, but the story is great, and the characters are fleshed out pretty well.

If you miss the old top-down games, pick this up on sale for \$10.00 or less, and enjoy some nostalgia.. I have played this game so much that I have to write a review. This is one of the best TD games I have ever played. Best way to describe it is Classic TD action mixed with Diablo 2 style inventory and skills. You level up and you can spec into towers you like. Super fun, and tons of room to mess around with different builds. There are glyphs you can insert into dungeons to make them more difficult for more XP.

10/10 Really love this game, if you are a fan of TD games, you owe it to yourself. This game was crafted with love of the genre.. BADBLOOD is super tense and super fun and super satisfying. I didn't think there was a good way to handle stealth in local multiplayer, but this hits a perfect dynamic of trying to plot out how you're going to kill your friends and scrambling desperately to be the first one to read the situation once the two of you find each other.. JUST SURVIVE SADLY CLOSES!! :"(

I have played the none test server version of this game since its early days before it even got that popular and way before it had been a result of a split in the dev team. I have logged over 1,500 on Just Survive and had made so many friends and memories of funny encounters as well as countless hours collecting loot to hide away for some hypothetical future in which I would need thousands of bullets. Ive spent whole summers up late at night working hard to survive and build something within the game. The game had a charm unlike any other game before it... It had potential. However despite the masses of people who came, seen, and left; the developers wouldn't listen to what the people of the community wanted and as a result the game eventually met its demise. This makes me terribly sad to think that all those jump bow shots, running from gangs of players, and fighting a fresh spawn for the gun you both just found will now slowly become a distant memory.

Thank you DayBreak Games for making both one of the best and disapointing game. Just Survive may be gone, but it will not be forgotten.. Game was abandoned and is unplayable. The game is nice you get addicted easily and if u like challenge try it out

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