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## About This Game

RocketGirl is the greatest game ever made. Take control of a beautiful heroine and grab a stolen rocket. Can you help her escape, with an army of baddies in hot pursuit? Stunning visuals. Awesome soundtrack. Non-stop action. Are you up for the challenge?

### PHOTOSENSITIVE SEIZURE WARNING

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

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- Play in a well-lit room
  - Do not play if you are drowsy or fatigued

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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Title: RocketGirl  
Genre: Action  
Developer:  
SoftwareByEugene LLC  
Publisher:  
SoftwareByEugene LLC  
Release Date: 15 Dec, 2017

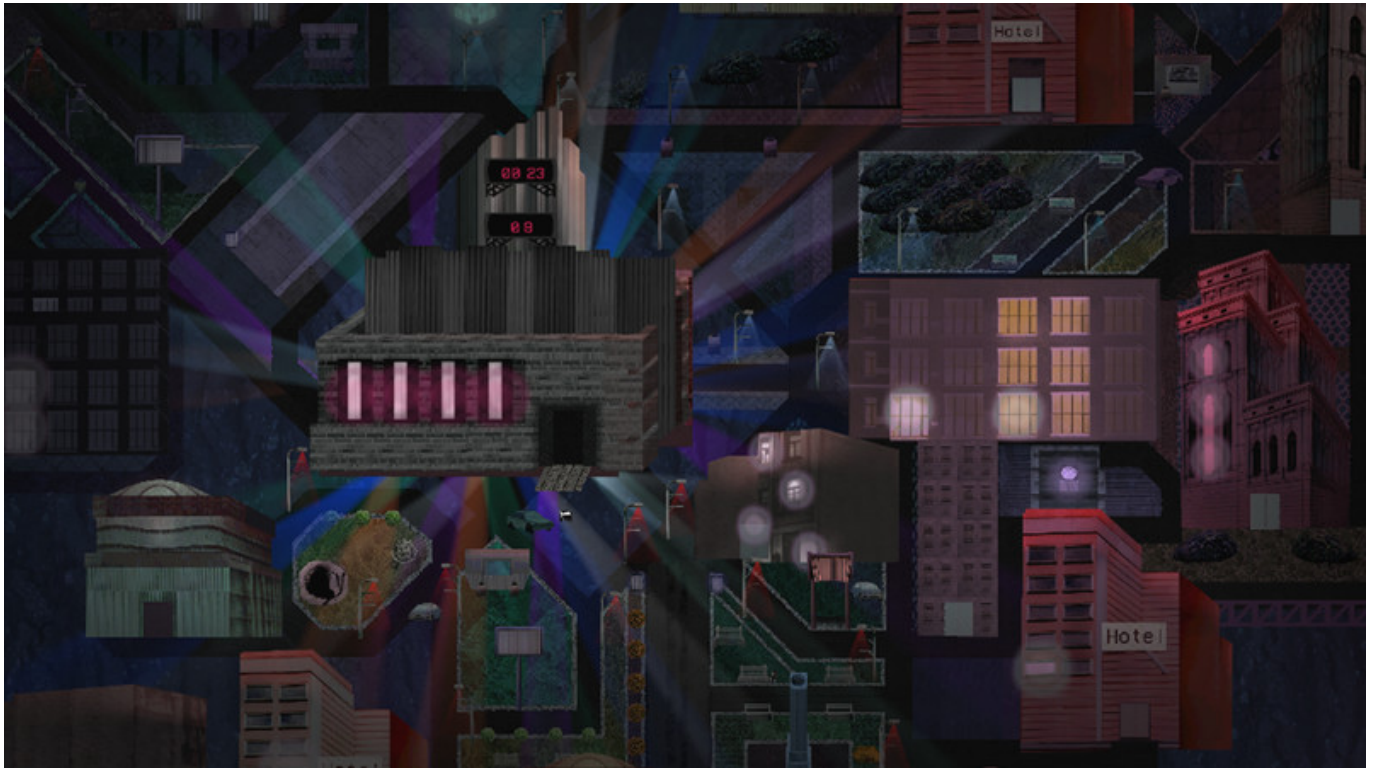
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English



"Gai, lots of people I don't know," Miyon said.





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just dont play ot...pay2win af. It's like if Adam Jensen worked for a news network, and couldn't fight for the world and the whole world was even more dystopian cyberpunk than before. It's a short, sweet, to the point adventure that I heartily recommend for anyone who enjoys the Choice of Games line. I feel like there was some wasted potential in how long it took for me to complete it, there could've been more stories, more politics, but hey, for what it is, it's good. Choice of Robots will always be my personal favorite, and what I compare all their stories too. I didn't enjoy this one as much as Choice of Robots, but I can say it was very solid, despite the inherent weaknesses of the genre.. I like this game a lot it is helping me to be able to improve my accuracy in typing the only thing i have an issue with is with not being able to make the window any bigger when i am not in Full Screen mode.. This game has some promise as a wave based shooter if the story mode is added and it has some casual game play options added. The western theme is good. The game play is not very unique though. You have guns and you have a shield and you can slow time and you are stuck in your room scale space and not able to travel any where on the map. Sound familiar? I am not going to be buying many more of these WBS's and probably more like never again. There are too many and they are just not exciting to me anymore. VR needs more than just arcade games. I grew up in the 70's too and understand the arcade craze like anyone else but that was then and this is now. I want the future not the past. I am going to recommend this based on the video below which you can watch and the fact that the dev says he is going to add a story mode. It took some getting used but it had its fun and the guns were a good mix of oldish style and future style even though the whole game is obviously a sci-fi western so don't go into this thinking you are back in and I say ,respectfully, Vietnam or Iraq and things have to work that way. Let a game be a game. Games for the most part are for fun and not real life re-enactments. The game is cheap but that is not why I bought it. I don't care about cheap anymore if devs are just going to slap a VR game together in another skin and let the VR game grabbers scrounge for the dish. That is not my style nor do I appreciate that as a game consumer. I read a review and got soft and that is why I bought this. It had some fun but it does need work as of this writing but if you love WBS's then this will satisfy I am sure. Enjoy the game and the video below after it processes. Peace.

<https://youtu.be/V4J8SojbDf64>. For \$4, it's not bad, I will give it that. I would recommend it, however the fact that even before any of this DLC was added in certain scenery and building tabs a "view DLC items only" sorter is a bit worrying, because it'd be a real shame if a truly good game like this just turned into a mindless cash grab of constant DLC like Train Sim 2012. I'm not saying it WILL happen, but it's still more than slightly worrying.... downloaded this last week but no people have arreared help! Lowkey ripoff. Holy Grail of my childhood. I consider this gem as the best PC classic platformer of 90s (at least first half). I must admit there is noticeable input latency (I play on keyboard) but it's easy to used to it. If you are skilled game may seems bit short, but it depends of your completion rate of course. Maybe I don't have same feeling replaying this game as I was kid but still it's very good game!. I just bought this game based on the sole reviewer's comment. "good rulebook." This is really, really important. A good rulebook usually means a good game. I'll update this after I play a couple games, but my first impressions:

[As other review said, this is a very simple design. It could even be a standard fan mod, as there's nothing really snazzy about it, and that's fine with me if the game is good. I really like the simple, earthy color palette, and as a fan of old maps and those weathered aesthetics, this design appealed to me. I like Robinson Crusoe, Navegador and similar historical exploration games in part because they make this design choice too. I look forward to playing this one!](#)

[That being said, two small gripes off the bat:](#)

[Calculators. I really wish we had some kind of counter for historical games. I am just sick of that damn default calculator. This is a minor complaint, I can find my own fix for it and delete them. But someone needs to mod an abacus or perhaps script a piece of parchment obj that performs calculations in a historical font or something :P](#)

[The 2nd thorn is a little more annoying. I have a hard time seeing the words on the board. The font is lovely, as are the board and components, but unless I'm right over it I can't really tell what's going on. It would be nice if the font were bolder or more pronounced. Perhaps the designer could create a State 2 of the board with denser font, for those of us with crappy eyes. If this were a real board I wouldn't take this one to a low light environment like a game pub.](#)

[Looking forward to playing this!!. why i cannot find my TMNT and play with them? thankx](#)

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Circles is not a terrible game, but it is deceiving, even after having played the demo.

Circles presents itself as a 90+ levels puzzle game. However, it is not a puzzle game. There is no thinking required to complete any level. Circles is simply a series of mouse-controlled dexterity mini-games, where you will have to move your mouse in the proper way (speed, angle, etc...) to complete a level. These 90 levels are also extremely simple, and even without paying attention I blasted through the game in less than an hour - for a \$20 game, that's pretty terrible value. There are four additional modes that make you replay through the same levels with an added gimmick for difficulty (like rotating levels), which could kick playtime to 3h or so, if you really want to replay the same levels 5 times.

On the other hand, there is definitely some interesting elements in Circles. For one, the entire game UI is based on circles. There are no words, no menus, and not a single shape on screen that is not a circle. Everything the game needs to convey, it tells via circles, colours and sound cues. While the design in itself is intriguing enough, what actually makes this weird choice compelling is that it is up to you to understand what the game expects of you. That would make for great puzzles, if...Circles ever resisted you, but it doesn't. It is too simple for this to become an enticing challenge.

The other aspects of the game are pretty weak too. The minimalistic visuals (colors + circles) actually manage to be eye-seering in a few levels, due to downright idiotic color choices (yeah bright yellow on bright red, this ought to work, right?). The sound is nothing you haven't heard in a million puzzle games before: jazzy/electronic atmospheres, with sound cues based on your mouse movements.

While it is not bad and has some interesting elements, I cannot reasonably recommend anyone to use \$20 on this game when there are many superior puzzlers on Steam for half the price. Cool concept, but Circles is really just that: a concept.

Pros:

- Really nifty UI
- Unique mechanic in trying to figure out what the game expects of you

Cons:

- Extremely short (under an hour, 3 tops if you replay the same levels with modes 5 times)
- Barely any thinking, more dexterity than puzzle
- Dirt easy
- Some terrible color palette choices which hurt the eye
- Beside the UI, you've seen it all before
- Expensive. First, the game is glitchy as hell. It will move to the background mid-game, forcing you to constantly re start levels. Also. And this is a big one. It's a generic Kingdom Rush, and not a good one. The towers suck, the upgrades suck. The game sucks more than a White House intern..... The isn't really a game here. The story is just thrown at you before the credits to explain away the robotic voices and poorly crafted images. Blah... waste of \$2.. Argentinian Amnesia. The game does very little to explain itself, and some of the puzzles, while not overly complex, will have you back tracking because you failed to spot a particular item, or read a certain note. I'm pretty happy to find that it's light on jump scares, relying instead on atmosphere and a surprisingly well developed back story to put you on edge. So far this is a solid 7/10. Really solid indie horror, for those who have some patience.. Heartwarming hidden-object game. Protagonist is a woman reminiscing of coming to Oahu and meeting her true love at the orphanage she was staying at. Her story starts when she is seventeen (six months from her eighteenth birthday). She meets the man she falls for, as he is working at odd jobs helping the orphanage. She also has a bit of trouble from one of the other girls, who wants Stephen for herself, and does a variety of nasty tricks to try and ruin the protagonist's chances. Stephen has dreams of joining the Navy, which he does. And plans to propose to the protagonist on her eighteenth birthday.

Oh, I guess I should mention that her eighteenth birthday is December 7th, 1941

The HO scenes are interesting and the minigames challenging.

Worth the price.. This is the best fpv sim I've played yet!.



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