Sakura Clicker - Chocolate Outfit Download With Utorrent

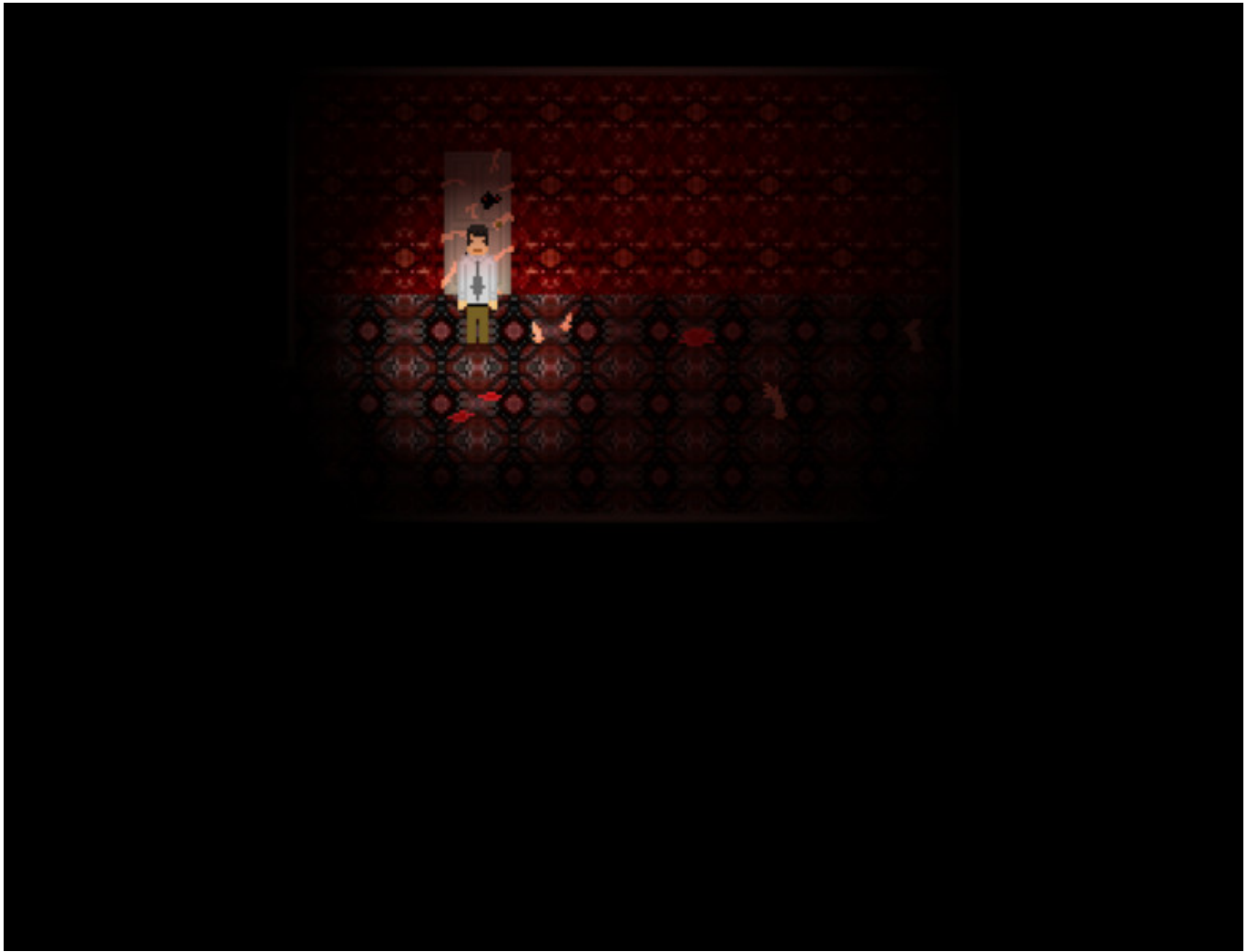Download ->>> http://bit.ly/2SHGskY

About This Content

Unlock the chocolate outfit for your main character!

Title: Sakura Clicker - Chocolate Outfit
Genre: Casual, Indie
Developer:
Winged Cloud
Publisher:
Winged Cloud
Release Date: 11 Aug, 2015

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English,Japanese

There's a game in the Lab where you pet a dog-like thing and play with it a bit and it reacts in a way that really spells out the potential of VR. I'd expected to see something like that here.

That's not the case. You cannot pet the cat with your controller, your controller is the cat. It moves unrealistically, because your controller does not move like a cat. The cat barely moves at all. The cat never looks at you. It even sleeps with its eyes open.

I thought this must be a game only small kids would enjoy, but I feel like even they would need to be pretty naive for this. You couldn't put this kind of game in a VR arcade.

The last part of the game I played was a minigame where where you have to catch mice before they escape into random holes that magically appear, but at this point I may as well have been playing hungry hungry hippos. There was no virtual realism to the cat at all.. Complete trash, it's brilliant.. Wonderful game, a MASSIVE improvement from the 8 bit graphics of the 50 years on Kongregate.
If you have a couple hours to burn, and 5 dollars, then this game is perfect. I work on the railroad and still come home and play this game. This game is amazing and the devs are doing a great job creating this world. I play this with keyboard and mouse. The devs are always working and bringing out patches. A lot of things could be added like showing the grades of the terrain on the map and having a positive and negative speed rate per minute guage in the engines. Can't wait to see the finished product when it happens.. Super \u2665\u2665\u2665\u2665\u2665\u2665. You need to click and combine items on the EXACT pixel for things to work as intended.
They've filled the game with a lot of "videos" which are nothing more than comic strips, to make it seem like it's longer than it really is.
Some puzzles are reeeeeeally easy and there are a few which doesn't really make much sense.

Not recommending this game - not even when it's on sale.. Amazing Game. Hard to learn but amazing concept. I played it in childhood and it brings back nostalgic memories. Ah the good old days!. This game has a lot of potential! It really does. But the many problems make it frustrating to play.

1. The drop rates.
All items seem to drop at unreliable rates. I sometimes got too many health pickups to use, or so little I have no ability to regain health. The combiners are the worst offenders of this. They are required to make new spells, but the drop rate seems so low that getting them is rare, and once you actually get a combiner, you get some useless spell you can't use even if you want to. More on that later.

2. The rooms. Everything about them.
The concept of randomly generated rooms (in this particular game) is really cool and sound like tons of fun. The problem comes from how the generation is designed. In every room there are around 6-8 destructibles. These destructibles drop items on occasion. Seems pretty good right? The problem is that each destrucible takes many hits to destroy, so you just sit there blindly shooting it until it's gone. If I wanted to be bored, I would go outside. The enemies are also a pain in the\u2665\u2665\u2665\u2665\u2665 They're not challenging, they're unfair. What you will find yourself doing most of the time is running around in a circle, while enemies chase you at great speeds. This gets very boring. In some rooms, enemies spawn right next to the door, and you immediately get ganged up on, taking vast amounts of inescapable damage.

3. The spells.
In order to create new spells, you need a combiner. These are hard to get as mentioned above. When you do get a spell, you have no clue what it is. Having some hints could be cool, but you get none. (As a side note, almost every spell using entropy runes is worthless.) Many spells are also not worth getting. Many spells are situational, which is ok, but since you have limited slots for spells, you end up getting the same spells you always get and sticking with those. This destroys the need for spellcrafting. Why create new spells when you already know what spells you are going to get?

This game has enormous potential, but is held back by many design flaws.

what makes a great platformer ?
Tight controls and great level design, this one lacks both but if you need something to satisfy your Megaman fix, then this would be an okay solution. i suggest you buy it on sale cause it is not worth the full price for sure.. The tutorial is only available in Russian.. This game is one huge bug. The controls are boasted in reviews to support both XBox and PS3 controllers, well, guess what? It doesn't work with PS3 gamepad AT ALL. The game recognizes that I plugged a gamepad in, but it defaults to Xinput, shows me buttons from XBox gamepad to press, and my PS3 buttons do not work. I had to use a 3rd-party app to map controls along, but they still work only partially, and, well, I just give up. Even with keyboard the controls are awkward and frustrating, random buttons in random places, the characters either overjump or jump not far enough, etc.

Also, opening Setting page after you just loaded the game leads to... black screen. If you were running it fullscreen - hello hard reset! It looks to me that even the developers didn't play their own game, otherwise they would have seen this bug.

The only good thing about this game is visuals, but the bad controls butchered it for me.. Quick and dirty multiplayer fun at a reasonable price.. I did not use this game to farm trading cards.

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