
Sakura Beach Download 1gb



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About This Game

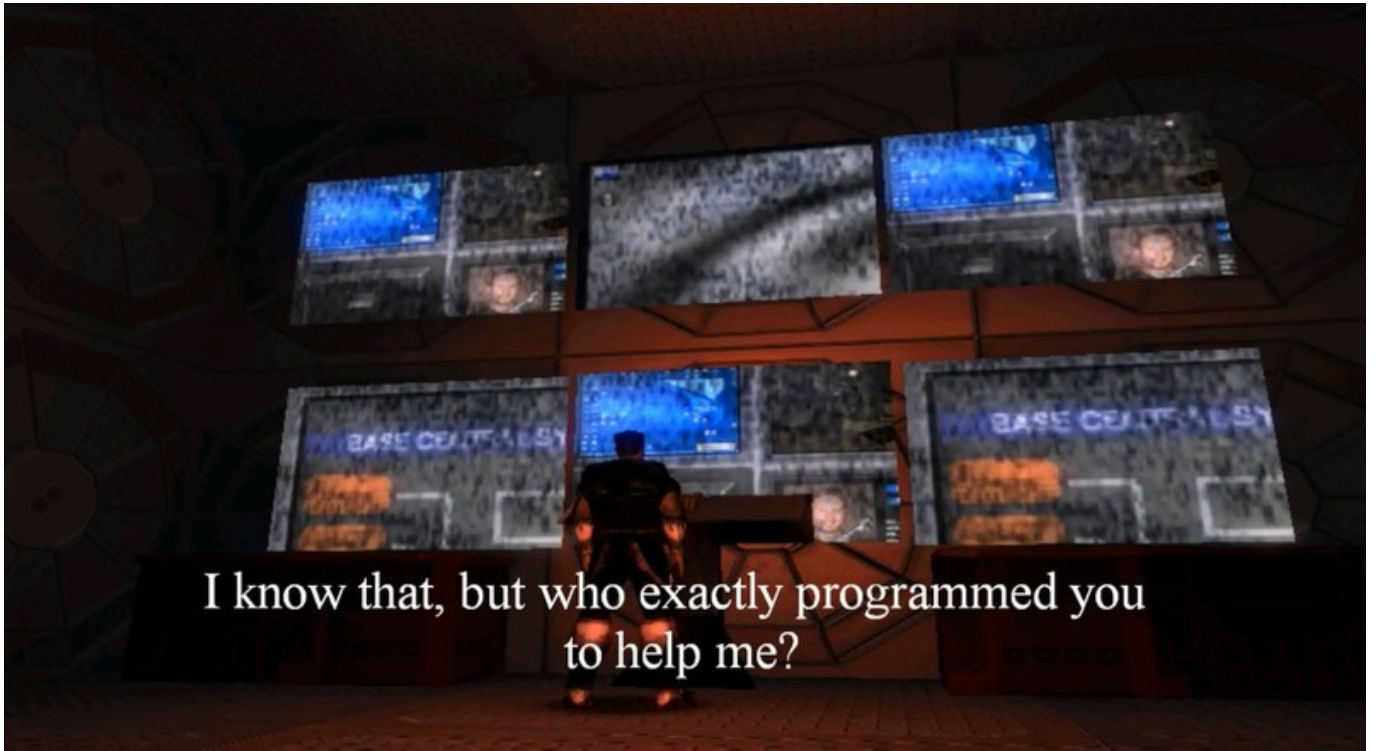
From the makers of Sakura Spirit, Sakura Angels and Sakura Fantasy this time working together with the artist Inma to bring you this visual novel dating sim on the beach!

Seiji is a daydreamer who spends too much time thinking about space. When he was given a chance to visit the beach with his two childhood friends, all he can think about is his chance to take out his telescope and look at the stars. But gradually, he begins to realise that his childhood friends want him to pay attention to them instead of the constellations...

Title: Sakura Beach
Genre: Indie, Simulation
Developer:
Winged Cloud
Publisher:
Winged Cloud
Release Date: 14 Aug, 2015

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English







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Bought the game, played for three hours and despite an i7 processor and SSD this game ran at a 'steady' 5 FPS making it an unforgettably horrific experience. A pity... because this is a great game with a lot to offer strategy fans. Hopefully will be fixed in the future in which case I'll gladly buy it again, but in this state it's unplayable.. amazing game just so much fun and such a amazing story. Marvelously cute and devilish roguelike, dont really have anything to say about it:

- Simpler controls and UI than more classic roguelikes
- Still manages to have a relatively complex fight system
- Skills shake up the gameplay
- Fun dialogues
- Best demonic couple I've killed
- Cute and easily understandable visuals
- Variety of characters and customization. This is a cool idea that seems well implemented. Takes a bit of getting used to constructing below floors you have already built but it looks and feels very cool to play.

. There's honestly nothing better out there for game and desktop recording. That being said and before you flame this review and start calling me a fan-boy, let me explain. I've used A LOT of screen recording software, not just the mainstream ones that most people tend to use. Below you'll find a list of programs that I've used for various reasons such as desktop recording to show clients how to do something on their computer and game recording to save those epic moments.

Programs used:

Camtasia
Action
D3D Gear
Frap
BB Flashback
Bandicam
snagit
xsplit

Most of said software I've used had very clunky GUI's, high system resource usage, huge video size output, lack of advanced settings, I mean the list just goes on and on... I also didn't mention that these too are all paid software and that I've tried free alternatives as well however I don't really need to go into which ones as I've tried most if not all of them.

Reasons why you should pick playclaw over all of the others:

Great developer that listens to reasonable requests
Fantastic GUI and easy to navigate interface
Basic and Advanced setting to make the software usable by everyone
One of the lightest solutions on system resources
MJPEG support recording at 95% is almost lossless with a very small file size based on length of video
New Technology being added all the time
Supports ALL of those popular encoders and decoders (NVENC, QUICKSYNC and H.264 ETC)
Hardware and Software encoding options (put the system usage load where you want it to be)

On-Screen Overlays are clean and customizable with text, color, position, amount of overlays that you want on/off
VERY Stable - I've NEVER had playclaw crash not once in the 4800+ Hours I've had it on.

Seriously though with all this being said, it's a no brainer to pick playclaw over everything else...

I've even purchased several copies for my kids as well to record their games, it's been worth every penny.

Not as Hello Kitty fan I find this game really fun So I recommend this game to everyone who like to race with cute animal. Before a great review, I have to say this: I was playing with an invisible mouse (and yes, I tried almost everything to fix this) and instead of giving up (because you know you don't want to) -> it gave me more of a challenge and it is doable: if you don't play full screen and you approximate your mouse point and click - you can actually get through the game pretty well. The small elevator button will take some time though, but that's okay. I am glad that Match 3 and some other options have highlights on them, if you hover over - this way you can also get an estimate on your mouse location. That said... it all led to an extra challenging gameplay, BUT it was FUN and worth it!!!

I like and super enjoy these type of games and find them interesting. This one definitely fits the category. The music/VOST is amusing as well (this includes the crisp card sound effects and spooky theme and special effects). You get to find out more of what happens/vwhere you are going to escape from "you know who" (many of them). Along the way you face card battles and at times: Match 3 games. Match 3 were the hardest. They require the most luck (in my opinion V based on skill level). Sometimes you find a pretty sticker and you feel excited! You also get a scenario with an event. I could never figure out what will happen, depending on the answer...which was great!!! And yes, lots of fun was had and will happen again.

I truly and greatly appreciate all of the games and content the Team creates. Keep it up and we will be here to enjoy it all and support ya!!!

I don't know what cons are, because even the bad can be amusing and interesting if you use your imagination.

The only thing is (apart from the invisible mouse) - I couldn't get two achievements to work: "The undo button one" and "The 12k gold one/V Zombie Broker".

Now onto more games!!!. I've been following the development of Broken Reality for a year. I was not disappointed.. Terrific game,except half way through the trail it says "Failed to initialize engine",then wont play.Have looked everywhere for help,many folks battling with this problem.. Noobs from mergegames.com released a patch that broke every commandos game on steam, made them impossible to run on anything but Win 10, removed previously working MP and made store page a false advertising, broke mods, in-game cheats and other features. Spam them james@mergegames.com and Square with demands to bring back old version as base version and release any further crappy updates via beta optin on steamd and with fully working features on every OS including XP!. Toy Odyssey is what happens when you put Rogue Legacy and Toy Story together. The game is incredibly well made from the top to the bottom. Character and mob animations and designs are great looking. The soundtrack, ambiance, and sound design are all wonderful. The map generation isn't random and chaotic like many other "Roguelite inspired" titles. And above all else, where it counts, the gameplay and core mechanics are as sound as we've seen in a metroidvania platformer since Ori and the Blind Forest.

You play as Brand, a toy of a child that has been left alone in a part of the house overcome with an unknown darkness. You must venture forth finding familiar friends and fighting toy foes that have been corrupted (prepare to hate spiders and marbles). The RPG elements in the character building are phenomenal. They are incredibly basic simply just paying nuts, the games currency, to upgrade either you weapons or 5 main body parts. Head, Body, Gloves, Cape, and Feet can all be upgraded through a simply yet addicting leveling up process. You just dump money into them for upgrade points worth different amounts of stat increases and passive abilities. For instance if you upgrade you feet enough, you get the beloved double jump.

And that is all without mentioning the base building in the game. While it feels very mobile at first with the amounts of time that each upgrade takes (hours for many of them), they do progressively get easier as you go along. The only major downside with the game from playing is just this. The fact that you have to wait numerous real time hours for an upgrade to finish. The silver lining? It does continue to go with the game closed.

Overall, Toy Odyssey: The Lost and Found is my biggest hidden gem and surprise hit this year. It has easily climbed up onto my Games of the Year list. Not sure where yet as I need to complete the game first, but after sinking several hours into this delightful game, I needed to let the people of Steam know that it is worth a buy for any fans of Rogue Legacy style games or Metroidvania style games.

Pros:

- + Fantastic art style and animation quality.
- + Sound design is spot on (wear headphones).

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- + Addictive and fun gameplay and core elements.
 - + Simplistic, yet, comfortable progression system.
 - + Well worth the \$15 price tag.

Cons:

- Slow base building mechanic initially.
- Few minor bugs (options settings not saving once the game is closed).
- SPIDERS and MARBLES! Ahhh!. So far so good. Its an exciting twist on the Diabloesqe cliche. A bit buggy at the moment but this may pass and hopefully it will become a masterpiece of its own. I'm used to the grind and expect a decent reward because of it. I don't expect to pay to win. Cosmetics yes; exclusive playable content..NO. The concept is solid and I hope to see more updates and enhancements in the future. Good job devs, keep it up! Oh, and a little spellcheck would be a boon as well.. This game is absolute RUBBISH. I wouldn't reccomend it to anyone. If you want a good fishing game, Buy Euro Fishing, thru Steam.. i dont know why the ♥♥♥♥ i paid for it. I like the game's dark atmosphere and shooting! Its just a little overwhelming to know this is the fifth one.

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