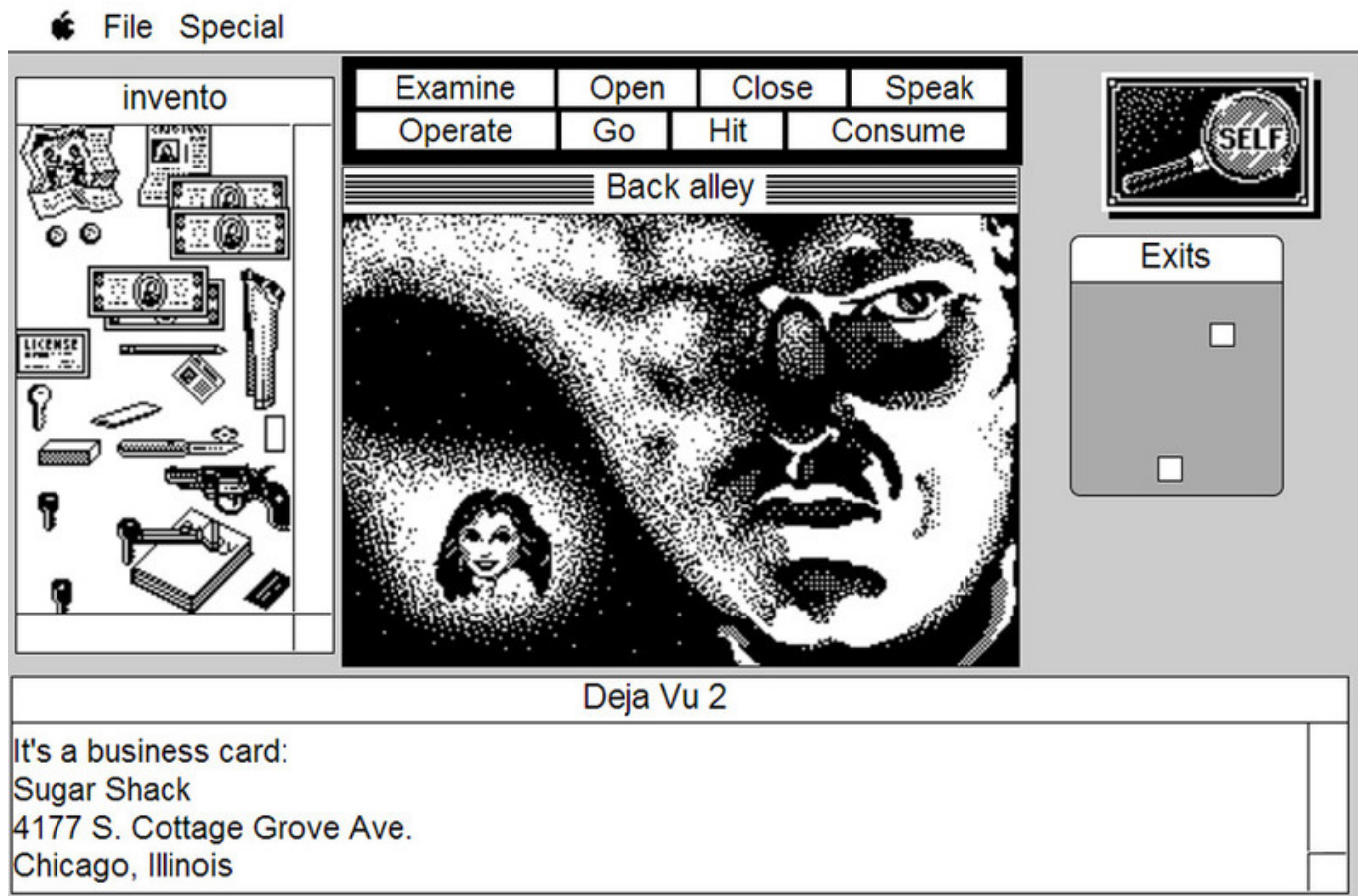

Si Kancil : The Adventurous Mouse Deer Portable



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About This Game

Once upon a time, there is a little Mouse Deer, his name is Kancil. Kancil live in shady forest far away from the city.

Actually that forest is a peace place for the animals before the hunters came. They catch animals, they also cut down the trees to get the woods and burn the forest.

Now the forest that once a shady and peacefull place for the animals to live become filled with smoke and fire because of the hunters. Many animals trapped in that situation. So Kancil bravely try to help another animals that has been catch by the hunters and trapped in the burned forest.

Help Kancil to save his friends, the forest and get rid of the hunters.

Features :

- * Many puzzle stage
- * High graphic resolution

Title: Si Kancil : The Adventurous Mouse Deer
Genre: Adventure, Casual, Indie
Developer:
Binarystudio 54
Publisher:
Binarystudio 54
Release Date: 6 Nov, 2016

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Minimum:

OS: Windows Vista, Windows 7

Processor: 1.4 Ghz

Memory: 1024 MB RAM

Graphics: Normal

Storage: 512 MB available space

Sound Card: Standard

English







This game is scary as hell. If you are bored of all of your other games and you need a pinch of horror and survival, this is it. I would rather pay \$2 for the game than 10 but oh well. Sadly the graphics and lack of updates really is a negative.. beautifully simple game, takes me back to the days of PS2 demo disc games. Very much a plug'n'play game, launches in a second, no bugs, no tutorials needed, no awkward 3rd party applications in order to use a xbox or PS4 controller, just launch and play.

Very easy to fall into a trance with the trippy music, restarting is instant and the controls are completely responsive.

One thing I might like to see in the future is a hardcore mode where any collision ends in a instant game over.

I have exclusively played the single player mode so far and still enjoying it, particularly fun to play while listening to an audiobook!. Brilliant game.

I've spent many hours playing this on the HTC Vive. The visuals seem clearer than 'The Golf Club VR'

Totally immersive with the convincing sounds and visuals. The interface is easy to use.

There still seems a few 'Coming Soon' things missing from the lobby, I hope the developers haven't gone away for good!

Overall - great fun.. Total scam and not worth the money. lvl 2 doesn't load and lvl 1 there are so many false painted pixels on that lvl plate that you can't aim smoothly.

Saw so many games being much better, much more stable and less expensive on goble game jams than this.... This was a such a short but sweet game!

Two best friends Maddie and Tara go to a town in search of a paranormal adventure, and boy oh boy do they ever get it! The adventure awaiting them is filled with fantastical creatures, magic, and new friends and lovers. The art is amazing, the characters unique and fascinating, the music wonderful, and the story was one that kept me interested the more i progressed.

The only two issues I would have with it, is the lack of many choices and interactions. While the story was enough to keep me engaged, it was much more just reading a fairly set in stone story rather than something to play over and over. So It is a 'play just once or twice' sort of game.

But I personally really enjoyed it, I loved seeing the two cute relationships grow and trying to guess what would happen next. I'd probably rate it 7.5/10. So, what can I say about Double Action:Boogaloo? A lot, that's what! This exciting, over-the-top Action-movie styled shooter is something of a unique design. It was derived off the mod for Half Life, The Specialists. While Double Action is made on the Source engine, rather than the old Goldsource engine, the game lacks the graphical touch that a lot of modern Source engine games get. However, if there has ever been a game that shows that a game doesn't have to have realistic graphics to be enjoyable, let it be this one. Double Action carries many unique traits that I have not yet seen in any other shooter. The feature that sets it apart from most shooters is the brilliantly fun Stunt system. This allows you to press right mouse (by default) to leap through the air, and even slide for several metres across the ground! Or you can use this to unrealistically and rather painfully slide up stairs, whatever you prefer. Not only this, but it has many other uses. You can use it to leap off walls, or effectively double-jump, the world is your oyster! The Stunt system isn't the only part of this shooter that makes it truly unique. While playing this game, you will find the game repeatedly slows down. This is for dramatic duels between players, and it allows you to make your moments of glory last that second longer. This leads to epic James Bond (sorry I couldn't be more imaginative!) movie-esque duels between players that never get dull. I could ramble on a bit longer, but for a man with only 3 hours into this game (at the time of writing this review, I plan to play many more!), I've bored you quite a bit. Here's a list of pros and cons of the game from my experience:

Pros:

+ It's free!

+ The Stunt and slow-motion systems are unique to this game, and really add to the exiting atmosphere you're in when you play the game.

+ Weapons are *fairly* balanced, none in particular stand out as 'overpowered' to me.

+ Maps are strategically-well-designed.

+ Bots seem to be fairly sensibly coded AI-wise.

+ There are no in-game purchases.

Cons:

- There aren't many maps (albeit, as said above, they are well-designed).

-
- The player base is fairly small, but I've never failed to find a server with a decent amount of people on it (I'd say 10 people is the minimum for a fun game, a lot less than the likes of Team Fortress 2).
 - Graphics could do with touching up a bit.
 - Updates from the developers are sparse, and there appears to be little communication between the developers and players as of late (the last update was in October of 2016).. Option system not really working good under Linux, can't see what choices are made there, they disappear. The game itself was really shallow, not at all what I expected from reading the reviews and watching the videos\screenshots. Doesn't feel like a complete game.

Senran Meisuishu Tactics is a turn-based SRPG where you move the Touhou girls under your control over a playing field and defeat monsters or other hostile Touhous. It's solid in its gameplay, there is a big character roster and a lot of content with the two campaigns (youkai and human version) that the game includes.

For youkai version, I had to throw in the towel at mission 13. At least for human version, I'm still going strong at mission 18. The latter is more casual and more balanced in its difficulty, I recommend you start on it.

Despite giving up on one of the campaigns, I enjoyed my time with the game so far. It's rewarding to beat a tough mission here. Even outside of combat, there are many complex decisions to make with all the equipment you find and the shop purchases you make. If you're a Touhou fan and looking for an RPG meant for the more experienced, go for it.. this game has bad meta reviews, but it's really not that bad. It's a fun little indie-game that brings back memories of early to mid 90's side-scrolling shoot-em-ups

. you: oh hey i want a civilization!

game: no im gonna crash

d o n t b u y i t. Not a bad game, but neither is good. An experience so simple (because it's meant to be played in mobile devices) that really doesn't make an effort to stand out. Bland narrative, mediocre graphics, tedious bullet-sponge bosses. There isn't even a scoreboard implemented and the game difficulty levels feel the same, it really doesn't have replay value. In the other hand, the price tag is fair.. its like the 90's theme songs of videogames. i feel every game should have an overall theme or melody but none are just this AWESOME. The game description pretty much tells you what you need to know. It's basically a multimedia art installation, brought into VR. If you like modern art and would happily pay admission to an art museum, then it's probably worth a buck. No need to worry about little kids ruining it for you, either. Unless you have little kids in your house. Why would you do that to yourself? I just don't understand some people. ;-). I like the new vehicles, could be more of them, but not so sure about the new "Eastern European" style map. Driving around and in and out of the main yard I find the map slightly depressing, with just about every bit of infrastructure rusted and looking almost post apocalyptic. I would still recommend it, because it is still a quality map. \$10 would probably be closer to the mark on price, I would say wait for the special.

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