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More like "Pineapple Sex Crew." Boy, that wasn't funny, or clever. ♥♥♥♥ it just play the game already.. It's basically Bejeweled Twist meets Pokemon, with a tacked-on story and Final Fantasy-inspired characters.

I enjoyed playing this and if you are in the mood for a fantasy-themed puzzler that requires a little bit of thought, or you want a generic story to go along with it, then you'll probably like this. A decent casual RPG puzzle game.. if polen can into space he can gib me his clay

10/10 will anschluss again. This game is fun,cute and really interesting it have few problems but thay will fix it also the anime style of this game make all anime fan to play this I shound give it a try if you don't like that you can't always get your money back. don't let my play time fool you, this game was a huge waste of time and a HUGE bore. (the reason to why its long is because 1. im a slow reader and 2. there were so many times that i had to stop and take a break while asking myself why i continue with this damn game).

so why is it bad? well.. this whole game is like a cheap hentai. the senarios and the motivations that the characters have is just there for the smut, there is no logic to be found. and the worse part? there is no real smut!! there is veeeeeeery vague implication that the characters maaaaaaybe did some hands stuff and possibly did "it" but its so sublte and vague that you are never sure.

but does a VN need to have (good or any) smut to be good? of course not. does it have to be logical all the time? no, BUT at least then have some interesting ideas!

the characters made no sense and they WERE. SO. BORING. they had little to no character, i wish i could go more in detail as to why they were but there is nothing to say other than just that: they were boring and forgetful. the art was fine and even good at times. the music was ok but it only had like two song that you get sick of veeeeery fast.

if you wanna play a game with good characters and fun (implied) smut, play Pub Encounter. don't waste time or money on this.

. Just NOOOOOOOO. Few things i like and things i dont like.

Likes: Good change of pace from usual racing. Good idea of race tracks. Gives off a new kind of high.

Dislikes: Needs to improve on building tracks (like the tutorial needs to teach players how to finish tracks, I couldn't finish nor save any tracks), there needs to be different types of racing vehicles, It felt like a mix between FWD and AWD, but turning mechanics was awkward. I would enter a corner like a FWD, but exit like an AWD. Also, I wanted to know whether or not the wings had any effect on turning, wind resistance, drag coefficients, and downforce. There should be a menu on types of vehicles to choose and characteristics, like different style wings (concentrating more on mid air speed, turning speed, road speed, etc) mainly for individual racing benefits and disadvantages, this would make players think twice before choosing the best type of settings for the race. Building race tracks need more improvement for versatility, I ended up with bunch of turns that I didn't want, instead i wanted loops, jumps, etc. This would be excellent if it could incorporate building tracks like "Trackmania," it gives more control over how a track can be created, deleted, modified. Also, I felt some major lag while turning. Like, as the game went on, the memory started to stack upwards, then the turning would delay, maybe because it had to save, and build up memory while racing. I played this on highest graphic settings. I would love to see updates to improve on this. Also, I would like to see "key bindings" in options, because it took me a while to find out what "C" button did. Also, sound settings need

improvement, like sound vs. bgm music. I turned off sound but i kept hearing acceleration sounds, beeping sounds, etc. If the game allowed drifting, even in midair. I bet this game would hit at least, top 5 games of 2014-15.

so many puzzles imm play it and theres piuzzles. After purchasing The African Kingdoms my games crash anytime I attack buildings. It gives me an error that I am missing files from the Forgotten Expansion. Very disappointed.. A fantastic game with a lot of potential! For anyone who are interested in tycoon games, this is a must have. It reminds me of when I used to work in a factory.

Couple of recommendations however:

1. Open up to modding support. You\u2019ll be amazed at the influx of new content people will bring and more purchases you\u2019ll have.
 2. Time Speed Up option.
 3. Ability to upgrade factory equipment and train staff for skills, hire for skills and set wages to keep staff satisfied.
 4. Ability to save layouts and select/duplicate and move multiple pieces of equipment at once.. Very much enjoyed this.
- Compared to Indie Game: The Movie, this one seemed less dramatic and more interested in exploring the various things developers are doing with indie games now that they've gotten past the initial breakthrough and have a bit more recognition -- and some of the issues that come with that -- as a whole.

This movie isn't going to tell you a tense tale of near-disaster launches and business partner conflicts, nor is it going to tell you how to make a game (beyond rattling off some popular tools). But it will give you a sampling of what the indie world has to offer and, just maybe, convince you to give it a try.. Played on Oculus Rift w/ Touch, with only episode 1 available.

I don't generally play escape rooms and I've having a tough time reviewing this as I don't have much to compare with. In the end, I think I give it a weak yes but only when on steep sale.

Puzzles are decent and the robot companion is kindof cute though doesn't have much to tell story wise in episode 1. And so glad for comparatively cheery environment compared to the glut of horror torture/murder dungeons.

Controls are a bit awkward, sometimes it would pick the item right up, others times nothing would happen or it would grab one of the others no where near my hand. And pulling my physical index finger IN to push the trigger button to extend the virtual index finger to point OUT for a couple of the interactions is literally backwards.

Screenshots and video are slightly misleading, you're rooted to a single spot for the whole "episode one" The game has the "room-scale" tag but it's not. There is an episode 1 text in the title screenshot (but not the game title) and at the very end of the description. But that really isn't prominent enough nor does it clearly indicate there is on the single room (with 6 or so puzzle elements). Episode 1 has very little plot or dialog (outside the hints) and limited though crisp gfx.

Description says "30-50" minutes for episode 1 even though the default timer is 20 minutes. I completed in about 20, though I admit I hit the help button twice for hints rather than stare at the walls hoping for divine inspiration. \$8 is steep for 20 minutes, even in VR. \$2-4 would be much better aligned. Here's hoping this is one of the few games that actually releases an additional installment (and for free).. I had a couple dollars left in my steam wallet it was on sale for \$2.50 so I figured I would give Avencast a shot and if I didn't like it no big loss but so far I like it a lot ! I actually like it better than torchlight (not better than torchlight 2).

To get it to run on win 8.1 in Avencast options you have to keep the resolution set to default, it will crash on HD res. also I had to uncheck the video box at the bottom. the game seems to like it set to all the settings with the asterisk.

Im really enjoying the game so far. the controls take a little getting used to but it has a good story and great level design and creepy atmosphere in some places with some puzzles as well. Also its not point and click like most games like this. you control using a-s-w-d which I prefer, simple attacks are L / R mouse buttons major magic attacks are set up with hot keys, you can customize all the settings. The graphics are a bit dated but its a solid game. I would say its worth the \$10 price tag but even better on sale.. FUNNEST MATH GAME I'VE EVER BOUGHT. The game is amazing, tons of upgrades, tons of crafting and materials, super smooth gameplay, and something i didnt expect is that you really get into the story told by the diary pages!. It Lurks Below is an amazing game, and you should buy it.

One man dev team, Diablo-like progression and gearing, Starbound aesthetic ... shall I continue? David Brevik has accomplished something amazing with ILB. There's no shortage of charm or love in this game because he has built it from the ground up -- that includes teaching himself pixel art. I even had the privilege to talk with Mr. Brevik about some behind-the-scenes stuff that made me appreciate the final product even more.

Just started a new mancer toon, and I'm still having a blast. Please support good games and buy this thing!

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