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Great DLC. Keep up the good work.. best game i luv. Worth it. The more you play the more benefit you will see from double experience gains. More level ups = more packs. A good deal and it helps support the developers. Win\win.. fun and exiting! you would think a game made of 1 man would be pretty\u2665\u2665\u2665\u2665\u2665 but it's amazingly immersive and fun. thumbs up!. So far I am really enjoying this game and the detail in design is very creative. I woud recommend this game for anyone!. I just finished this game and holy\u2665\u2665\u2665\u2665\u2665was that good. Loved every minute of it. If you like Choose-Your-Own-Adventure games or books, you'll love this. VERSUS: The Elite Trials was a fantastic work and something I will definitely play through again and again. I will also tell as meny people as possible about how genuinely fantastic it is. Thank you Choice Of Games for another wonderful experience. And most of all, thank you to Zachary Sergi for writing such a great piece of fiction!. Bought it as a steam special and well worth the money! The gameplay is tight and concise and the pixelated graphics give it quite a bit of charm.. Fault fan? GET THIS THING! I hope a few of the untranslated stuffs get translated, too!!! I am SUPER curious what they say. The fault lore is super interesting from what I've seen so far.

The highlight of this whole thing is probably... A FAULT MANGA!!! It's really good, too. Lot of focus on the characters, especially Selphine. Dunno how much I should spoil about it, so I'll stop here.. A standard jrpg with light romance elements. It's ruined by the same old mistakes other Japanese developers have made.

PROS:

- Live2D animated character art
- Technically solid. No bugs or controller issues
- Good English translation
- Interesting ideas (you can breed the next generation's hero)

CONS:

- Ugly environments with PS1-era graphics
- Most of the game is grinding your level-ups
- VERY high learning curve
- Boring, repetitive combat system
- Painfully awkward "flirting" between characters
- Way too long. Easily 100 hours per playthrough
- Using a guide is mandatory to win

SUMMARY:

This game is a total slog. I'd only recommend it to the hardest of jrpg fans, who don't mind the mind-numbing grind with a combat system that often feels tedious, confusing, and unfair. The romance elements are clumsy, and the characters are uncomfortably childish. Non-combat systems (like crafting) are poorly explained, leaving players who don't use a guide scratching their heads and wondering what all those numbers mean. Worst of all, the game's "true" ending is kept secret... with no hint of how to achieve it unless you spoil the story by, again, using a guide.

TL;DR:

A boring, ugly, overly-complicated game that doesn't measure up to better franchises. It isn't sexy, it isn't cute, and you'll hate playing it unless you use a guide.

Revival level Age of Empires II expansion. Magnificent game and never fails to convert me. Wololo~ <3. Dujanah in itself is an emotional cocktail filled to the brim with surreal visuals, topics such as death and acceptance, and a pinch of humor. The world is fairly linear, mainly talking to others, and a blind playthrough can be done within three to four hours. However, events and games at the arcade can also be done. If you're a fan of Yume Nikki, Lisa, or Hylics, this game will definitely be for you.. Hare In The Hat is a nice and short puzzle game. You solve puzzles that unlock compartments in objects and reveal items used to solve further puzzles. I would liken it to The Room, in terms of its core gameplay. The only problem is that it is far shorter and costs more than The Room. When I say that the Hare In The Hat is short, I mean that it will only take you roughly a single hour to complete the entire game, without any walkthrough or knowledge of what you have to do. On top of that, more than half of that time will be spent on one single puzzle - the sliding puzzle.

The achievements all follow linear progression... except for one, which has a **really** strange twist. One of the achievements you **have** to obtain last if you want 100% completion. It marks your account as a cheater, and from that point on you will **never** be able to get the other achievements, even after completely reinstalling the game! I have over 1,000 games in my library, and have **never** seen this in any other game. I am **not** a fan of this strange decision!

This game was initially made for iPhone, as is evident in the screenshot which is randomly included at the end of the trailer video. Simply porting a game from iPhone to Steam and charging \$2 for it is a bit much. They didn't even do a good job with the port. The only option is full-screen, which renders strangely on my laptop. It **is** possible to change the resolution by piping through a launch command, but if this functionality is available... why couldn't they add an option **in-game**?

In summary, Hare In The Hat is a fun game, but considering how short it is, it is really not worth the price. Be **vary** wary of this game if you are a completionist! I got it as part of a bundle, and if you are lucky enough to, it's well worth giving a shot. If you are looking for a standalone puzzle game however, I'd have to recommend The Room instead.

There is a post about the 'Cheater' achievement over at <http://steamcommunity.com/app/359810/discussions/0/487870763300646350/>. Having read it I have serious doubts as to the integrity of the intentions of the developers of Hare In The Hat. "If you cheated once and spit on my efforts on making this game, I see no reason to make anything for you. No game reset should clean it. If you don't like it - don't cheat... That's my game and if you don't like my rules - get you refund and get out" - Nomad (a developer)

Purely based on Nomad's comments in that thread I am not only giving Hare In The Hat a negative review, but actively recommend that no-one gives these developers any money. Treating paying customers like that is deplorable.. Very entertaining. Love the Paper Mario style. Not often that you see games that actually support Trump, not try to make people think he is stupid, so it is very unique in that sense. Overall, very good.. A quite fun co-op Tower Defence game. You run around as a robot building stuff, carrying stuff and firing and stuff using towers you carry. You need to move towers, build towers, upgrade them and figure out what combos work the best and so on.. As a big fan of the (old and new) Resident Evil series I was eager to try this game out.

And I would have to say this game does not disappoint, it does what it is supposed to do. Survival horror that can even get pretty nasty on Normal difficulty. The graphics are okay, the story is passable and the controls work(even with keyboard I have no problems, though a controller is advised).

About the only few negative things I can say about the game is that the fact that the enemies are bullet sponges, it takes ALOT of ammo to kill them and melee combat is simply too hard because you WILL get hit alot. Also, there are not that much puzzles in chapter 1 it's basically just find a code for a door. Although that seems to improve in chapter 2.

I would recommend this game, but buy all DLC(otherwise it's a pretty short experience).. Just like all my OST reviews, if you love the game and/or the soundtrack, grab the DLC. You get 18 of the BGM tracks from the game plus the song that's my new favourite, "It's Not Ero!", from the ending and "Probe" ("Probe" not listed on the store page) in, unlike Analogue: A Hate Story's OST, random kbps ranging from 250 to 320 with cover art included in each mp3 so you don't have to hunt for it online. Also includes a cover in 1392x1326 .jpg file.

Oh, and "Cake!" really is 21:05. That's not a typo.. Actually does a really decent job at distilling the basic RTS experience into a far simpler format, and yet it does so with more polish and presentation than other minimalist RTS games do. The push-and-pull, ebb-and-flow of a good RTS match is perfectly captured in the tug-of-war level design here, with just enough silly story

justification and interesting mechanics to make things fresh for the duration of the campaign.

Definitely something to get if you're trying to introduce people to the RTS genre, or if you're a fan of light strategy games.. I honestly haven't seen a game with worse ui and tutorials out their. I couldn't endure it for long until I stopped. This game honestly hasn't aged well and it crashed multiple times when configuring to even start up to boot!

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