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About This Game

Genre: visual novel, otome, ADV, detective, romance, costume drama, fantasy, school

Length: 3-4 hours

Someone is killing half-bloods (half-elves, half-humans) in a small city. The police believe that it's nothing more than a regular maniac obsessed with racial purity. But detective Blackwood and magician Silverlight have their own opinion about this case. They think that the killer is a necromancer going after the souls of half-bloods, who wants to use them for some horrible ritual. The protagonist, a young half-blood girl called Mia Silverlight, falls into a whirlpool of events. Will she be able to avoid getting caught by the killer, find true love, and discover the secret her uncle is hiding?

Features:

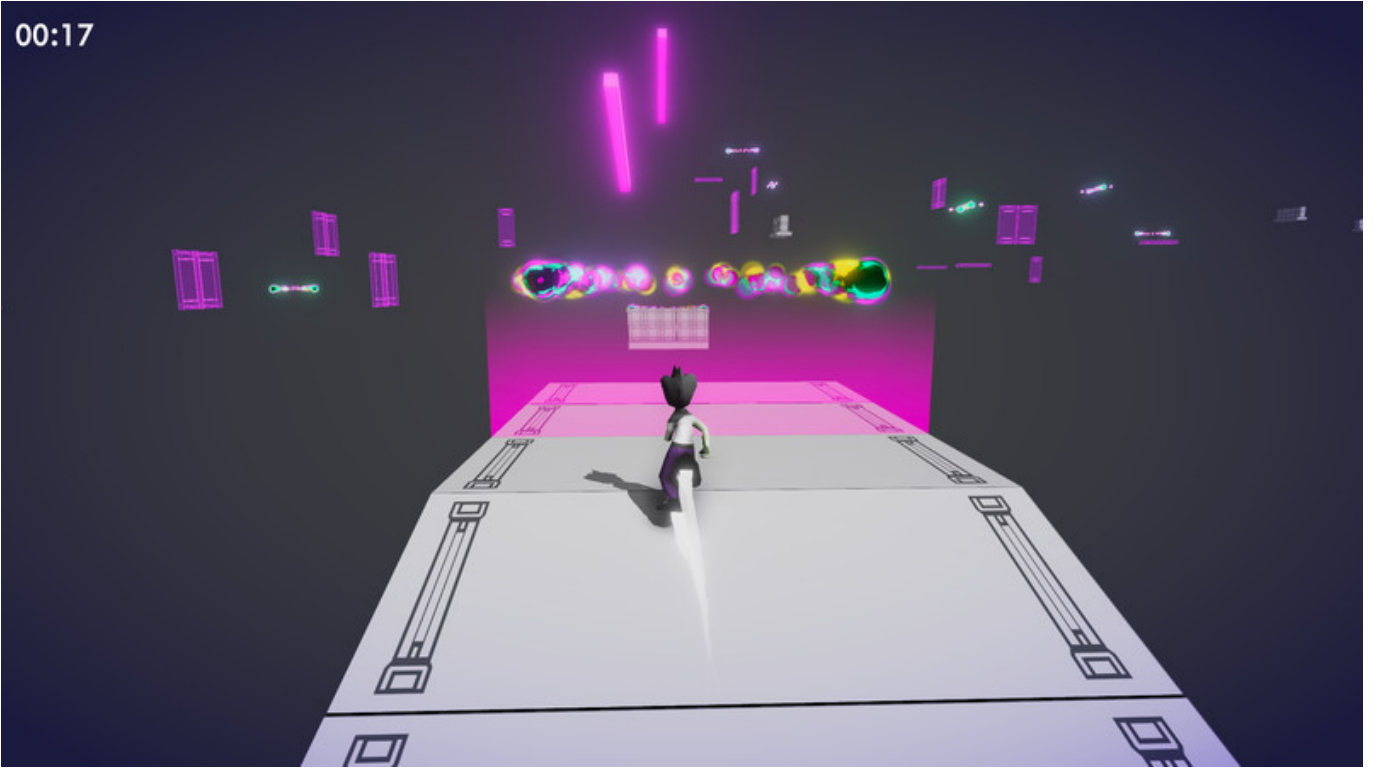
- Three characters to build a relationship with: dark elf (detective), light elf (classmate) and human (childhood friend).
- 12 endings including one where the heroine dies, as well as plenty of colorful CG art.
- The completion of any ending (excluding the lethal ones) unlocks the "Killer's diary" bonus allowing to see the novel from the antagonist's point of view, as well as understand his motives and feelings.

Title: Never give up!
Genre: Casual, Indie
Developer:
Salamandra88
Publisher:
7DOTS
Release Date: Dec 29, 2016

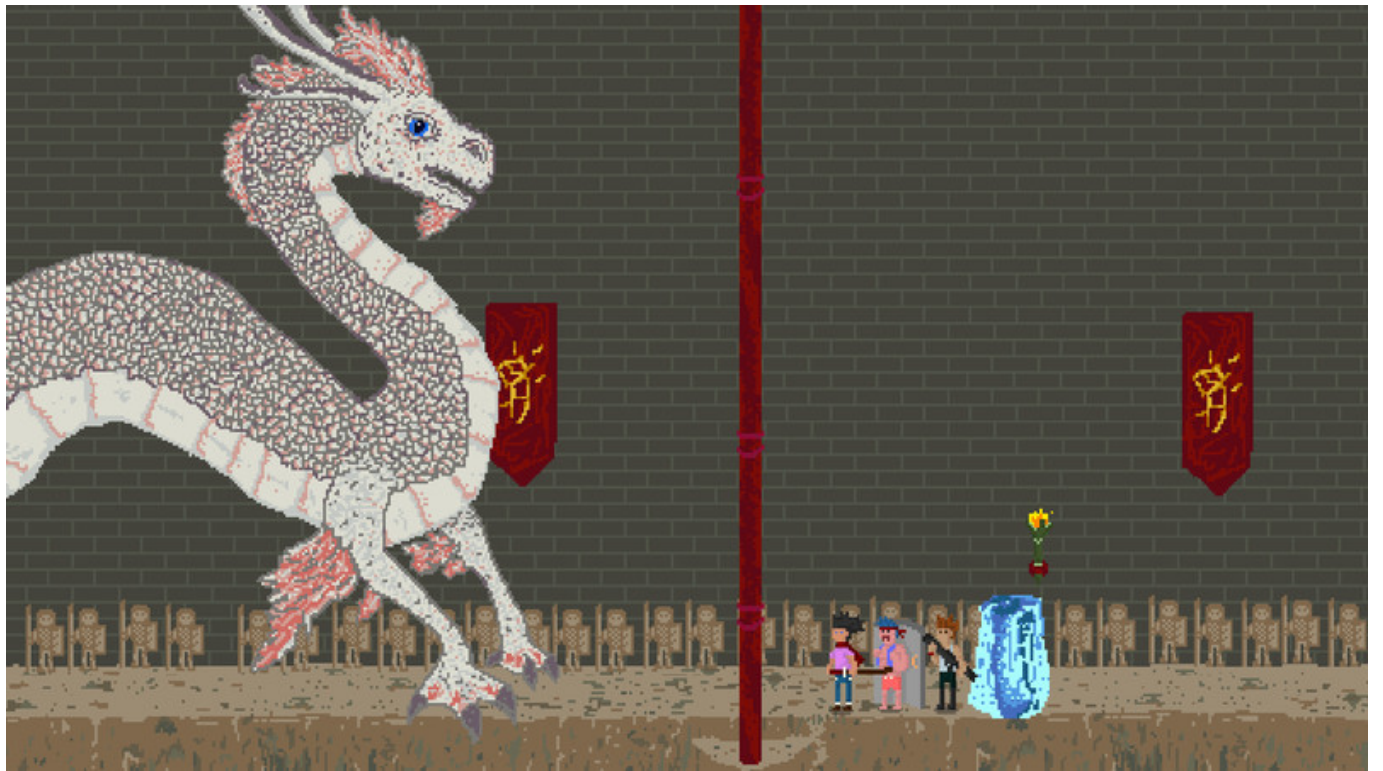
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The problem with this is that the race is basically over once you're first around the first corner (aka spamming all your nitros at the start), if by any chance you're not first by then don't expect to come first by the end of the race. The only useful upgrade stat in-game is speed, armor and weapons are practically useless since the best way to win is to avoid combat altogether. Also I've hit invisible walls in corners quite a few times which is a total buzzkill.. I picked up this game for 2€ on the Humble store. Ive only played for 40 minutes but a few times it gave me the chills and I havent seen any of the technical issues that some other people have seen. I cant say if its worth full price but Ive spent more money on absolute garbage. This one is good value for money if you have a good system.. Pretty good game, doesn't really break ground in anything. Buy if on sale, (it goes on sale a lot.) pass if not.. Looks simple, but it is ultimately a bit complex. Still, I'd recommend this game for nostalgic JRPG players or people who just want to sit back, relax, and play a game thats placid, especially with the audio track.. Forget about "The Golf Club" or alike. Go play this instead. Reliable controls, good physics, no random

Really pleasing esthetics. And it runs on Linux.

If it only had a level editor or workshop support, so the community could add more courses to it, it would be the perfect golf game.. This game is exactly how I remember it. Brings me back to second grade during the much valued computer time playing this game in the back of my classroom and enjoying every minute of it. Being a Senior in college hasn't done much to change the experience.

The games main preface was surprisingly real. A group of diverse people invaded by another group with physical differences exploited and enslaved for their resources and labor. I would of never took notice of that playing it as a kid.. Love it - excellent strategy gameplay, really easy to pick up, and great to play for a few mins as a break. However, while the background and lore are interesting and believable, the dialogue is pretty cringey and poorly written, but you can skip that stuff.

Anyway, pretty solid 8/10 game, excellent value. poor hack'n slash game.
nothing new under the hood, some settings are good but the overall impression is that is a bad diablo copy.
avoid it even if you like the genre, there are beter things around. Game claims multiplayer. There is no multiplayer!. Vector-based art software that offers an interesting modular component in creating your brushes. Still apparently in early access but is a decent enough program to stand on it's own.

A peaceful, casual game.

It's yet another Columns clone, but this time they are trying to add a story and... depth... I guess with the leveling up and choosing of different monsters to attack with.. Just found out about reviewing DLC so now i'm going to review it. Why did they think making this DLC was okay? I wouldn't of even bought it, if it wasn't for my PAYDAY DLC OCD. It's a pathetic DLC that barely adds much new and the dialogue of the characters is terrible. Please, for the love of god, never buy this DLC, you will just end up hating yourself after 5 minutes of playing as Ethan or Hila.. An entertaining game can be a bit repetitive I recommend it but only in a Steam sale.. Lost Chronicles of Zerzura starts off as just the type of adventure I like, with a bunch of physical inventory puzzles in the general vein of Return to Mysterious Island. Combine the things, and make new and better things to solve some fairly logical puzzle in the game world. I particularly enjoyed the invention sequences, and the action bits requiring puzzle-solving to complete a voyage or escape were also to my liking.

However, the latter 1/3 of the game or so is devoted to a 'find the scattered pieces of X' puzzle that drags on far too long. This is one of my most loathed game tropes and has been an ugly splotch on a number of otherwise great titles over the years. The focus also shifts from the physical to the mystical. Maybe I should have expected it, what with the rationaist brother and the esoteric brother, but it was still a disappointment, because the realm of magic is a realm of infinite possibilities and I'm much more interested in our world of limited possibilities, with maybe just a pinch of magic for spice.

As others have mentioned, it's visually a pleasant enough experience. Our hero is an agreeable character, and the personality contrast between the two brothers is believable even without the magic stuff. Bit characters are thinly drawn, which includes most of the rest of the cast. On the other hand, they had some funny dialog in places to liven things up. The villains were good -- it's the Spanish Inquisition, how much more villainous can you get? The varied settings were generally fun and the mini-game that I can remember was entertaining.

The mechanics of gameplay are functional and have some nice features like double-clicking on scene exits for a quick departure and clicking past dialog. I only had a couple of freezes/crashes in 13 hours of play.

I'm probably not the best judge of puzzle difficulty. When I was finding the puzzles engaging (first 60% of the game or so) I didn't need to lean much on a walkthrough. If I'd learned earlier about inventory right-clicking for additional actions/options I barely would have needed it at all in the early stages. Once I got bored later in the game I used a walkthrough more, until I eventually dropped the game entirely before it ended, frustrated with all the mystical object-fetching.

There is some bad adventure game logic at times, of the type where you discover you will need just ONE MORE THING (sometimes vaguely described) and must trek across the entire map to find which location suddenly has a supply of that ONE MORE THING. Other puzzles are nicely crafted, use items readily at hand, and make at least some sense. Believability is strained even in the non-magical sequences, but I think that is forgivable in the name of a good tale.

I think most adventure fans will find this satisfactory. I found the latter stages disappointing, but had quite a good time with it in the early going. If I had to pick between a neutral rating and a thumbs up, I'd have a hard time of it, but it's easy to give Lost Chronicles a thumbs up with only the two choices available.. As fun as a blank dvd. Cosmophony starts out as a rhythm game and ends as a hardcore memorization game. It also starts very simple and ends brutally difficult.

I wish there were more levels that you could play without having to memorize them (I wish there were more levels at all, there's only 5). The music is amazing and the mechanics can be fun, but by the final level you have a certain specific path that you can't deviate from at all, and it becomes entirely about remembering what comes next and what specific moves to make when that happens, with the music giving you cues. The previous level is similar, but with a little more room for variety, and the first three are more like other rhythm games. Those I played though on the first try for 1 & 2, and a restart or two on 3.

Overall I did have a good time with the game, and I'd recommend it to people who don't get frustrated easily, like D&B (or uptempo electronic music in general), and can handle a challenge. Just remember that it's going to be your memorization skills being challenged much more than your twitch gaming reflexes or sense of rhythm.. After the disappointing 'Sherlock Holmes Mummy' fiasco, 'The Silver Earring' takes sixteen leaps forward in creating a massively character-rich whodunnit. A lot of the classic Sherlock trademarks are here - opulent mansions, the evidence of the English class system, and shady characters create a great work for this story. Sherlock Holmes & Watson are given a lot to do and make no mistake this is a medium to high difficulty game. Hidden object, casual gamers, leave this one be for now. Puzzles are solvable, but need some lateral thinking, there are some timed puzzles, and probably the hardest aspect of the game is keeping on top of all the characters and plotlines to

solve summary quizzes throughout the game. An achievement for NOT using a walkthrough should be somehow earned if you can do it. Finishing with one of the longest adventure game cutscenes in the history of gaming, The Silver Earring is a great next step in the Sherlock series of games that paves the way for the future releases. The game is hard, but satisfying :). The Emerald Maiden is an OK, not stellar, HOG with several puzzles that are easy enough that younger players should enjoy. The story line is basic, and voice acting is acceptable. I've enjoyed other games by this company better, but this one is entertaining enough, all around if I could give it a star rating, it's be 3 out of 5.

There are many typos in the text of the game, and the hot spots for finding some of the objects, and or interaction could be made tighter so that you don't keep opening them when clicking away. The artwork is not nearly as good as some of this company's other games. All around lower quality, but apparently I played all the way through it and therefore gave it a thumbs up.. It is just a hidden object game, no story or plot to speak of. On the plus side, there is some variety to the games - find pairs, combine objects, find the difference, etc. Also, it is small so it doesn't waste much bandwidth downloading it.

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