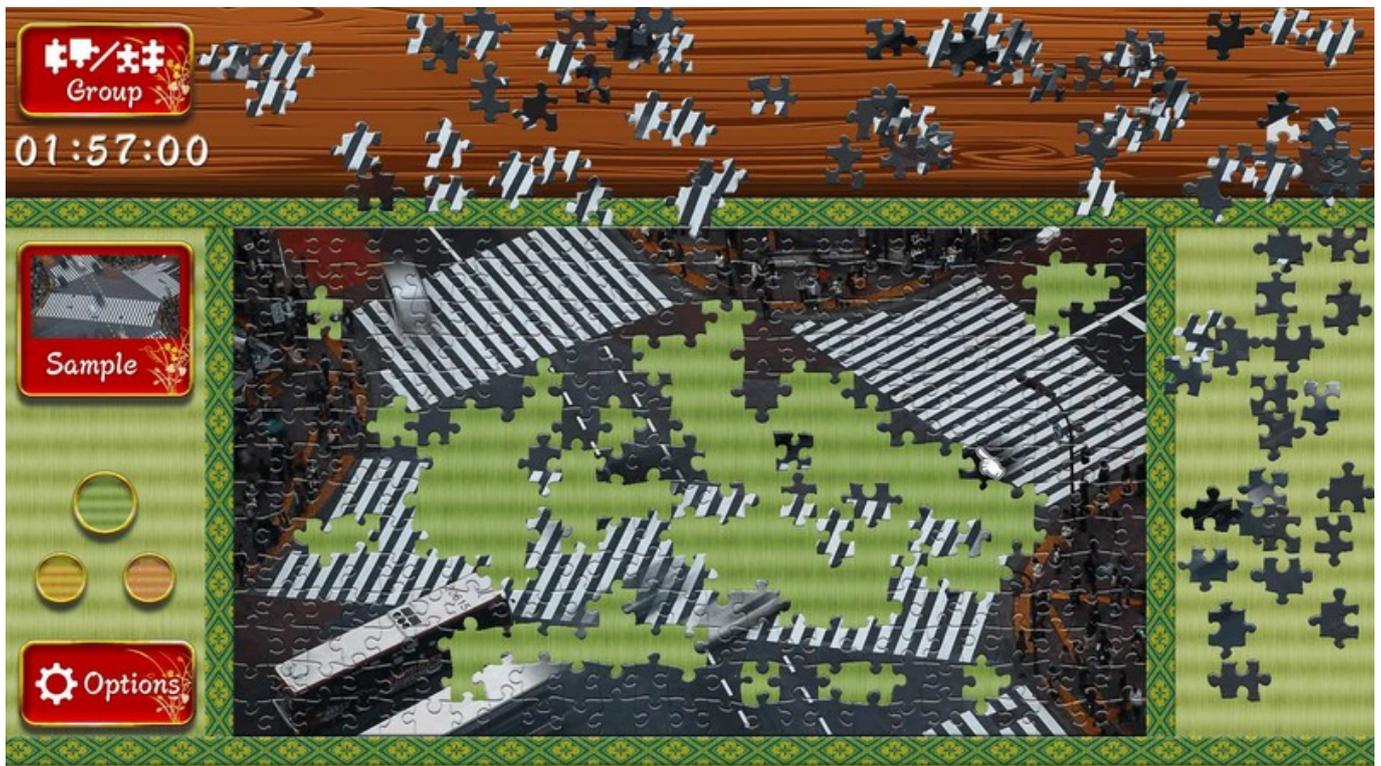

DARIUSBURST Chronicle Saviours - Ketsui Full Crack [Password]



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About This Content

Hyper aggressive game design brought many enthusiastic fans to this side scrolling shooting game. WELCOME TO SPECIAL ROUND!

The Tiger Schwert guests from Cave's Ketsui, bringing with it the close-quarter combat and chip gathering gameplay of the original game.

Choose between normal and lock shots and brave the world of DariusBurst DS in Ketsui's first appearance on Steam!

Remix tracks courtesy of Yosuke Yasui (Mamorukun Curse!, [ESCHATOS](#), etc)

This DLC will add 1 ship, playable in DLC Mode.

It also gives you access to 3 special stages designed specially for this ship. (Only scores using this ship will be registered in the special stages.)

It also gives you access to the CAVE pack: 10 newly arranged stages including 3 boss fights, as well as CS PACK 3: 10 stages from CS mode.

Buying any DLC also lets you use all the DARIUSBURST ships from the base game in the DLC Mode stages.

Title: DARIUSBURST Chronicle Saviours - ketsui
Genre: Action
Developer:
Pyramid, G.rev Ltd., Chara-Ani, CAVE Interactive CO.,LTD.
Publisher:
Degica
Release Date: 14 Dec, 2016

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Minimum:

OS: Windows Vista/7/8.1/10

Processor: Core 2 Duo E6400

Graphics: Shader Model 2.0 Compatible, GeForce 8600GT

Sound Card: DirectSound-compatible sound card

Additional Notes: Controller recommended, Monitor over 1280x720 px, refresh rate over 60Hz not supported.

English,Japanese,French,Italian,German,Russian







I would have rated this as "meh" if it was an option.

On my first playthrough, in Expert Mode, not rushing, I got the "complete in 4 hours" achievement.

It's very easy. Usually I like puzzle games that are on the easy/intuitive side, but this one was too easy and the storyline wasn't interesting enough to make up for it.

Pros:

- The game is very intuitive, and the puzzles have fairly detailed guides available at all times (though some read like answer sheets rather than just a guide to how to play the puzzle).
- There is a "match 3" option as an alternative to puzzles, and you can switch to this at any point. I love this mechanic, as it allows players to progress even when they come up against a puzzle that they just can't beat.
- There is a large variety of puzzles, a few hidden objects, a few slider puzzles, and a lot of other different ones. I love variety in my puzzle games.
- The character art of the adults is beautiful. Unfortunately the character art of the child is terrifying.
- There wasn't really any running back and forth across the map to collect this or that, and there is fast travel just by clicking the location on the map. More puzzle games should have easy fast travel.

Cons:

- If you don't put the cursor in the exact spot, you might not be able to trigger a successful action, for example there is one spot where you need to use a small brush to sweep powder into a container, but if you don't click just right with the brush, the game says "hmm that didn't work". These sorts of things can cause the player to think they don't have what is needed to complete the puzzle, and can make them spend hours trying to find another way around it, when they already had the items needed.
- While the character art of the adults is very nice, the child you are trying to rescue looks like a possessed goblin, especially when it glows blue. I definitely did not want to go near that child, which is unfortunate as the entire plot is about saving that child.
- The storyline is about a mother trying to find her kidnapped daughter, but the difficulty level of the game is best suited to a much younger audience. I suppose it could be a game for a mother and child to play together - the puzzles taxing the child's mind, and the story keeping the parent from getting bored.
- The story has some massive flaws of logic... such as this MASSIVE spoiler: The main character learns that in a previous life she killed her fiance and cursed his lover out of jealousy, so she sacrifices herself because she believes she doesn't deserve to live due to her sins.... even though those sins were effectively committed by someone else and she's never ever done anything like that in her own lifetime
- . The entire reason I bought this resource pack was for the character generator which claims to generate character busts, as well. Upon downloading, I found this not to be true. While it has a section obviously made for busts, there are no resources whatsoever.

After a couple of hours of following link after link, I found out through a forum post buried in the support thread for this DLC that the bust generator is virtually useless. **By Archeia's own words "... there's no busts resources. Only sprites." I consider this horrible false advertising, as when the average person looks at the beautifully-drawn character busts in the screenshots and the video and reads that they, too, can GENERATE those lovely works of art, what do you think they'll do? They'll do exactly what I did, which was waste \$30.**

As a side note, the sprite generator is awful and full of bugs. It is unusable.

Some more browsing of the official thread gave me a link with an updated version of the character generator. Sadly, this version was also barely-functioning, and to get it working properly, you have to download their resources and use your own knowledge of image editing software to basically make a generator of your own. Ironically, this is available for free, though to use it commercially, I'd assume you'd have to own this pack.

I'm appalled that NOWHERE in the description of this DLC do the words "Work In Progress" appear, nor any allusion that this content is anything but in a finished state.

Sources:

RPG Maker DS+ Support Thread

Archeia's Post. Easy for those who have perfect pitch, but still very fun, since you can learn all the names of scales and chords, and play with tons of different instruments. For the \u201cpitch guessing\u201d mode I suggest an option with multiple notes played at the same time, with the option to choose between different instruments for each note. The \u201cscale guessing\u201d mode is fine and the \u201ckey guessing\u201d is very fun, but the last chord/note that is played twice at the end of each algorithm generated song makes the task really easy since it turns it on a simple \u201ckey guessing\u201d mode. It should be removed. Overall the game is very fun and has a lot a value for those who want to test the ears while learning the names of chords, scales and even get inspired with some randomly generated theme you can hear (and maybe have a cool idea for a song?). We need more games like this on Steam (games that test perception). I recommend this one, for musicians or ordinary people who just want to learn more about how music is built.

Ps: I didn\u2019t know there was a \u201cBlues Scale\u201d, but when I first listened to it, I immediately thought: \u201cThis is blues!\u201d \u2013 a few seconds later, there was the option to select. Really cool :). UPDATE: The developer, Kris, has been very active on the forums. He's taken all the feedback we've given and in a short month, been able to add multiple features such as a tournament settings mode, a live multiplayer mode (not async-only anymore), live chat, campaign changes etc. There's more in the patch. Very surprised at the level of dedication and involvement from the developer. Check out the game!

Interesting tactical game. The gameplay mechanics and unit classes are very fun. There is a singleplayer campaign, but I bought it mainly for the multiplayer, because there are several game modes (1v1, 3-player 1v1v1 and even 4-players versus each other, with 20+ maps). Downside is that it is asynchronous unless your opponents are present and playing automatically. Developer has shown interest in improving and making quicker games, hope they add a live game mode option (or shorter time-to-take-turn). Nice little game to pass time. I would recommend if: 1) you dont mind asynchronous game, 2) you enjoy and support tactical turn-based games. I mainly bought it bc I support this genre and these turn-based pvp games come too few and far between.

With that said, I am not sure how big the multiplayer base will be, and it is a one-man-developer team so there are some inevitable limitations that come with that. There are several updates planned to be released, so definitely a game to look out for. If you're buying for multiplayer, I'd recommend waiting to see how the MP updates turn out.. if ya ain't dutch, ya ain't much. Playing on an Oculus Rift.

It is a fairly standard climbing-type game (e.g., The Climb, To The Top), but with a more fantasy-type setting for you. The climbing mechanics are pretty straightforward, but I don't understand when grabbing some vines, the game shifts my point of view without any input from me (in some cases, 180 degrees). It got annoying after a while to keep rotating myself to correct the camera (annoying as in the HMD cable getting wrapped around my ankles).

The smooth turning setting is slow enough that I started turning my body instead of using the joystick. Using the left joystick for movement seemed unreliable as it would seem to cut out at random intervals; switching to the arm swinging setting proved to be more reliable.

If you have not played a climbing-type game before, this is not a bad choice, so long as you are aware of its quirks. If you have played this type of game before, I don't think you would find anything substantially different to warrant a purchase.

I'll play a few more levels to see if I need to retract any of the above statements, but for right now, this is how I see it.. Beautiful board skins, but wish there were more. 2 just isn't enough :). Short version: So, the good part is -- they have a skip dialog button.

Long version: I don't really like visual novels, however I stick to reading if there are a good written plot and texts not boring and repetitive. It's not about this game, so after an hour of reading repetitive and boring dialog texts I was tired because there were no gameplay yet and started skipping.

The bit of gameplay I was able to get, after 1.5 hours of "playing" it, shows potential and overall game is well executed and not cheaply made as tons of others on Steam. It's more of interactive anime(it has actual anime pieces put into game) where everyone play stupid and ask thrice, but when you actually get to the gameplay and you are actually into anime person, you may find it fun. If you want to give it a try, go and skip texts as much as possible to get into gameplay and have less than 2 hours to be able to ask for refund(then, if you like it, just start from beginning).. PAKO 2 is *solid*.

It's an arcade-style top-down race and chase. The game play is repetitious, but part of the pleasure in the game is developing skill and mastery. The control and handling for the vehicles is a pleasure, and there is plenty of equipment and vehicles to give players a fresh approach as they come back.

This game has me playing *just one more round* six or seven times.

And I can't wait to have a friend over, so I can get a dedicated gunner. Totally an unexpected bonus.. Classic platformer with

retro style graphics and an "interesting" protagonist. The game itself poses a nice challenge with good music to go along. There are a few annoying moments where you die to see where you need to go or projectile spawning off the screen and falling on you. Overall it's a decent experience, however there are other games that are simply more memorable/better.

This seems to be only a local game NOT online (not very convenient for the vast majority of people) so the only use of this game for me at least is to get the steam trading cards from it. Fantastic game. I really wish Dynasty was a tad bit deeper, fantasy drafts, create players etc. I've never had this much fun playing a football game. It really gives me Blitz the League vibes and i love it. Must have if you're sick of the same old football game.. my computer does not have the tools for this game. Love this game! I've been meaning to learn more about machine learning for a while now, but between classes and work I didn't feel like I had the time. while True makes coding into a fun activity rather than something I need to make time for.. I love this game so much this is the perfect game that was ever created I wanna tell you how much you need to buy this game because it has so much potential. It's fun. A new twist on tower defense, with ships and aquatic maps. This game really rattled my bones.. Get a Vive, Xbox One controller, and decent pair of noise-cancelling headphones. Play while standing up and holding the controller. Put a contemporary political podcast on.

Lose yourself in the greatest cyberspace-like experience since Rez.

The game is not without issue\u2014the main one is, sometimes the game hangs, almost always when you die by flying into an asteroid at high velocities. Because of the way the game is made, this hang causes the game to stop rendering while it resolves crazy collision stuff or whatever. This is pretty much always when you die, so it's not a HUGE issue, but it would be great if this could be fixed. Plus, the game is written from scratch in a custom engine, so it's hard to hate it.

Other than that, the game is pretty much perfect. I love the aesthetic, and the roguelike-like repeatable gameplay.

I've fantasized about VR games with vector graphics on the inside of a sphere for years\u2014it's great to see that it's as awesome in practice as it is in theory. (I'm working on something kind of similar!)

TL;DR must-buy for Vive and other VR headset owners. As an adult, this game is a thoroughly enjoyable 90 minutes or so, more if you decide to replay for the different endings and that final achievement. I think what really shines, though, is that it fills a niche that's very difficult to fit into--horror game for younger gamers that doesn't feel childish or pandering. There are a few jumpscare and a generally spooky atmosphere, but, as it describes, in a lighthearted way. I was easily scared as a kid, and this harkens back to the days of testing the waters of horror, thrilling but "safe" and fun. It really gets the true meaning of Halloween: EVERYONE should be able to have fun.

tl;dr perfect for a slow October evening, even better if you're playing with a tad you love. And with the price tag, you literally can't go wrong.

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