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## About This Game

Le Grande Story:

The border of the universe is some serious stuff, they protect it much more seriously than the tavern in Krivodanovka. It's no secret that the border of the universe is protected more seriously than anything inside it! After all, the parallel worlds begin, the mischief goes all the way. So, you will protect this border, or so you thought. Aha, not a chance! You will play the LEGS from another dimension, no less. They are so huge they could have [galactic lords](#) for lunch if they'd want to! They've decided to cross the line of the universe and nobody stops 'em. What for? Who the heck knows, maybe it's just out of curiosity what's all this guard about. Well, in general, we'll see in the game who will win!

Contents:

- 6 bosses
- 16 procedurally combined appendage types
- 4 different enemy classes with 6 stackable abilities
- 15 in-game achievements

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Title: Nogibator: Way Of Legs  
Genre: Casual, Indie  
Developer:  
TheDreik, Xitilon  
Publisher:  
Xitilon  
Release Date: 14 Feb, 2018

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English,Russian









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This is truly the Pirates of the Caribbean of multiplayer, the engine seems like the UT2004 so no heavy lifting, and it really has it all. You can be the loner and attempt to fly stealth and sabotage or take an enemy ship and use against them, or you can be part of a crew where team work is key. Its UT2004 Torlan but in the sky. Definately give this one a go, and at the price of 15 bucks! Definately one for your collection.. This game is a tiny little gem with the potential to become a huge diamond on steam.

The concept is extremely simple:

Here's a bunch of parts. Make them into a functional ship and try to stay alive long enough with what you have to get more parts, so you can make more ship on top of the ship you had.

Later on you can make ships that make ships, and even ships that make ships that make ships that make ships (that make ships). Xzibit would be so proud !

The variety is fairly basic but near limitless. You start with very basic things in very basic settings but this soon spirals out of control into a giant frenzy of floating MissingNo type ship designs.

There is sadly no real "story" mode, but exploration is the closest thing to it. It's a solid part of the game and well executed albeit a bit lacking in variety at times.

The "alternative" game modes include an infinite mode, a "darwin" mode, where you pit your ship design against extremely similar ship designs and see which one comes out on top, then that one gets put against others, and this cycle continues until there is an all efficient ship design that trumps all others. Very interesting :D

Overall, this game is amazing in terms of how much potential it has, and overall is highly recommended to people with high nostalgia of Raptor, R-type, and other such games with the most imposing boss class enemies of all times, since you can basically make your own.

To be entirely full disclosure-ey, I've had this idea to make a game like this, where you make a giant boss enemy and wipe the universe clean of life since i was about 11 years old, and this guy nailed it (props to you sir.)

I very much hope to see this one grow into the beautiful title it deserves to be. So many other DYI ship designers tried so hard but this one looks like it'll go places.

8/11 !. Unexpectedly good. Got this for \$1 in one of the indie paks in christmas, and it really is a very competent point & click, with several additions that enhance the genre. It rewards obsessive clickers with collectibles, and highlights the name of items that you can interact with, and if u tried a particular interaction earlier, the game lets you know by making the text white (as opposed to blue, which indicates a new interaction). It also has a scoring/vtitle system (which I assume is based on how fast you solve puzzles + how many collectibles you get).. it's not much but it's there. Lots of dog puns.

Tired of the pirates theme though. Should've left that to Monkey Island.. Here we finally have a seperate release of the Maniac Mansion game available for Steam for the first time. I've previously did a mini review of this game for Day of the Tentacle as it was playable in its entirety in that game alone. So for this review I will discuss the game in great detail since I'm not talking about the sequel this time around. Maniac Mansion was a LucasArts game from the year 1987 that revolves on the plot of a mad scientist named Dr. Fred Edison who wasn't quite himself after he came into contact with a mysterious meteor from space that has mind controlling powers that took away Dr. Edison's free will. 20 years later, Dr. Edison abducted a college girl named Sandy as a test subject for his diabolical plans that are being made upon orders from the meteor. Dave Miller, Sandy's boyfriend locates his captured girlfriend at the Edison Mansion that is located somewhere in the countryside. Rather than calling the police to apprehand the mad doctor, Dave chooses the Scooby Doo route by recruiting two of his friends to rescue Sandy. The mansion is not out of the ordinary as there are traps, hidden rooms, and the presence of two disembodied tentacles that the Edison family keep as pets. With the help of two friends, Dave is likely to rescue his girlfriend or die trying.

Maniac Mansion was an innovating adventure of its time as it was the first LucasArts game to utilize the SCUMM(Script Creation Utility for Maniac Mansion) game engine. Commands like 'look', 'give', 'use' etc. were among the fuctions of the game

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giving players various options during the gameplay. Future LucasArts adventure games would use this concept until other game engines came along to replace it. The game has six different characters to select with Dave as the default choice with the additional two friends of his being one of the six choices. Each character has his or her own special skills and effects the outcome of the game. Among the choices is Bernard who is the only recurring character for the Day of the Tentacle. So I always include him in the party, but you are welcome to choose whoever in order to see the different endings. The game was directed by Ron Gilbert who would later direct the first two Monkey Island games as well as the first Putt-Putt & Spy Fox games from Humongous Entertainment. A then unknown Tim Schafer was among the programmers for this game, he would later write for Secret of Monkey Island & co-directed Day of the Tentacle which got his computer adventure game career rolling.

The overall plot of the game is a parody to various monster B rated movies, the Edisons are on par with the Addams Family and the Edison Mansion was model after the Skywalker Ranch house. Comparing this game to today's games shows how far adventure games have went. This game is dated but should be taken for what it is as it did provide inspiration for future adventure games and jump started some of the original programmers careers. It spawned an even better sequel Day of the Tentacle, which I already said what I needed to say about that game. Read my review on that for more details. Maniac Mansion holds an importance to the history of games, an importance that shouldn't be ignored as given reasons above. Really nice little tool that makes a big difference. A must have if you love action rpg's random rooms, lots of upgrading and crafting. Lots of dying. It's a lot like the castle game where you die you build up your character type based on the tier system. It's got lots of unique bad guys weapons and the sort. Creepy music as well. Crying babies will be heard... 3?????????? ??

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If I had two♥♥♥♥♥♥♥♥ this game would suck both of them.. Good game for those who speak well english and have an high IQ! it's pretty much an Mensa IQ test without looking at the guide:). Very good DMU especially with all the recent bug fixes. There's a lot of liveries and scenarios for this train as well.. This game is very minimal but also very clever. The levels are mazes made of invisible floating platforms. As you try to figure out where the path is you will be mentally challenged and take a leap of faith with every step. That is the story of this game it is minimal, the graphics are nothing special, and this is the first game of an small development team. Yet if you take a leap of faith with it you will not regret the purchase. It has clever and challenging puzzles, unique mechanics, and an effective story.. I'll be honest, I bought this game so I could play it for an hour, hate it and then trash it. I'm far from the expected target audience for this game: I'm gay, I'm way past my prime dating years and in a relationship, and I'm generally wary of anything in gaming that seems misogynistic or designed to objectify women. I bought this game for the lols, basically.

Imagine my surprise to actually find a funny and genuinely enjoyable experience that stands up well as both a good source of dating/relationship advice for straight men but also as a standalone game (albeit a casual, Telltale-lite one) in its own right.

As a game, I found myself genuinely wanting to have positive interactions with the characters and get the best outcome for the men and women involved. While nowhere near as advanced as, for example, a Telltale game, choices in this game really do feel well thought-out and varied enough that you want to experiment with different outcomes. Plus, of course, there are some obviously 'wrong' and hilarious choices which the game allows you to make guilt-free just for laughs, before returning you to the same choice list so you can continue with a more sensible option. There's also an all-important skip ability so you can replay scenarios quickly and try out different outcomes.

As a source of dating/'scoring' advice, I expected to hate the main guy Richard, but was impressed by his insight into how to open up to and value women in an honest and engaging way. Richard is joined by a woman whose name escapes me who gives advice from the female perspective, but to be honest I felt her contributions were a bit pointless as Richard seemed to have a good enough grasp of what women like and appreciate. Unlike a lot of dating gurus, there's also no arrogance about Richard - he's not afraid to look like an idiot when acting out some of the more outrageous choices, and he has a good level of self-deprecating banter with his female co-host. So, while I have absolutely no use for his advice for the obvious reasons, I've concluded that anything that can help men to give women an enjoyable time through conversation is only a good thing!

If you're a straight guy looking to 'pull' women or just have deeper conversations with them, you'll get some use out of this title for sure. For the rest of us, it's still a funny and enjoyable game that'll give you a good couple of hours fun for a low price.. If you've clicked on this game, you are probably expecting a Tropico style game. I can assure you, you will be disappointed. This little gem of a game has a lot in common with the big builder titles, but its main feature is what makes this game so very different: levels.

As the player you are stranded and meet the inhabitants who quickly ask you for help, defending their island and freeing the princess. At the beginning of each level, you have time to look at your setting - what you have to achieve (i.e.: trade 500 pieces of wood, talk to a foreigner,...) and how many resources you have. After your first click, the clock starts ticking and you have a few minutes to achieve your goal. I personally like this system because there are several possibilities for each level, and it sometimes takes me 4 tries to finish just one level with the highest amount of points.

You are probably thinking that this game has still a lot in common with other games, and yes, that's true, with the very big exception that there's no free mode. You are not supposed to build your own island and live happily ever after, you are supposed to fight your way through all the levels, get a grade A for each one and save the entire island by defeating the very last level. In addition, players are asked to perform multiple tasks at once and organising is a big issue: harvesting crops, gathering stones, and trying to get the very best out of your little workers.

If that sounds good to you, go ahead. If you have some free time at hand and don't know what to do, buy this little game. It's nice to play every day, maybe 2 levels, and you'll have a lot of fun for the next weeks.. This is upgraded version from Crash Time 2.

The gameplay and graphics are still very much or closely the same. But as far I have now played the missions seems to be more sensible and worst flaws in missions are fixed.

Also the worlds best (not so) voice acting is still here.



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My son liked very much previous version and I'm pretty sure that he likes this version at least as much if not even more.

. Outstanding puzzle experience.

8/10. very expensive and it's♥♥♥♥♥. The versatility of this unique RTS is beyond compare. Complete control over all aspects of your empire, including units, is a bit daunting at first, but very addictive. The open endedness of the game makes each session carry components unique to that session, and the AI ranges from trivially simple to fight (for casual games and acquainting one's self with the system) to devastatingly nasty (Harder aggressors and cheat bots mean they put the pressure on constantly). From small skirmishes with enemy scout forces to full on thousand ship fleet battles this game immerses you in a three D environment that's captivating to watch.

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