Score: 00004963   Lives: 0   Bombs: 3   Multiplier: 4.07x

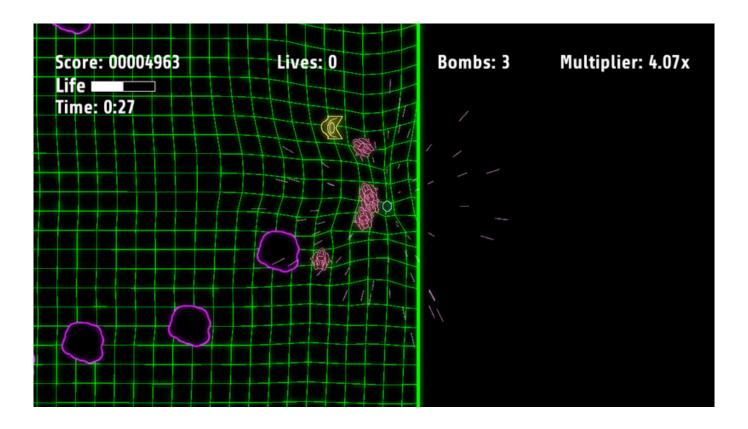Life

Time: 0:27

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About This Content

Overview

Arcade Elliana is the dopest Elliana you can play.

Arcade Elliana

- Pixellated Effects for Neutral Special, Forward Special, Up Special, Down Special and Strong Attacks.

- Rotates between 3 color schemes each time you lose a stock.

- A playable game of Snake when you taunt. How many pixels can you eat?!

Title: Rivals of Aether: Arcade Elliana
Genre: Indie
Developer:
Dan Fornace
Franchise:
Rivals of Aether
Release Date: 16 Oct, 2018

 b4d347fde0

Minimum:

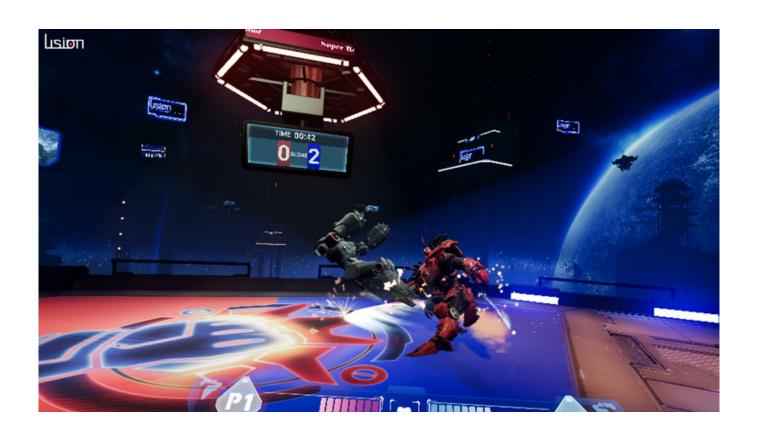**OS:** Microsoft® Windows® 7 / 8 / 10

Processor: 1.2GHz processor

Memory: 512 MB RAM

Graphics: DirectX Compatible graphics card with at least 32MB of video memory

DirectX: Version 9.0a

Storage: 500 MB available space

English,Japanese

def a classic!! i wish they made more games like this now!!! i have been trying for a long time to find more games like this an the laura bow series absolutely my FAVS!!!!. Cant seem to find jobs in job market

. This is a crisper rendition of an airport, ground textures are better and the overall quality is better than previous relaeses from Feelthere.

However, there are still a few bugs in the game but they dont really get in the way of controlling your airport, unless you are one of those that cant see past the bugs.

I think the bugs stem from the core package of Tower3d Pro and the coding in that rather than in this airport DLC.

If you already have the core package then you will already know this, but it shouldnt stop you from buying this addon DLC.

It has a complex taxiway system with lots of crossovers and joining taxiways which will keep you on your toes.. My body is not ready for this game.. This game is revolutionary, it redefines the battleroyal genre.

Features include which fortnite or PUBG has not:

-Gangster Stuff

-Dual Wielding

-Riotshields

-Realistic Graphics and Physics Engine

-Free Customisation

-No lootboxes or skins

-Weapons have decent recoil.

-You can climb pretty much everything

-Active playerbase

-Huge arsenal of weaponary

-Trucks

-Beatboxing

-More???!!!. This is a very interesting first person platformer and i like the spirit and the scary dreamlord guy.

Its a funny game with small puzzles and the harder levels can really make you eat a shoe!

Watch my gameplay review and make my day!

https:\/\/www.youtube.com\/watch?v=FpsAIefmSa4. Cute little game, doesn't take long to finish if that's what you're there for. But if you care to stray off the path, there are several secret areas with more nice visuals. The signs left by players add an extra layer of humor and interactivity.

The launcher didn't seem to respect my graphics settings, but that's okay because it was better fullscreen anyway.. Want to like this pack but as the other horror pack the sizes do not fit into MV, If we buy dlc for MV should work fine. Plus no battlers so seems like we have to make our own combat system to use these assests. Total waste of money can not reccomend.

This is a fantastic promotion sim if you can be patient with it and learn the way it works as things aren't really exaplined at any point within the game.

I've actually uninstalled it because its the sort of game that I start to play for an hour or two but end up spending all weekend playing..

- Bad graphics. I don't mind bad graphics in general, but here it makes it hard to differentiate between doors and other types of textures.

- Annoying sound effects. You are going to kill thousands of zombies and all of them have same splash sound effect when dying. Everytime you move or select your unit, they say same 2 confirmation messages over and over. It will get annoying fast.

- Unrealistic sound acting. Either they are too tryhard badasses, or too southphark kenny like. There is no normal middle way where you can believe this can be realistic voice of a person.

- No story. Story basically is "Zombies attack and you are killing them". Characters have no progression, no specialization, no emotion and they can't be killed (that's right, death of your unit in this game just means that unit is stuck and some other unit needs to revive it). You don't give a\u2665\u2665\u2665\u2665\u2665\u2665about them.

- Line of sight is not as important as game tries to make it look and trying to control it is terrible anyway. Your units rotate automatically to enemies even if they are not in the focus. You can't just rotate your unit. If you want to rotate your unit, you need to make it move to that direction. There is some concept of rotating to marginally different way when setting waypoint, but it's unusable.

- Scavenging. 90% of storages are empty or filled with junk. Only thing you can scavenge and is useful are guns. Also game is stupid and if you have more than one unit selected and scavenge, it selects same unit everytime, even though he is full, so you need to select manually different unit. Scavenging is just repetitive, useless and boring in this game.

- No strategy. Most you can do is set different position of units. This basically makes this a tower defense like game.

  If you are like me and are type of person who likes xcom or doorkickers, you are probably not going to like this game. If hovewer, you like tower defense games, you might.. Oh man, LOVE IT, the realizem is 94\/100 and it is AMAZING, MUST BUY DULEX VERSION 34 FOR 4 STUFFS!!!
  GET IT!!!. I broke my keyboard XD. It is a quick cute game. Almost gave me a Katamari feel.
  You start each lvl with a hole consuming more to get bigger with easy mild puzzles in each lvl.

  I just wished there was more challenging puzzles and gameplay.
  . Too few factions.. Very short, but very well done. Too creepy for me to finish (I was very near the end, it turns out) so I watched a vid of someone else finishing it. I would LOVE to see more narrative games done in this sort of way. Just not as creepy. Something with this foundation, but with some player choice and a bit of branching (even just pseudo in-scene branching like Life is Strange or other light adventure games) could be really great.

  Bottom line: definitely worth a playthrough. Especially if you're designing for VR.. A really fun deckbuilder with a nice video game interface. I actually prefer playing this version than the boardgame as it's easier to see what's going on with action arrows, pigs etc. I've generally played this game in 4 player free-for-alls, but it's got some really great even-playfield, no grind-to-win, no pay-to-win PROPER competitive 1v1 modes too.. SAMOLIOTIK is short, story oriented shoot-em up game. The game features multiple different levels that feature different enemies. Each level comes with an added difficulty. The game has a constant rate of fire, no ammunition values and time based power ups that either give your gun a shotgun like effect, shooting a rapid stream of 3 bullets, slow down effect or a speeding up effect.

  The games difficulty lies in the fact that movement is relatively sensitive, and touching an enemy will cause death. There are no lives in the game so it is an instant restart upon death. The bullets shoot out of the front of the plane in the center, so you cannot just sit on one side and shoot, because you risk getting your plane clipped.

The bosses in the game are relatively easy. Shooting the boss 10 times will cause it to recede and fall back. It is not as gratifying as seeing a big explosion, but it works the best with the 8 bit graphics due to the constant gameplay.

The graphics are styled in an 8-bit fashion. It is all very blocky, and simplistic. The colors palate is limited with most levels using three colors in general.

The biggest, game breaking, bug I found was the fact that you can move you plane on the pause screen, allowing you to evade enemies that would otherwise trap you.

In all, I would give this game a 6/10, it is a fun and simple little game to play in your free time, or to collect achievements.. For 50c i will not complain about anything... this game is actually very good aswell. Graphics are slightly outdated but still nice.. gameplay is fine... story is actually more than i thought when i looked at the screenshots... Def had some twists aswell... plus if you like Tron/VR battles or rooms then this is a must have :P

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