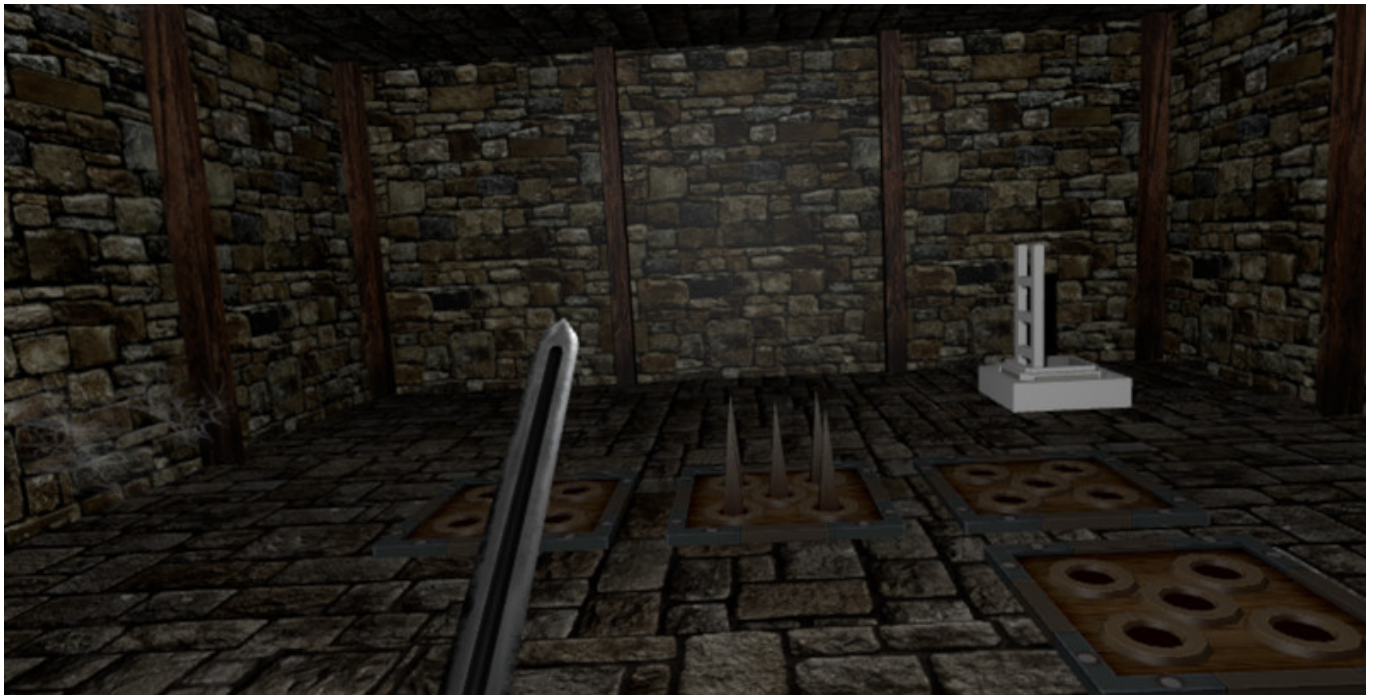

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About This Game

In Tori, players fly as a bird through a mystical land interacting with the spirits of sound to bring life to the floating islands of Otokai.

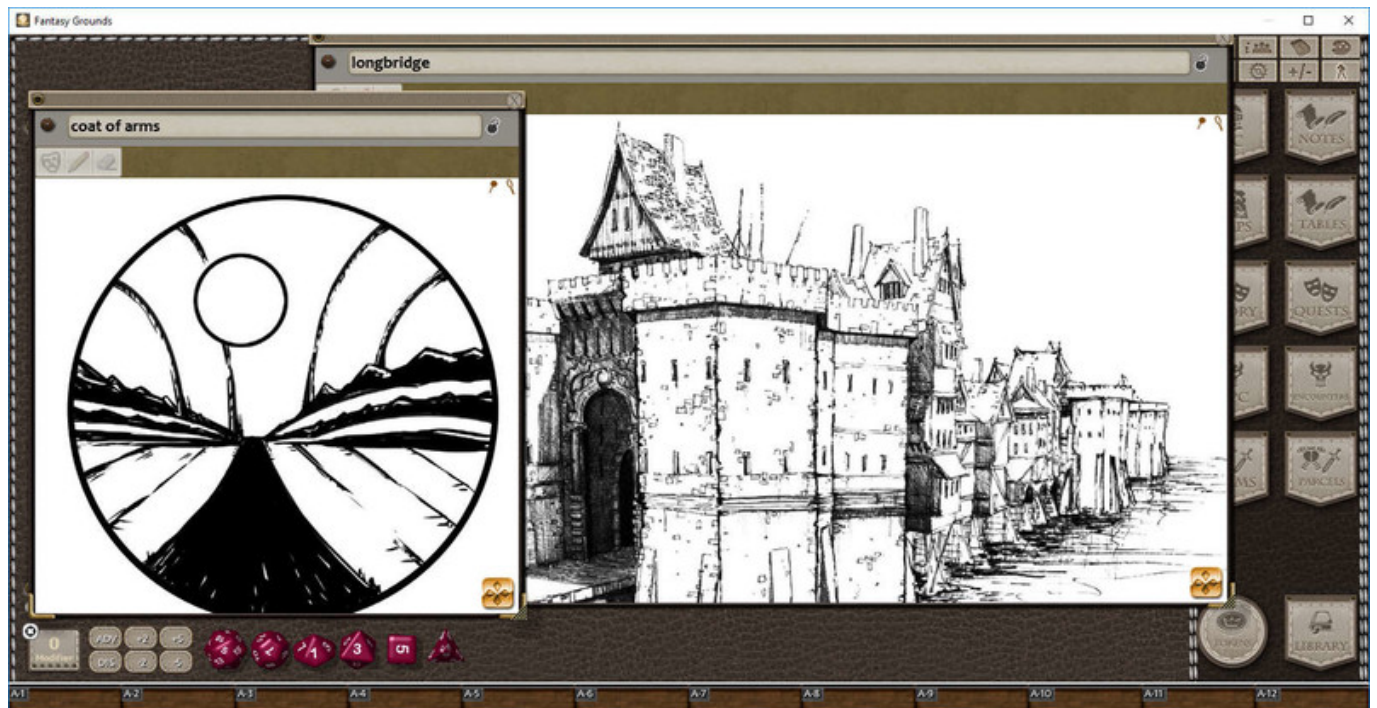
As players soar through the islands of Otokai they are greeted by countless icons and themes stemming from Japanese culture. Through interacting with Kami, the musical spirits of the objects that cover the land, players bring about events and storylines based on tales of Shintoism. Tori aims to artistically portray these tales and to build players' interest in seeking a deeper understanding of Japanese culture and values.

- **Fly** through environments inspired by Japanese culture and legend.
- **Discover** the story of each island by bringing life to them.
- **Listen** as the world's sounds respond to the way that you explore.

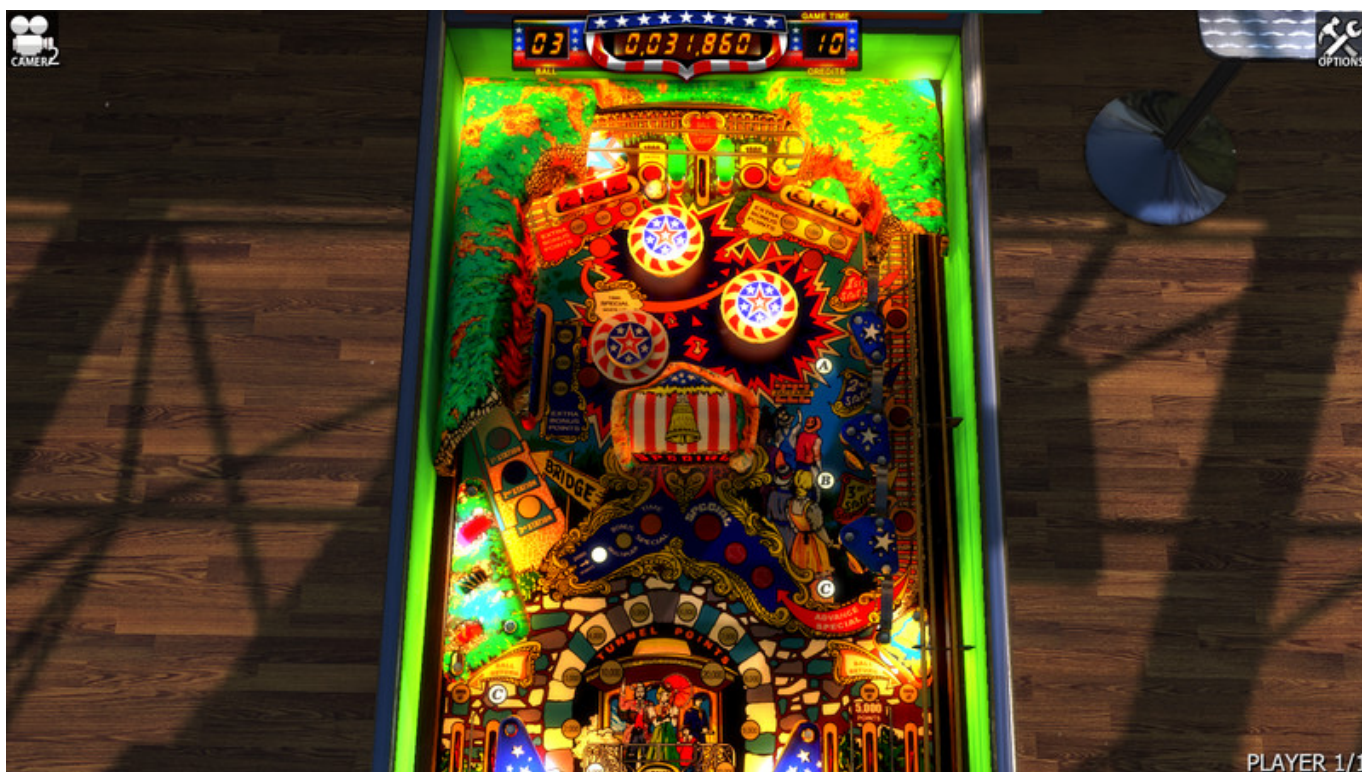
Title: Tori
Genre: Adventure, Casual, Indie
Developer:
Team Tori, LLC
Publisher:
Team Tori, LLC
Release Date: 19 Apr, 2018

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English,French,Japanese







Amazing rapid-fire sniper rifle. Very effective.

Buy only on sale.

I recommend.

. I haven't played any of the other games in this series, but I thought Space Pilgrim Academy was a fun little adventure game even on it's own (and I'm sure I would have liked it even more if I'd played the other games first). Nice writing, great aesthetics, fun characters, and engaging storyline. The class questions were a little tough for me, but there's a community guide available if you want a little help. :). I have played this game for a short amount of time but I feel like I can already provide an accurate review.

The games soundtrack is somewhat mediocre. I highly suggest listening to your own music over the top.

The gameplay is pretty good, it's a great concept but needs some improving. Here are some suggestions:

- > Higher tolerances for missing. This isn't real life, not everyone can smack a tiny target with a sword in the opposite hand with ~1 seconds notice. I understand there must be a skill curve, but I feel allowing for small errors would be great.
- > When the shield is used to deflect an item, it should not be allowed to roll back and cause you to lose a life. This screwed me on many occasions. Instead I suggest having the shield "smash" the projectiles on impact.
- > Longer sword. Some projectiles are out of reach for sitting players/people that stand still. I do have room-scale enabled but if I was a stationary player I would certainly struggle to hit some of the targets.
- > Power ups. I feel like there is little to no reward for performing well in this game, and the combo system in place doesn't accurately represent or reflect your performance. I would suggest rewarding the player with perks for high combos/low miss rates in the form of power up projectiles that you slice to gain a temporary advantage (such as seeing where projectiles are going to go, or a magnetic shield that pulls projectiles towards it).

TL;DR Game is 6V10, needs improvements but I would recommend.. I grabbed this even though I already owned the disk version because it's personally one of my favorites.

Overall, this makes for a solid addition in the Puzzle Quest series. In Galactrix, you play through a space RPG/Puzzle Hybrid where the match 3 pattern is the battle system as in past Puzzle Quest. It captures the feel of the space adventure setting well with more going on in the space world than some full 3D games in the genre, and it has a decent enough story to boot.

There are a few too many hacking puzzles for my taste and the learning curve can be a bit steep for newbies in the genre, especially the first few hacks, but if you're a Sci-Fi/Space fanatic like I am or even a remote fan of match 3 games/Puzzle Quest in general or you're just looking for something casual to play, it's well worth a few hours.

4.3V5. I picked this up in a Humble bundle and at first I wasn't sure what it was.

After giving it a go I was hooked. If you like to play a MOBA style game that involves teamwork fighting waves of enemies I would highly recommend this.

Looking forward to seeing what other content they have installed for this game.. Very promising game that is already enjoyable, yet visibly not yet completed. I hope developers will actively develop it further and leave Early Access state soon, after adding and polishing features.. You're dead. You're in an office building, not quite sure who you are and how you got there. Let the nightmare begin. Your character alternates between the office and a home, both full of doors and passages and the memories of the past and all the horror that entails.

This is a walking sim, but a challenging one I thought. It is not always easy to deduce what will trigger your path forward. There is a hint system in the Options menu that can be accessed if you have been stuck in the same area for a couple of minutes. I admit I had to use it a couple times! General Hint: Staring pointedly at some things can reveal scary new things.

This was a tense, suspenseful horror story with some scary images. But it isn't a blood splatter fest full of gory images. The horror comes mostly from the suspense and not knowing what is behind the next door. And from wondering what you've done and what had been done to you. Well, there is a very creepy someone too ... A couple of jump scares (for me anyway), but no chase scenes or dex checks.

The game is separated into short chapters that autosave. The loading time on the saves were long for me, but the game was so nicely done that it was worth the wait. The developer reports that the gameplay is 2-3 hours! It took me much longer than that to poke around everywhere, mull over the notes that I found to develop theories about the story and figure out how to proceed in certain areas.

This is a great effort from a one-man development team that showed a lot of creativity and polish for an indie first game. I look forward to Erebus' next project. I recommend this game to all that like horror and a good walking sim. It's creepy good fun!. Nothing special or super unique from past years. I still really don't like the interface compared to OOTP's baseball games and the fact there are no 3D games available yet. It's still the only real hockey sim game available so it's tolerable if you love these kind of games.. In fact, this does not seem to be the same as the old RTS. The game is boring, ugly and also on Unity. There is no plot, no denouement, faceless enemy, faceless you.

Nice free DLC, Gork and Mork would be pleased. What a fun second chapter! The ideas are just so well delivered, the jokes are on point, and this voice acting is 5 Stars good! I just read about Chapter 3 coming, and I am excited to hear about it! This is a game, and I look forward to more!. Pixel Shinobi is a solid platformer. It's hard and you'll die a lot, but it never feels cheap and it's consistently entertaining.

The stealth mechanics are simple enough, and stealthy assassinations require some exact timing to pull off—exactly as it should be—which makes it feel extra rewarding when you slaughter everything without being seen. Tight controls and challenging AI make for excellent fights when you are seen, even against fairly basic enemies, and the bosses I've fought so far are tough and memorable. Gameplay is a clear 10/10.

My complaints are minor, mostly related to translations so laughably poor it almost seems intentional. I would like to see labels and tooltips for crafting and inventory management, as well, because you can't tell what the hell anything does until you actually use it.

Overall, this is a must-own for people who love ninja games, and I highly recommend it for everyone else. I bought it on sale and it feels like a bargain, and it's still in Early Access.. This game is pretty fun, plan on playing more after this review (.2 hours), but DEFINATELY they should look to make it online multiplayer.. Have not played PVP, but have played Co-Op.

This is a fun little game that reminds of of those old scrolling space shooters from my youth. Had a blast tooling around and blowing things up with some friends.

Graphics are acceptable, but not lacking. Performance has been good with minimal issues. Over-all I would rate this game for a generous 7/10.. It had lots of potential, but never went anywhere.

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