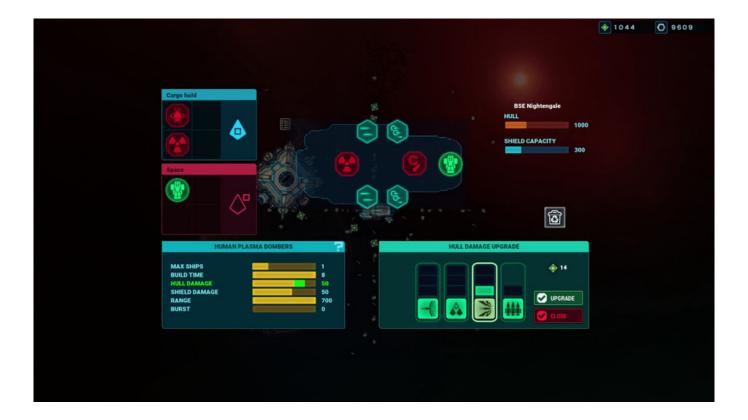Missing Translation: Deluxe Edition Ativador Download [PC]

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About This Content

If you liked "Missing Translation" and you'd like to support us you can do that buying our Deluxe Edition. Here's a list of what you'll get for purchasing it!

DISCLAIMER: Nothing playable on this DLC, just additional content for those who enjoyed the game. "Missing Translation" is 100% free on PC.

- Concept art, used over development

- Full sountrack, plus original scores

- Beautiful exclusive art made for this edition

- Scans from design notebook

- Exclusive wallpapers

- Photos!

(all the files will be downloaded to ---> Steam\\steamapps\\common\\Missing Translation)

Title: Missing Translation: Deluxe Edition
Genre: Adventure, Indie
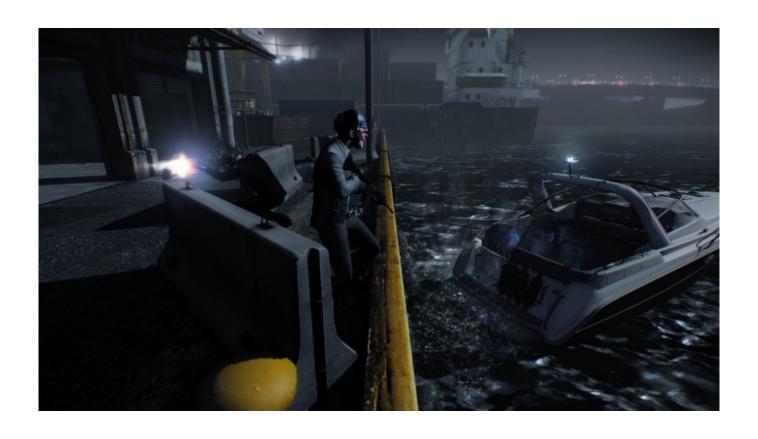Developer:
AlPixel Games
Publisher:
GamesBoosters
Release Date: 17 Sep, 2015

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English

This game is pretty cool. And I first discovered it on mobile which was also fun (almost completed the western usa with 60%) When I saw the computer version got it instantly.. An amazing piece of software. I would recommend it to any fiction writer who wishes create a world filled with tales of all sorts. :). This is almost *exactly the same game as TAL: Arctic. I mean, I'm presuming the mazes are different - even if they sure as sh*te don't feel that way - and the music is different and the Achievements are executed a bit differently. But basically...exactly the same game.*

Oh, wait! Your yeti-like beastie now leaves footprints in the snow! Well then, I stand corrected. Seeing footprints appear in my wake definitely made the almost-hour of sameishness go quicker.

You ready for the really sad bit? I'm now going to "progress" straight onto TAL: Arctic 3. Partly out of a sense of completism, and partly to see what radical differences they made the third time 'round. And also to get an easy 100% Achievements on yet another game. Yay for me.

Verdict: 5.5\/10 (+0.5 for the footprints, then -0.5 for the complete lack of reinvention beyond that. +0.5 again for possibly my favourite soundtrack in the series thus far. Third one coming up: Snkl Studio, don't let me down)!

(PS If you enjoyed this review, feel free to check out my two Curator pages:
http:\/\/store.steampowered.com\/curator\/9284586-ReviewsJustfortheHELLofit\/
http:\/\/store.steampowered.com\/curator\/10868048-Truly-Horrible-Horror-Games\/?appid=398210
Cheers!). This exceeded my expectations. Beautiful locomotive. Only complaint (and I mean the ONLY complaint) is the horn isn't as loud as I had expected... if I remember correctly though, that's true of the real ones as well. As I said, beautiful locomotive, glad I got it. Horn sounds nice, engines sound nice, everything is nice on this thing; correction, not nice, everything is great on this. I can even see into the engine room from the cab. All windows open, cab doors open (as stated), and the interior is clean and well-made. Worth more than only ~$20.. Really great game for someone to pick up and play with a group of friends whenever. Simple concept, good level design and depth of character choice, weapons and more. Looking forward to new features in updates to come! :). Games like these are why Early Access is so controversial.

i haven't recieve SP uniform yet. This is a realy nice space game with alot of detailed customization of ships and bases. I recommend getting one of the mod's for the game though to have even more customization options.. Shadow Ninja is bad. Have no delusions, it's like the love child of a tablet runner and a flash game.

It's a single button game where the player jumps over spinning disks, whirlpool disks, ninjas who pose, ninjas who menace, a dog and an explosive tower that kills you sometimes.

Despite only having one button the controls are still unresponsive with the character sometimes not jumping on downhill slopes. Left and right 'move' the player but I got all the way to level 31 without ever having to use those controls.

Actually the the left \/ right controls are basically broken with left accelerating the character towards the left of the screen - sometimes so enthusiastically that the stage starts scrolling backwards and the character falls off into nothingness. And right accelerating the player towards the center of the screen - generally causing the player to get hooked on something. Do not touch anything except the jump button.

There's very little in terms of graphics. The stages are black with the exception of the weirdly out of place and low resolution skyscrapers. Red clouds obscure blades, ninjas and the player. Jumping over something when you can not see yourself nor it is bad game design.

Black clouds also hide ninjas and blades against black backdrops. In the all stages I played the only real challenge was learning where the mostly hidden obstacles were.

There's no significant ramp in difficulty, once you've played the first few stages the others was just variants of tap-the-button. Stage 24 introduced a glimmer of fun because there was a genuinely tricky timed platform jump but that was it by the 30th stage nothing else had happened and the tedium had set in.

For a game with controller support it's shoddy - you can jump with the 'A' button but not restart the level. That requires a mouse click. Curiously the players death 'animation' kicks in only about one in every 8 deaths, usually you're immediately kicked back to the menu.

And the menu. There is no way to reset progress so if I ever wanted to go back to a previous stage I can't. The options menu is a picture saying you must play the game by jumping. There are no options. The story menu is a picture of some poorly laid out comic frames that cannot be exited. The only way to exit the story menu is to close the program.

Collision detection is atrocious. Huge bounding boxes around both the player and the obstacles will see you dying in mid-air time and time again. Particularly bad are the strange little kill-you-at-a-random distance towers and the explosions; some of which do not kill you at all.

Shadow Ninja feels like a half-finished student project that someone is asking money for. It's not worth it; even it were free it would still not be worth it. Steer clear - save your money.. I will never not give Fruitbat Factory my money.. Something like Moo, but with scale that I can only match in my day-job. Build single-man fighters or Dyson Spheres. Now if only I could balance my economy right.... Still in early Access, but I really like to came back to Pong it! from time to time.

- solid and smooth gameplay
- various game modes with online highscores
- fresh and beautiful setting

Looking forward for more. 100 ways of trial and error. Shadows of Mordor is by far my favorite game. The story is interesting. The rivalry system of fighting and branding captians is unique and polished. i almost never felt like a fight was unfair or too challenging or that my death wasn't my fault. the only time I felt this was when i was being ganged up by several captians or hordes of enemies. But the n again this can be remedied by patience and taking out each captian or brute forceing your way through the eneimies. I will say that the combat feels VERY spammy. you can win practically any fight by spamming left click and some times hitting right click or by killing enemies wit hyour bow. the stealth also has something to be desiered as you can practically kill an uruk inches from his buddy and still not get detected. Otherwise this is probably the greatest game to come out of last gen by far. So played this game for alittle while, and I have to say its pretty fun. obviously this is early access so there are

some bugs and some features\/options that could do with a little reworking or better understanding, but there is a feedback option (which you have to go in and play to see, not on main menu for some reason)

Pros-
-even tho early access its addicting and fun
-RNJesus lovers will love this game
-most things are randomly generated so you're not going to have the same experience twice

Cons-
-there is some pretty big bugs in the game at the moment that kinda ruins the experience a little bit but im assuming those fixes will have high priority in patches (e.g currently the save system doesn't work)
-This game even tho (from what i can tell) is pretty simple there are some stuff that doesn't get explained to you so you are kinda left scratching your head whether or not you've done something wrong or have missed something (you'll understand when you see the doors on level 1 that cannot be opened until later on)

Overall-
Based off my experience thus far and considering how cheap the game is would recommend buying this game(perhaps wait until the save bug is fixed if you don't fancy starting from level 1 everytime you wanna take a break or die)its fun, its random it has its moments of intense action where every move you make is needed to be perfect.. Id software compiled some of the best mods of the olden time and compiled them here. Now buy this. It's worth your time. It's like an early Steam Workshop!

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