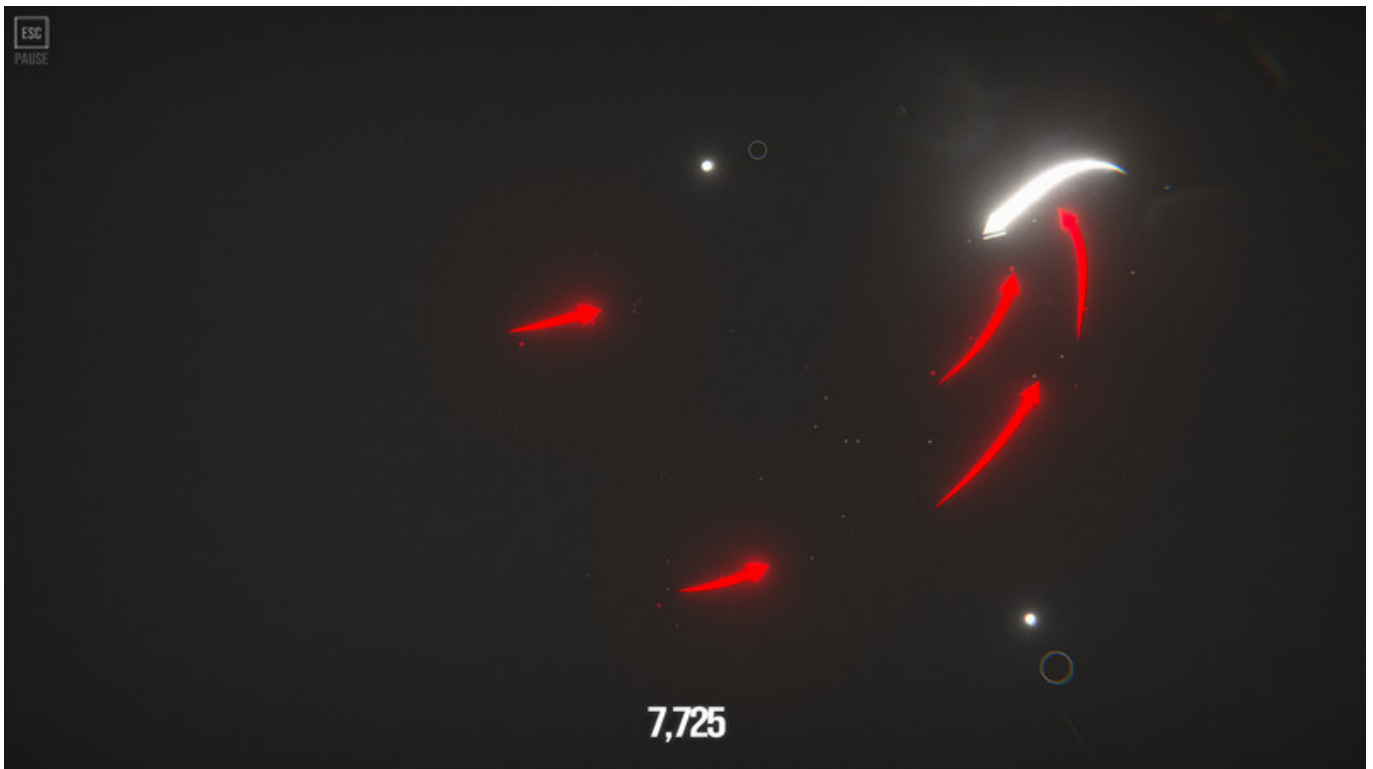

Arclight Cascade Activation Code [portable Edition]



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About This Game

You are the contestant Pod Pilot, armed with only your wits and your composure.

AND A GIANT LASER SWORD.

In the Arclight Arena, you fend off Glass Drones and other Player Pilots by swiping and slashing them away in glorious 4-way Sabre clashing combat! Fight through a multitude of Arena layouts in Competitive, Duel and Single Player Game Modes with fully customizable Rule Sets and full controller support.

Featuring delicious 'leighties' tunes from Indie scene stars Shirobon, MegaNeko and Jim Loh, Arclight Cascade brings the full Arcade experience to your Party/Living room/Dorm/Office meeting that totally ain't rad enough.

Title: Arclight Cascade
Genre: Action, Indie
Developer:
Hexdragonal Games
Publisher:
Hexdragonal Games
Release Date: 25 Aug, 2015

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo 2.3 GHz or AMD Athlon X2 2.5 GHz

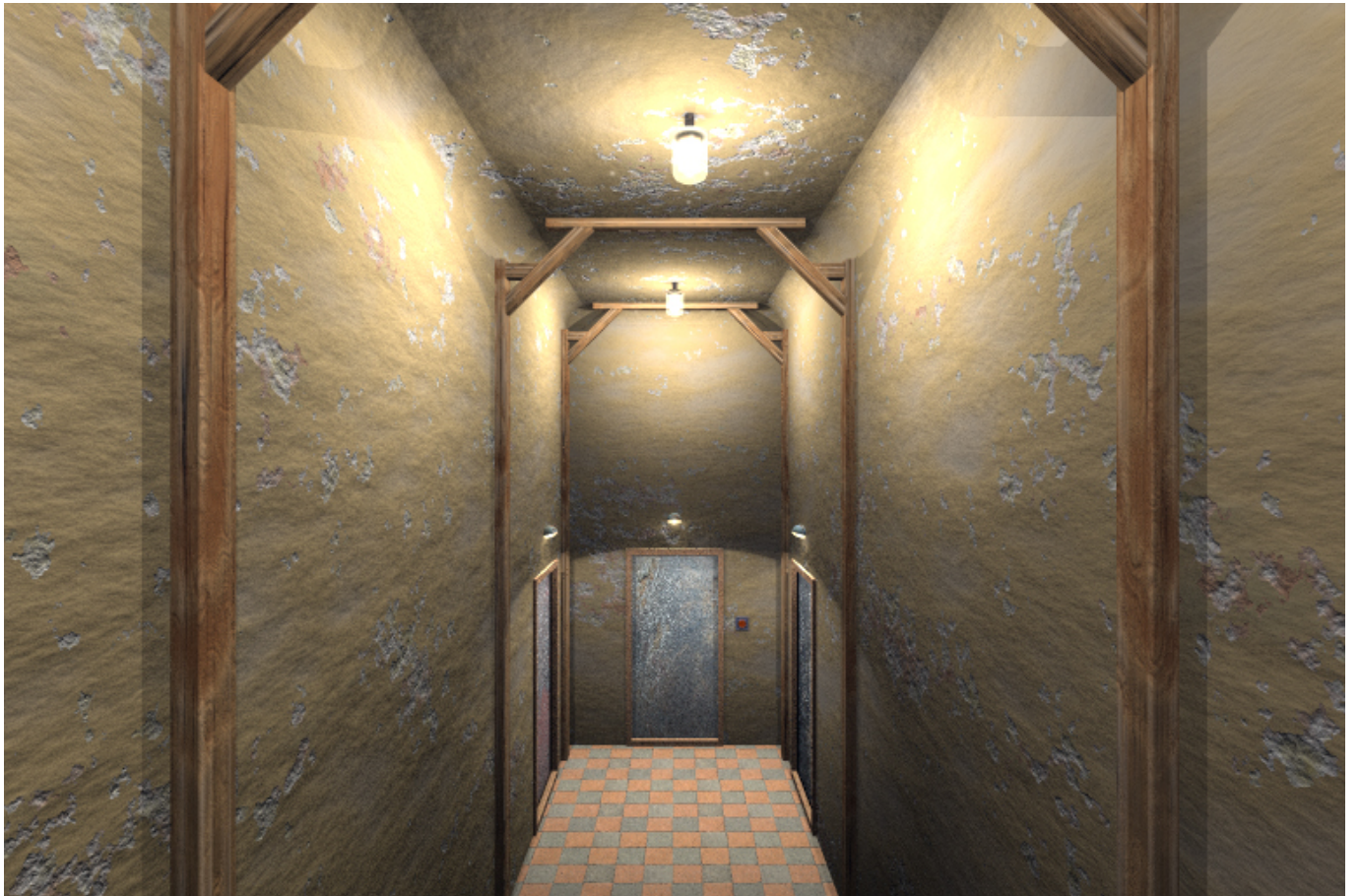
Memory: 1 GB RAM

Graphics: NVIDIA GeForce 8800GT or AMD Radeon HD 3830

Storage: 400 MB available space

English







I absolutely LOVE this game! This is my first review on a game, but I felt like I really needed to give this game some credit. The soundtrack is amazing. The puzzles are addicting. The overall atmosphere of this game is beautiful. It's entertaining, tricky, beautiful on the eyes and ears, and just an amazing well put together game. That being said, don't purchase this if you don't like strategy games. This is a game where you need to avoid and collect things to reach the next level. Amazing game though, strongly recommend for puzzle/strategy lovers like me!. Psyonix sold to Epic. Its like a ghetto advance wars...Without powers. So i guess its very balanced.

Only recommend if 2.50 or 5 bucks. may be 5.. Simple but kind of addictive shoot-em-up arcade game.

Since this is an early access game, please treat this review the same way - it was reviewed on the basis of the game I purchased on the 26th of July 2016.

The game is a straight forward shoot-em-up game, you get two guns you can pick up at the start of the game, and then the game lets you shoot robots that during the game looks exactly the same all the time. They all stand still on platforms. Eventually you get some shields you can "hide and dive" behind, but you can accidentally blow those up yourself as well.

At the time of writing this review, this is all there is to the game, there's this voice that will tell you how fantastic you are while hitting those robots, and each "level" consist of new pods to stand on, sometimes higher, sometimes closer and sometimes lower - but essentially the same design each level. The game doesn't seem to have any leaderboards or scoreboards at the moment, except for one long continous score that keeps increasing, even after you lost your 4 hearts.

Pros:

- Simple, entertaining shooter that even your smallest kids can be in on.
- Low priced, arcade style game.
- Lag free, no glitches, all real time. I'm GUESSING this one would even work with low end graphics cards.
- Potential to become a great shooter, it's an EARLY access game after all.

Cons:

- Seems like an early Beta.
- Repetitive with little new added to each level.
- No scoreboards, not even local.
- Increasing score, you don't get a chance to start from scratch.
- There's no menus (at least I can't find them) so it's basically just shoot-and-go-and-repeat.

. So, to start, I have just finished Sabred of Infinity for the first time, so if you want to know what its like to play through it 5 times, ill have to get back to you (because i do plan mulitple playthroughs)

I hardly ever write reviews for games on steam. For the most part, i think someone should be able to judge how they are going to feel about a game based on the general description of the game and its overall reception. Most people, i think (including myself), even if they look at reviews, go into the reviews with a certain disposition towards the game one way or another and tend to discount the reviews that dont already side with their own pre-formed opinions.

This game is uniuquly special though.

As there are not a lot of good, modern text based games these days, at least that i know of, i feel the need to review Sabres of Infinity.

This might be one of the best games i have ever played.

If Sabres of Infinity was 19.99, i would tell every one of my friends to buy it.

There are plenty of books that cost 10-20 dollars, and this is essentially an amazing book that you get to be a part of.

The writing is amazing, and while i usually hate games that force me to play as a specific person (i love to create my own

original character) this game makes you truly feel the pressures of the role you must undertake, and it makes you enjoy it. Its quite a respectable length, especially for its price, and the choices you make all feel like they have weight and influence over the course of your story. I have only finished one playthrough, so im not 100% how much can change, but it seems like there are a lot of different options, and i have already seen several choices that i made that i know caused certain decisions later down the line to either succeed or fail.

If you are someone who has played games like Baldur's Gate, Dragon Age, Mass Effect, Kotor 1-2 (#BioWare Fanboy) and the best part of those games was the story, dialogue, and decision making, you WILL enjoy this game. Its not quite the same as any of those, because obviously there is no "Combat" or controlling your character on a screen, but the decisions are just as real.

It is a deeply immersive and well described and drawn out world, with characters that feel real, where every choice you make feels like the most important choice of the game. For the quality of content you get, compared to the price of the game, they are basically giving this out for free, because i would pay a hell of a lot more for this game than they're asking. 10/10, Im off to buy Guns of Infinity. This game was made by some \u2665\u2665\u2665\u2665\u2665 rusky that doesnt know how to optimise a \u2665\u2665\u2665en potato. legit doesn't work except on potato which makes it look like a 2d plat former older than Mario. Also there are more zerg clans than anything. And to top it all off this fat greasy \u2665\u2665\u2665ing baboon with 5k hours keeps one tapping me with that \u2665\u2665\u2665\u2665\u2665 m249 screaming "OMG SO MANY ROCKETS".. Huge fan of Shooters and Star Shredders have alot of potential. I really like the retro feel of the game reminds me of the Sega saturn, Dream cast and playstation one era. For the price of the game I think its definitely worth recommending despite the noticeable bugs I feel once it will be worth it once some general work is done. After huge initial troubles (more on that in the next paragraph) the game started working and is actually quite enjoyable.

My initial troubles: It froze my system multiple times, even after reinstalling. And the controls wouldn't respond. Only after I deleted the game entirely with the help of external tools, it started working. The framerate keeps to skyrocket for no apparent reason and there is now way to fix it.

For the price I got it (1\$) the game has much to offer. The advertised new shape mechanic is incorporated very often in the game.. I was looking for a kart type of racing game for my six year old son that I would enjoy playing with him, too. This definitely did not disappoint us. It is a fun game with great tracks. We particularly like the power ups with which one can greatly influence the outcome of a race.

STANDBY is an excellent take on precision platforming!

I was pleasantly surprised by this title, just from watching its trailer on steam it seemed to do something different on the genre. What I'm talking about is the way you control your character in such games. Usually, precision platformers give you a set of skills, such as sliding, double jumping, wall jumping, etc, that you have to use throughout the game. These skills are on your character and you can use them almost in every level. On STANDBY your skillset is limited, in fact at first I thought it was lackluster. However, that changes over the first few levels which introduce new mechanics. Each such level while serving as a tutorial, for the new move you are about to learn, doesn't mean that it's not challenging. And most of those new skills are incorporated in the level, meaning there is a special area that you can double jump, or gain speed boost, etc. Ofcourse there are the various hazards to make your path more difficult or, for the fans of this genre, add excitement in your game! In addition to that, beating the game equals to beating each levels record and collecting several cogs, placed throughout each level. While you don't have to do both at the same time to earn each completion badge for that level, I found it a challenge trying to do so, as quite many of them are on your path and require sharp reactions in order not to die, and thus reset the level. That been said I cannot stress out the replayability this title offers, especially if you are after the achievements as well, since most of them require an even tighter completion time on specific levels. That forced me to spend time trying to find the ideal movement, when to jump, how to save speed or even gain it! Finally, the game offers a speedrun mode, that is unlocked once all levels or a chapter are finished.

Visually the game is pleasing with its minimalistic style and simple colours. It will not try to distract you from your path and it will always be clear what you need to avoid or use to proceed. The sounds are not much, but, as there is no need to have anything fancy for jumping or sliding this is not a problem. However, the music is right on point, complementing the games aspect of speed and precision, and even slows down on specific moments!

However, there are a few downsides to this 'almost' masterpiece. Its controls are heavily restricted. While on the keyboard it can be ok, on controller simply feels weird as the game does not use any of the bumper or trigger buttons. Additionally, there are no options to customise said controls and after a small search on the games Steam hub, the developer said he was working on it about 6 months ago of the time this review is written.

Overall I greatly enjoyed STANDBY, even if I could not get how the name came to be. It's a great addition to the genre and if it had customisable controls it would score over 7/10 on my list. Sadly the absence of that option denies it a whole point.. \u8fd9\u4e2a\u6e38\u620f\u6700\u5438\u5f15\u6211\u7684\u5730\u65b9\u5c31\u662f\u5973\u4e3b\u975e\u5e38\u771f\u5b9e,\u5973\u4e3b\u7684\u9020\u578b\u975e\u5e38\u68d2,\u5f88\u7b26\u5408\u5973\u4e3b\u7684\u8eab\u4ef3...\u6e38\u620f\u4e2d\u7684\u4e00\u4e9b\u6897\u633a\u597d\u7684..\u7c7b\u4f3c\u7684\u4e0d\u9519...\u4f46\u662f\u80cc\u666f\u56fe\u5c31\u4e0d\u600e\u4e48\u597d..... Does not have fullscreen mode. Now, borderless windowed (which the game features) would be enough, but ... its resolution list is limited. By far **most games list resolutions up to my 4K desktop (Windows 10, newest patches), but this one doesn't, max is something around 3000.**

So I have the choice to play with a window centered on my screen that either has borders or doesn't have borders. But no fullscreen.

That's just too low tech, and the game isn't good\nostalgic\magical\whatever enough to warrant such a flaw.

Refunded it.. Been seeing good updates on it, hoping for a 4 player co-op soon.

Other than that, I'm in love with this game.. Nice game but difficulty difference is too bad.

3X took me 30mins to learn but 4X takes only 2 tries. This could be a good game... at some point in the future. right now it's [CRASH] I mean it's just so [CRASH] I'm just getting into it a little and [CRASH] then [CRASH] when I try to start it up again and [CRASH]. This is a really good HOG. I'm not usually into this kind of setting - I lean toward more fantasy-oriented backgrounds - but this game surprised me by how well-crafted it is.

While it's not necessarily the most creative game of it's kind, I found myself wanting to learn more, and curious about what would happen next.

Notes:

Hidden object scenes are shape-based and interactive (not a list of words)

Some of the collectibles are very tricky to find, but mostly they're just cleverly hidden, as opposed to invisible because

of colour-on-colour

I like the protagonist, but seeing some of her thoughts during the game would be even better - something the newer games do more often now, and often with humour. I would first like to start out by saying, this game was obviously not intended for me as an audience. I knew that going in, but between grim curiosity, the willingness to spend five bucks, to see a different take on the Harvest Moon type game, some stupidity, and also because my sister couldn't believe that I would actually play it, I bought the game. How is that for a run on sentence! As you can tell by my rating, this is not a favorable review, but I hope you enjoy it anyway.

Plot:

One day two sisters find a note from their parents, which explains that they have gone off on an adventure and they should take care of the farm while they are gone. That is all fine and dandy until a lawyer comes to the house and tells them that they are millions of dollars in debt and will lose the farm if they do not pay it back. Now the girls must work the land, raise the cows and do whatever means necessary to raise enough money to save their home. Oh, did I forget to mention this was an ecchi game?

Pros:

- **Premis** - This is a new take and more of a sense of urgency that you usually find in games of this nature. Yes, it is a bit cliché, but it is a good motivator to get and make money as fast as you can.
- **2 playable characters** - You need to play both sisters in order to complete your tasks... in theory. I will get back to that in cons. I have always liked that mechanic and it might have something to do with the fact that I played *Zak McKracken and the Alien Mindbenders* and *DOTT* growing up.
- **Simple controls** - For some people this might be TOO simple, but if you are tired of accidentally using your hoe on your animal, which in turn, makes it hate you, it is a nice change. There are really only three buttons you need for this game, Spacebar, Z, and the left mouse button. Sometimes simple is best.
- **Animal Husbandry** - None of that miracle potion or randomly spawning cows like in *Harvest Moon* or *Stardew Valley*! You need to have both a female AND male cow to make baby cows. ~Rant~ Seriously *Stardew Valley*, are all of the animals created through immaculate conception or do they just clone themselves?
Cons: Hold on to your hats kids, there might be a lot of rants here.
 - **Both characters can do the other's tasks** - The game wants you to have one specific sister tend to the animals and the other to do the crops, but either one can do both. The only things that not both sisters can do are the ecchi stuff. Each sister has their own creeper that will grope/leer/sexually harass them. Carming.
 - **Boob Fondeling** ~Rant~ - Ok, let me get on thing straight, I have never met a woman who has felt to need to randomly fondle my breasts. It just doesn't happen. The flat chested twin will constantly go up to the large bosomed twin and grope her all the while being jealous of her rack. I happen to be a buxom woman, I have an older sister who is not. She does not come up, put a hand on my chest and remark on the size. She is not jelous, and if anything she is sympathidic to the back aches. Seriously guys, I realize that women feeling each other up is a fetish/convention expecially in Japanese pop culture, but it just doesn't happen.
 - **Molestation** - Remember when I said that I'm pretty sure this game was not aimed toward me? Well aside from some of the other issues, after having one girl rather harshly fondled because a shop keeper evidently loses his mind when he see's large mamories, and the other being bribed into showing her underwear to some perverted woodcutter with in the first 15 minutes of playing, I was ready to call SVU. I know, this is an ecchi game, but that doesn't mean that it can't have some semblance of decency. Again, I am not the intended audience for this game.
 - **Language** - First of all the translation is not complete. There are still quite a bit of text that is still in Japanese, which is a little disconcerting for a game you pay money for. However, I am sure that there is someone fixing that as we speak. Now for my bigger problem with the language - CRUDE! Wow guys, just

because it is an ecchi game, it doesn't mean you have to have everyone talk like a drunk college boy! The ecchi scenes are not so bad (I have seen much worse) but the language makes me want to hit my head against the wall.

*To help out the translators of this game, and anyone who is interested, I would like to point out why the word *breasts* is not the best word to describe breasts. First of all *teet* is short for *teet* which is, in fact, another word for nipple. So when you tell someone that they have huge *teet* you are remarking on how large their nipples are. Just want to throw that out there.*

*Now here are some other words that you can use instead of *breasts* when talking about breasts.*

- *Breasts*
- *Boobs*
- *Cleavage*
- *Jugs (I don't personally like this one, but it is acceptable)*
- *Busts*
- *Knockers*
- *Rack I'm sure there are more, so don't just settle for one word, variety is the spice of life!*

In conclusion, I hope that this review has given you a good idea of what you are getting into. If you like crude language and men who have no self control you will like the parts of this game I didn't. If you are a slightly prudish academic like me, it isn't really worth the 5-7 bucks unless you like to hate play things. If you don't agree with me, that is fine but I hope you enjoyed the review anyway.

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