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About This Game

PAUSE THE EXPERIENCE TO CHANGE GRAPHICS SETTINGS AND REDUCE GRAIN

EPISODE ONE: THE CHAMPION

Half music video. Half blurry nightmare. The first episode of Kingdom City Drowning is an experiment in soaking in atmosphere and just "being there." Where narrative takes a back seat to the aggressive soundtrack, brutal visuals and oppressive tone. Follow James' escape from the confines of a deep underground prison mining complex to meet up with his only two kin, but an escape is not without cost. In order to attain freedom, James must first strike a deal with the devil.

KINGDOM CITY - the last standing mega-metropolis in a world choked by a toxic haze, forcing man to endlessly create towering structures that reach into the heavens, grasping for pure air.

KINGDOM CITY DROWNING begins in the deepest, most depraved depths of Kingdom City, nearest the haze and desperation. Embody the camera as you follow three delinquents - James, Maika, and Brooks - bound by violence, trauma, love, and the desire to forge their way to the top by any means necessary.

CREATED BY: William Gerardi and Barrett Phillips
STARRING: Kentucker Audley, Sofia Banzhaf and Amin Joseph

Title: Kingdom City Drowning Episode 1 - The Champion

Genre: Action, Adventure, Indie

Developer:

phoenixmirror

Publisher:

phoenixmirror

Release Date: 30 Aug, 2017

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English







Would recommend. pretty good platforming (hard but not too hard). I liked the variety of level types, changing seasons and collectables make me want to replay each level.. There is some NJT Equipment and the NJT GP40 was released today and looking at the screenshots there is still no MultiLevels what so ever for NJT. That is like pretty much all of NJT Passenger Fleet. DoveTail Games if you read this you need to make NJT MultiLevels for this game. I mean you have pictures of them on signs so why not put them in the game. I have this route and its great but the NJT Needs some fixes such as the Comet V CabCar when the ALP-45DP is pushing and you turn the bell on it turns the bell on the ALP-45DP also. The F40PH2-CAT Comet V Cabcar is not compatible with the KeyBoard. B button on Keyboard does not turn off the Locomotive Bell. ALP-46 Needs new Physics and sounds along with the CabCars for the ALP-45DP, ALP46, F40PH2-CAT, and the GP40. The ALP-45DP and ALP46 don't have the right horns or eletric engine sounds. The GP40 horn and bell i don't know as i have not seen any videos yet of this engine or have this engine yet. But Please Dovetail Games please make NJT MultiLevels and put the right sounds and physics and people won't be making fun of you guys.. Tried to play games with friends online, but unfortunately the game was region locked and was unable to play with the majority of my friends, if this is fixed, the game as a whole is not bad and I would definitely repurchase the game. It was an awesome experience to explore and quest throughout this world. I felt like an overwhelmed little country 'wup' the first time I made it to the sprawling Popocity. From the interesting origin story, to all the different races and their interactions, this game was very immersive and enjoyable.. A lot of people (myself included) may shy away from this purchase due to the price tag. 10 bucks for an OST to a game you already own may sound steep, but I can assure you the tracks are worth every penny.

A few key points:

They are not just 45 second snippets of game loops, these tracks are extended cuts with intros, outros, and bridges that kick some major\u2665\u2665\u2665\u2665

They sound great even if you aren't running around at breakneck speeds dodging bullets. The drive to and from work I had was unfathomable levels of hype.

Just when you think the tracks can't get any more hype, they do.

Seriously, if you're on the fence about this purchase, bite the bullet and do it, or maybe wait for a sale, but be sure to pick it up.. Haven't played much, but I am sold on the Macross experience.. the \u2665\u2665\u2665\u2665, i bought it on steam and its not working. i want a refund. good vertical shooter, but... conquered in 1 hour? hahahaha would be better if i could use the mouse and or customizable keys. got it for 50 cents. can recommend for that price.. Prompting feelings of good old Penumbra. Both vague and obscure in art and substance - very fitting to H.P. Lovecraft.

While this is clearly a work of some relatively unexperienced people it is nonetheless a considerable interpretation of one of my most favorite stories of H.P. Lovecraft. These people did both understood the special kind of horror which Lovecraft inflicts and are aware of the delicate problem of approaching a Lovecraft tale with modern technology (read: non paper-only).

Yes, it is clearly imperfect and some things are not fitting so good. A lovecraftian spirit must break with ideas like absolute ideal conception, senses flattering or aesthetics that fit the human eye. If you are fancy these things go play some insignificant repetitive triple A first person shooter and save the world.

But if you can appreciate the devoted efforts of some cosmic witnesses out there doing exegesis, interpretation and propagation of H.P. for the sake of it, go ahead.

!u00e4!

Strangely addictive card game at first with weird humor and artwork.
Ported from physical cards, Android, and Switch.
Much more difficult than it appears to be due to the luck of the draw.
Strategy is about managing how to take the bad cards and duplicate/combine the good ones to reach 1000 sheep.
Seems impossible at first but try Practice Mode 2 and see how to work with the 300 sheep cards to win the other modes.
Recommend this for a quick diversion, especially if you into card games like I am.
Gets frustrating or downright impossible at times..

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and [Website](#) for even reviews and exclusive content!**

[Gratuitous Space Battles is close to its 10th birthday and still holds up great, despite being one of the strangest strategy games i have played, with game-play closer to football management games than traditional RTS. create you units, design and fine tune your deployments, hit fight and.. sit back and do nothing, on the surface this looks tedious, but the truth couldn't be more different, the game is fun, engaging and even though 10 years old still feels fantastic today.](#)

[After revisiting this game for a review, I have decided to go back and complete the campaign once more as its the beans on toast of Pc games, as awesome today as it was in 2009.](#)

[Honestly its a far better game that its successor, and while GSB 2 flopped, it was in no way the fault of the Dev, it was a game/genre of the 00s launching in 2015 and it simply couldn't garner enough non-fans to make it a viable income or to ensure development continued.](#)

[This mini review is part of "10 Games that are stranger than your uncle Larry"
<https://bluntlyhonest.review/2019/05/19/10-games-that-are-stranger-than-your-uncle-larry/>. An exotic visual novel
If you like visual novel and you want to try something different, give it a shot.
At some point, I thought I had an idea what is going to happen, but it turns out that the story is more creative than I thought.
So I am reminding you \(if you are trying this game\), don't put it down too early.](#)

[The spotlight is on the story, so don't expect a collection of CGs.
In terms of style, it reminds me some of the visual novels in the 90s.
You will find pictures in styles, but afterall they are used in a proper way.](#)

[Plus, BGMs are very nice.. The name Smokebox as developer triggers autopurchase mode with me. The man is an artist, n a class of his own. You want this. Absolutely one of my favorite locomotives. Highly recommended, without reservation.. If you know DanTDM he made a video on it.](#)

[You should be careful when you buy this, because sometimes if you don't have the right hard ware it might be blurry.](#)

[When I bought it and tryied it out it was blurry.](#)

[So you should be careful.. Enemies are bullet sponges, mobility and gameplay is dull and repetitive. It feels like playing a much older game than it is.. First, a message to the developers of this game: Thank you so much. I was always a fan of the Arkanoid games and block-breaking games in general, and this is a great game that draws from those games in it's own unique way. Please, keep working on this game: it has so much potential to become even greater than it already is.](#)

[After typing, I realized that I got on and rambled. TL:DR I love this game, it has wonderful music, design, and is overall very replayable. 9/10, because I feel it could be so much more if the community asked it of the devs to add things to it.](#)

[Now, on to the actual review, which shouldn't be too long.](#)

[EM: Shader Attack is a wonderful game that draws from famous previous games such as Arkanoid to create a block breaking game that is quite enjoyable. If you ever enjoyed any games of that genre, you will enjoy this game, short as it may be.](#)

This game has a beautiful art design, with all sorts of shapes that will appear in the background as you play, bounce the ball around, collect powerups... pretty much all of the actions and occurrences in this game will have some sort of effect on the background. It's so captivating that you will often lose yourself and lose a life if you're not careful. :3 Along with this, you have the EM mode, which when activated changes the design of the background and the different parts of the game, making it even more intense and definitely meriting the seizure warning. The wonderful part of this is that there is a setting in the menu that you can use to reduce the imagery to a more basic form, which is still beautiful but is so much less likely to cause a seizure.

The actual gameplay is what you expect of this type of game: the simplistic moving from side to side and bouncing the ball off of different blocks, while trying to catch powerups. The paddle can be controlled using keyboard, mouse, or even gamepad controls if you feel like using them. Right now, there is only one gamemode, but there are many level designs that the game chooses from randomly for each ten level set that you play. While being simplistic, however, this does not imply it is an EASY game. Since the levels are generally easy and done in (at the most) 5 minutes, you would think that I've beaten the game multiple times in the 60 minutes shown. I have only succeeded once. So far, I have lost more than 20 times, and my beating the tenth level became hinged on one moment where I was blessed with a little bit of luck. For this reason, this game is so much fun and yet a great challenge: in only the short span of an hour, I became enthralled. Even better, this is the type of game that is perfect for when you need to wait on something, like a video or waiting for someone to arrive.

All in all, this game is great fun for the low price of \$2, or whatever the price is in other currencies. In my opinion, the game is a 9/10, if only because I feel that more gamemodes could be added to increase the fun and challenge of the game. I have no doubt that the community (who voted this game up here) would have no problem with helping the devs create more maps for it. Fun game. Build, fight and survive. Made by the creator of diablo and diablo 2.. Air Conflicts: Secret Wars is an arcade flight simulation set in a world war I + II scenario. During the 7 campaigns the player has to fly and fight through 49 missions. Before taking off, the player can choose between different aircrafts, each with different strengths and weaknesses.

Within the missions the player gets different objectives like patrolling, sneaking, hit & run, bombing and escorting. Objectives are presented as dialogues between different characters. After some missions the player can upgrade one of his skills in order to maneuver the airplanes easier, have more endurance or have your wingman boosted. Further, the player can choose between two control schemes. Arcade and simulation. The first one makes the game easier to control, while the second one gives more options to control the aircraft.

Beside the campaign the game also features several multiplayer modes, local and via internet for up to four players.. Quality horror game for beginners. The scares aren't that bad (not that loud if you have a decent volume, not that surprising, you know why you failed) and the game is forgiving. Watch Markiplier's "5 Horror Games" before you buy to be sure you want it. It's the first game in the collection so it won't be too long until he covers it.

TL:DR Good game for beginners and not that startling.

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