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About This Game

Playing "Sky Flight" you will be incarnated in a bird that will face different aerial tours. If you like flight simulators, if you like arcade games with retro graphics, if you want to have a good time in a relaxed way or even if your dream is to fly like birds do "Sky Flight" is a perfect game for you.

In this game you control a bird that will fly through a desert, with a day-night cycle, giving more dynamism to the game. Along the desert will be a route full of rings that you will have to go through inside.

You are allowed very few failures, therefore, be careful to pass or you will lose the game. The difficulty of the game increases as time passes, because the speed is much greater, and the maneuvers are very difficult, making the player need some skill and good reflexes.

In addition, the journey is infinite, therefore you will always try to overcome yourself, trying to beat your own best scores.

How to play:

-WASD or Arrow Keys to move the bird up, left, down and right.

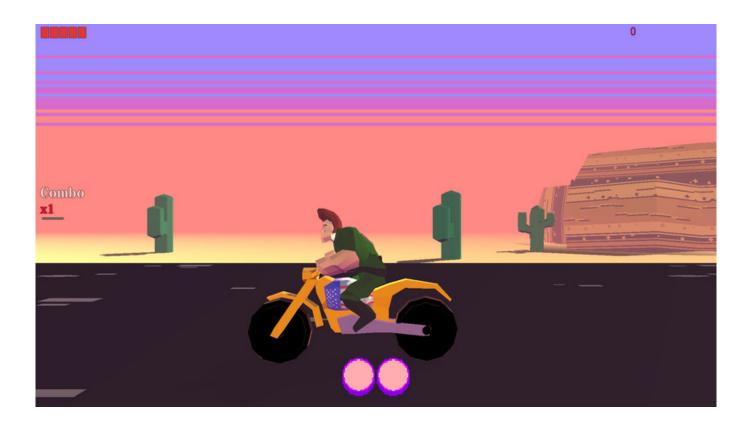
-Mouse to navigate through menu and settings.

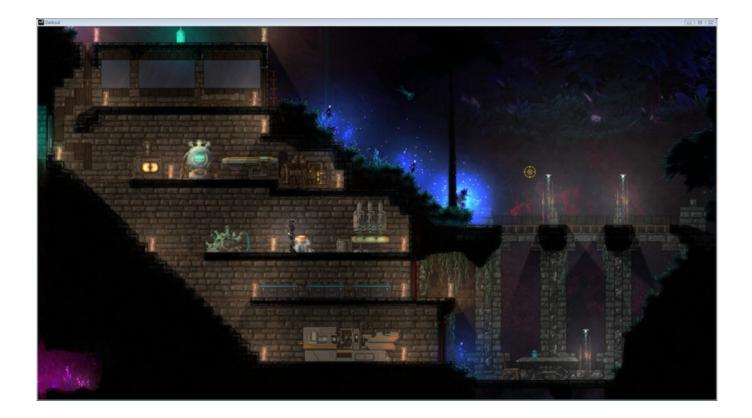
Title: Sky Flight Genre: Casual, Indie, Racing, Simulation Developer: Garnudo Games Publisher: Garnudo Games Release Date: 25 Oct, 2018

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English







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Flare Gun is ridicolously OP.. This game is a masterpiece. Might be a little tough for you noobs but my highscore is 98, beat that :)))).

P.S. I got this game for 50cents, quite the steal for such an amazing game tbh.. Short, weird and quite interesting.. Winged Sakura: Mindy's Arc is one of those games where I really wish there were three options for reviews: Positive, Negative, and Wait for a Sale. It's a lane defense game where you have to collect recipes and parts to equip spirits to take on wave after wave in nearly 50 levels (plus endless mode). In order to get the gear you need, you need to either find it after winning a level, at which point it is usually underpowered. Or you need to find a Data Fragment, in which case you can buy it in the store. Or you need to find the recipe and hope you have or can buy the right parts. The setup is good, but the execution is weak. The main problem is the grind. There are items where you need to beat a 10 minute level in order to have at best a 25% chance of finding the item you need. I had a stretch of bad luck and it took more than four hours to finally get the recipe I needed, only to realize I didn't have any of the parts to craft it. I had to farm for another hour to get the Data Fragments to buy the parts in the store.

If you don't mind the grind, then it is worth picking up, but that is not an enthusiastic recommendation.. great game beautiful game predacessor to faces of war men of war and now finally after many years will get sequel soldiers arena awesome beautiful play it !

Liked playing the game, liked the puzzle - i'm into games that are about the puzzles and not about scaring you. VR is a perfect media for this kind of games, making them a lot more emersive. Played some of them, think this is one of the better ones out there at the moment

+ suport

+ puzzle

+ family friendly

- could be a bit longer (like most vr games - the price \lor time is in line with most vr games). Achievement Farming Simulator 2017. This $\forall \forall \forall \forall \forall \forall \forall \forall \forall \forall \mathsf{ROCKS}$. Didn't really play this very long, but I don't think this game quite merits \$10.00 There's just not enough content for me to justify it. It is mainly you just bumping each off the edge repeatedly over and over. I just got bored pretty quick. It's a fun game if you want to kill some time with friends, but I don't think it's something that will keep 4 people entertained locally long. Weapons, from what I played with were all the same. You could just technically just hold the throttle and try to knock someone off the ledge without ever turning. Why not since it doesn't count against you. Good effort but I would wait for this to go on sale.. This is a very normal RPG, it does almost nothing new. That is not a bad thing, but it does make it somewhat strange when you encounter a terrible UI and overall subpar combat. There is very little need for strategy as between having nearly unlimited healing and lots of AOE attacks, you can challange groups of enemies with very little trouble.

Its still fun, however. The writing is top notch. The movement and line of sight systems are also very well done. Overall, its worth playing if you just need an RPG and you've already played every other one.

I have written a full review which goes into more detail: <u>https://oldgrizzledgamers.com/reviews/avernum-3-review-pc-game/</u>. Nice cute small game. Just one hint: ATSP better than LUCK!. Vagrant Hearts Zero is an amateurish, janky, and very easy 3-hour JRPG.

The graphics are never terrible, but they never go beyond decent, and the maps are full of graphical errors where parts of buildings are cut off or you can walk through things that seem like they should be solid. (Or the opposite - you can't walk through flowers, but there's some places where you can walk through barrels and trees.) Similarly, the music, story, and characters all ... exist, but are pretty unremarkable.

For characters, you have the two main characters Jenko and Jullia, siblings with unusual magic powers which both amount to clobbering things with physical attacks, Amanda, a woman who can supposedly sense the location of people with magical powers but can't find the (magical-power-using) pirates that wiped out most of the main characters' home town, Lynch, a somewhat senile immortal with 999 max HP in a game where no one else has more than mid-200s by the end, and two fairly generic spellcasters, the black mage Hellius and the white mage Telma, who don't really get much characterization. None of them are very interesting, and you're forced to keep Jenko and Amanda in your party of four for almost all of the game, which would be more annoying except that Jenko, Amanda, Jullia, and Telma is basically the best party under all conditions.

The majority of the game systems feel half-implemented, what with the game providing multiple elemental skills to half of the cast and then having essentially no enemies with elemental weaknesses or resistances, or the items from the hidden dungeons not actually functioning, or there being shops that sell incredibly expensive and yet useless spell scrolls, or the game providing you with very little money to buy the items you are offered - not that you need them, because the game is incredibly easy. In fact, for most of the game even bosses went down in a scant few hits, and only the last two bosses and some enemies in the final dungeon were at all threatening, and that not seriously: given that almost nothing resists status effects, I paralyzed the final boss on the first turn of the final battle and it never took a single action, and Telma was more than capable of healing any damage my party suffered, given that she could heal the entire party for more than their max HP a dozen or so times before running out of MP.

Also, there's no getting around it: Vagrant Hearts Zero is trying to be a classic-style JRPG while only 3 hours long, with characters gaining their final skills at level 12 at the latest. While a short length can work in some JRPG-styled games, here it just ended up reinforcing my feeling that it was not a finished product.

So, yeah: no. Short and still a waste of time.. Broken Reality... what can I really say? There's no real conflict, to adversity to face, you just walk around this vaporwave facebook-like world and try and get likes as if they're your score, which they are. Take pictures with as many photo stamps in them as possible, combo shopping (It makes sense in-context.) and mashing your thumb at stuff, you know just like real life. Oh you also get a katana to cut pop-up ads and viruses. However it's actually a pretty chill game and if you like aesthetics you'll love this game, especially if you like to explore and solve puzzles. I'm sure I missed a bunch on my first playthrough as I only got about 4600 out of the 5000 for the maximum rank. (3900 is required to beat the game.) However late into the game things start to feel a bit off. Near the end you're forced to do some Metriod Prime/Chozo Artifact style hunting for keys in the various worlds. As for the last area well, I don't wanna spoil it. It also actually feels like the game's creator(s) tried to put some lore into the game. This is seen during some cutscenes and in one hidden area of the game. (You're forced to go there in the late game.)

My only real critisism about the game is its ending. I won't say what it is but it was lackluster and the choices you make don't have any influence on the ending you get. It felt like a bad end more than anything else and I feel like it detracts from the lore and world they tried to build. Aside from that it's worth playing if you have \$15 laying around or want something different to try. Good for relaxing and taking it easy. Just don't expect any grand conclusion to your adventure. Pick it up and start again, shooting for a higher score.

I'd give this around a 7.5-8/10.

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