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About This Content

This Extra Character Pack for 100% Orange Juice adds 2 new playable characters from developer Orange Juice's games - **Nico** and **Arthur**, and a new campaign featuring them. The new characters come fully voiced!

Toy Store Pack includes:

- **Arthur** from 'Xmas Shooting', voiced by Fujiwara Hikaru, aka. Hono
- **Nico** from 'Xmas Shooting - Scramble!!', voiced by Kahara Yuu
- New, unique Hyper Cards for both characters to bring chaos to the battlefield with!
- New music tracks play as Arthur & Nico's themes
- An all-new 6-episode campaign featuring both characters, expanding the lore of the game!

The new characters are designed by Orange_Juice's original staff for the game's English Steam release, with character and hyper card art by Hono.

Title: 100% Orange Juice - Toy Store Pack

Genre: Indie, Strategy

Developer:

Orange_Juice

Publisher:

Fruitbat Factory

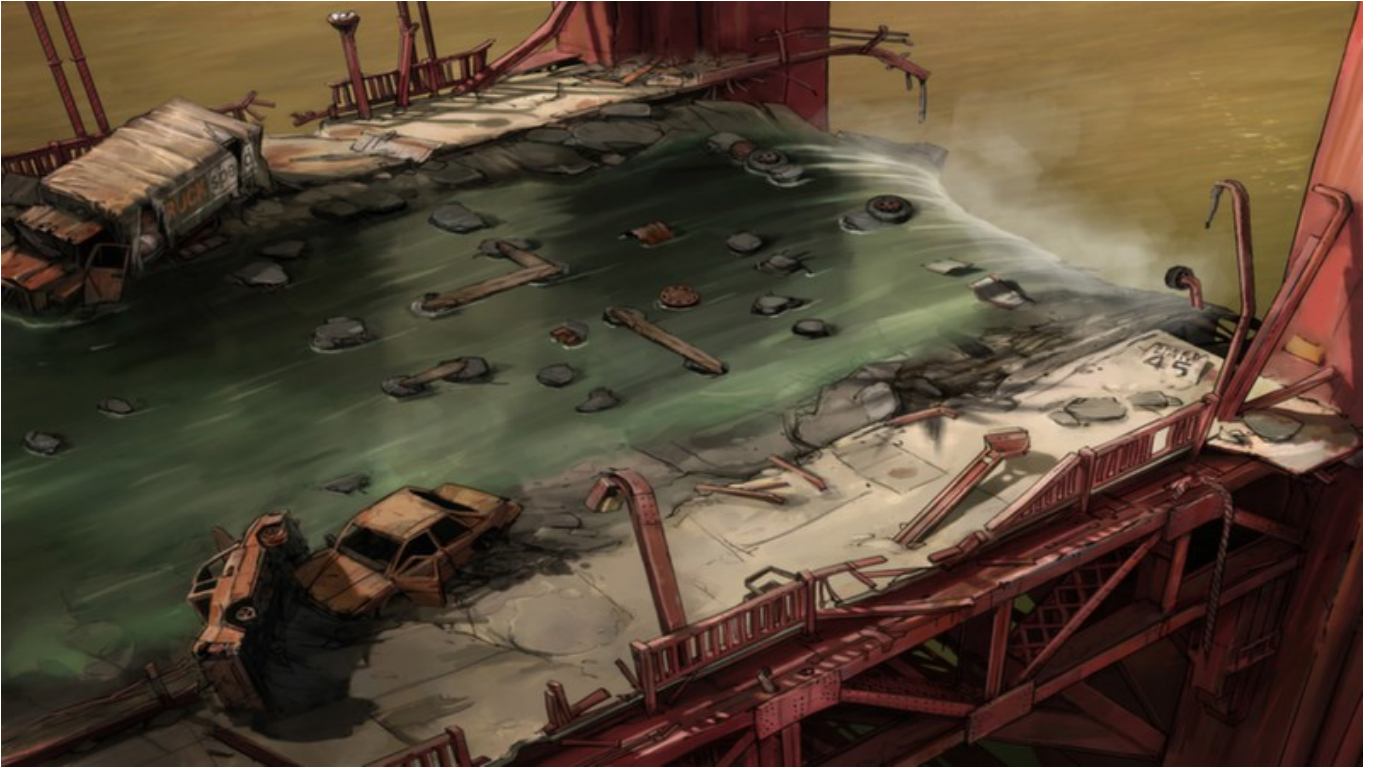
Franchise:

Orange Juice

Release Date: 14 Dec, 2018

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English,Japanese,Simplified Chinese,Traditional Chinese,Korean







Wonderful, simplistic and tranquil, a really nice and cheap puzzle platforming game. **6180 the Moon is up there along with games like Thomas Was Alone and 140 in terms of simple but effective mechanics.**

I would recommend this one to all platforming gamers, for its low price it offers a fair amount of gameplay and has a very enchanting atmosphere that draws you in. I don't have much else to say, it's a great game and definitely suggest giving it a try.. It's fun and cheap, but a bit wonky. The shooting feels good, but grabbing the drinks is sometimes an issue as they either spill immediately or don't count when you bring them to your face. The drinks also need to be a more to your side as after the first couple they are too far behind you to be comfortable. But honestly the biggest problem is that I want to be able to switch sides so I can shoot with my right and drink with my left.

But all that said, it's a fun concept. Having to keep yourself at a moderate level of drunk is a nice change of pace from just constantly shooting and forces you to manage 2 things at once. For the price, it's a fun game.

Update:

I came back for another round and ended up beating the first level, which I hadn't even realized was a thing. I enjoyed the first level, but the second one is a blast. It's still a small game, but it's priced well for the experience and it's worth having in VR library.. bought the reinforcement pack 2 which is supposed to include this... it doesn't seem to... this is swapped for the specialist??

EDIT: Its been fixed. Fun at first but very grindy with gradual uninteresting upgrades. Combat mechanics are pretty bad, spamming the attack key seems to be the best strategy from what I can tell as you are penalized blocking by still taking damage. Not to mention an hour in there are larger beasts that just one or two shot you blocking your path. I died to a bison and my ghost had to pass the unbeatable bison to get to my corpse only to be stuck behind it.

I do like the artwork, music, and general feel of the game. The actual gameplay, UI, combat, annoying inventory management, and boring baby step progression keeps me from enjoying it.. Buy it, its awesome!. Scam. Do not buy.

Can't create an account, servers do not exist.

Cannot play using an existing account, servers do not exist.

Cannot play because this is the inevitable future of "games as a service" or "live services".

You will only be paying for a login screen.

You have been warned.

I wish I could get my money back.. This is so much fun. I spent a bunch of time playing it today when I should have been working. This is going to be my lunch hour game for a while to come. Nice job all round. The range of alien designs reminds me of Atari's "Space Duel"; always something new and shiny to shoot and/or be surprised by.. Played a second round and already had multiple repeat questions. I did not expect this to happen considering the games were only 5 minutes each.. This is one of many terrible contra clones on steam. I am a sucker for these kinds of games so when I saw best buds it looked like the kind of game that I should love, but once you start playing you realize all the flaws.

-Bad controls, unresponsive and aiming is awkward, makes firefights far more difficult than they should be, this is not a problem that I ever ran into in the original contra which came out over 30 years ago. How simple run and gun controls are not perfected by now is mind boggling.

-awkward camera. yes you read that right, awkward camera in a sidescroller. When you press up to aim up the camera shifts up, when you duck the camera shifts down, this often obstructs your view and is also very dizzying. Like for example, I am running through a level, an enemy is flying overhead shooting at me, I aim up at him and now I can no longer see enemies below me/ on the same plane. Very awkward and not needed.

-boring level design, each level is a scavenger hunt for 3 letters that open a door where you fight a boss to get the last letter of the word exit and then you can leave the level. Exploring the levels is not fun, and there are several really obscure pieces. The traps are easy to avoid and there is no good platforming or heartpumping sections to be found. Just wander fighting samey enemies who won't kill you as often as the controls will.

-terrible design choices, when you die the enemies respawn but the power ups dont? wtf?

-you hit a checkpoint once and you can never activate them again, which means if you accidentally hit the checkpoint by the boss but cant fight him yet you will have to backtrack through a large portion of the level when you die on the boss.

-no lock on/Vaim button (ie: contra 3)

there is just a ton of things to hate in this game and I cannot recommend it to anyone, if the trailer interests you I would advise you go back and replay contra rather than mess with this trash game.

-
- + Beautiful artwork
 - + Beautiful music, it's very soothing, actually I really love the music? Especially the nighttime one.
 - + Lovely custom tileset
 - + Quiet hard, sometimes can be frustrating, but I like that. I like challenge
 - + I love the Indonesians vibe. Well done, well done
 - + Seneng deh berburu durian yang melayang-layang tengah malam.

- A bit laggy sometimes, but those are no major problem, it's either the game or it's my laptop (edit : it was my laptop orz)
- Where's the boys? Why can't I recruit boys- yunno- just platonic relationship? You go bro-on-bro adventure, beating magical flying durian, just-- bro being bros. Where's the boys??
- Open world can be quite confusing sometimes, especially for first time playing
- Too slow (transition after caught a fish *uuugh*, transition when talking with party)
- npc was no help, pls im confused- why everyone just say hello to me. I need direction

Overall :

Gorgeous game, very well done. Despite of the negatives, I still love this game.

Once again, well done. Now excuse me while I'm gonna try catch this fish to impress Ms. Arwana. This game is funny. I think one of the things that it really has going for it is its sense of humor; be it the snarky wit of the main protagonist, the wacky array of supporting characters, or just the self-aware exposition, this is an objectively funny game. It's a tongue-in-cheek parody game filled with nerdy references, and the game rewards you for recognizing them. Not to mention, the story is quite absorbing -- after playing for awhile it became hard to stop -- despite the fact that the game certainly does not take itself too seriously, it's difficult not to get wrapped up in the world building and story arch.

That being said, this game is a whole lot of story, a whole lot of jokes, and a whole lot of amusing exposition. That is to say, it's really, really talky. This isn't inherently a bad thing -- but one of my main criticisms is with the way that the frankly epic amounts of written information was handled. It would have benefitted greatly from voice actors, and considering the 1st game was very nicely voice acted, I found the sudden change jarring (despite the fact that even that was a in-joke about sequels). Voicing the cast would have made me feel less like I was reading an interactive sci-fi/fantasy picture book, and more like I was playing a video game. However, if it was impossible to have gotten voice actors for the sequel for whatever reason, then this game very much needed some other way of breaking up all the talking into easy-to-follow chunks. Just having the character's name there above the dialogue box wasn't enough for a smooth gaming experience. Something such as a logo for each character next to their name, a change in font color for each character, or a musical theme (when applicable) associated with each character to indicate when they are speaking would have been helpful.

All in all, this is a funny, absorbing game -- despite what seem like budgetary issues with the voice cast not returning, I would very much recommend this game to anyone who likes an engaging parody story.. A short little program story (not a game). Pretty trippy. Very thought provoking.. With Vol.3 the story of Corona Blossom comes to a little bittersweet end. The storyline and all the developments were really well made until the very end. Corona Blossom was a truly amazing VN.. I took a chance on this one and was really surprised. Such a good, unique puzzler. It's disappointing that this appears to have slipped beneath the Steam radar - since the production quality, puzzle complexity and the presentation is top-notch. It is well worth a purchase at this price.. Nusakana is an intriguing and genuinely kooky RPG title that focuses more on simulation than combat. You assume the role of a fisherman who visits a remote island on vacation, and his time spent there is entirely decided by you. Whether it's romancing the mysterious sirens of the island or devoting time to unravelling hidden secrets, Nusakana is scored with anime style characters and a seemingly endless lounge jingle. I bought it on discount and would recommend the game purely on that condition.

Pros: a unique environment, some wonderfully weird characters, a curious twist on simulation ideas.

Cons: combat lacks depth and purpose, some grammatical errors, not exactly challenging.. this game has average graphics and good controls, combat is a little repetitive but its quite addictive. there are some puzzles in the game which have average difficulty. overall a good game, wouldn't mind playing more from the series

. When I heard about a new version of ARES I figured what I'd get to play improved on the game I knew and had a like/hate relationship with, it was 60% off and since i owned the original I figured what the heck.

Gameplay: They've moved to 1 currency, essentially everything is now 1, so you have 1 higher cost instead of trying to farm a particular resource for your upgrades. Thats a positive... you now have to find unlocks to unlock your upgrades, thats a second

plus... You get a new character that's like a heavy class/tank compared to the original character, and he plays... kinda meh. His special is a shield that uses up energy vs health...

Other changes is that you have infinite bombs/electrical blasts and they are on a CD. Repair kits are also on cooldown and have a 100 resource cost. All can be upgraded.

Graphics: Uh, I don't like what they did with the supporting cast, the characters and bosses look just as great, but what did they do to the women... it's like they changed how they wanted them to look and they look awful. The gameplay is still as crisp and looks similar if not better than the original.

Controls: Yup, did you hate Ares, you'll hate this... love it... you'll love this... it's not changed, and it's still as wonky as when I played it the first time, jumping off the ends of ledges... good luck and do it early.

So that I've written this game, if you haven't played the original, you may like what you see, if you have... I'd avoid this for awhile, it's in a kinda crashy state in which you have to launch the game again nearly every level I think the changes they put forth are positive for the game, but the new levels aren't really impressive, and the new character while plays slightly different, continues to be similar to what you've done before.

Verdict: Pass, and if you want to get a version get the original for now... I might review once they patch all the crashy bugs... but I cannot honestly recommend as of 10/4/14. this game works surprisingly well, and I love it. although at the time being it is a bit unbalanced, it's still in beta, so it's fine.

P.S. when you are in the menu press the button in the top right next to your picture, and you can play Dungeon Keeper.

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