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About This Game

INTRICATE PLOT

An unprovoked attack on a minor noble house sparks a fire that will engulf kingdoms. Aya, the youngest daughter of House Furukawa, must find her way amid crumbling alliances and her family's questionable decisions. The war rages on after its original aim becomes impossible and the innocent begin to lose their way. If there is still a victory to be achieved, you the player must fight for it.

EPIC BATTLES

Lead House Furukawa's few remaining loyal soldiers into battle. Forge new alliances and rally new troops. Train your human troops in 20 unique character classes and fill your ranks with wolves, fairies, the undead, and your own mechanical creations, each with their own character classes. Equip them all with hundreds of different items in limitless combinations. Craft powerful new weapons to give them an edge in battle. Organize your troops into lances, relying on your captains' leadership abilities and

your troops' affinities to maximize their effectiveness in battle. Order your lances in tactical turn-based combat to defeat your enemies in epic battles with hundreds of unique characters on each side.



Travel across a huge world, spanning forests, deserts, caves, mountains, and the dangerous Shadowlands. Meet unique, diverse, and interesting characters who may help you on your way--or stab you in the back.



And all this is just one possible adventure to be had in Himeko Sutori. With the included campaign editor, you can make an infinite number of possible stories. Use the powerful Kismet visual scripting tool to set up your campaign without writing a single line of code. Or for the advanced modder, make entirely new games using Himeko Sutori as the base for your development. Then share your campaigns for others to experience.

Come Experience Himeko sutori.

Title: Himeko Sutori
Genre: Indie, RPG, Strategy, Early Access
Developer:
Rockwell Studios, LLC
Publisher:
Rockwell Studios, LLC
Release Date: 30 Jan, 2019

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Minimum:

OS: Windows 7, Windows 8, Windows 10

Processor: Dual Core 2.0 GHz

Memory: 4 GB RAM

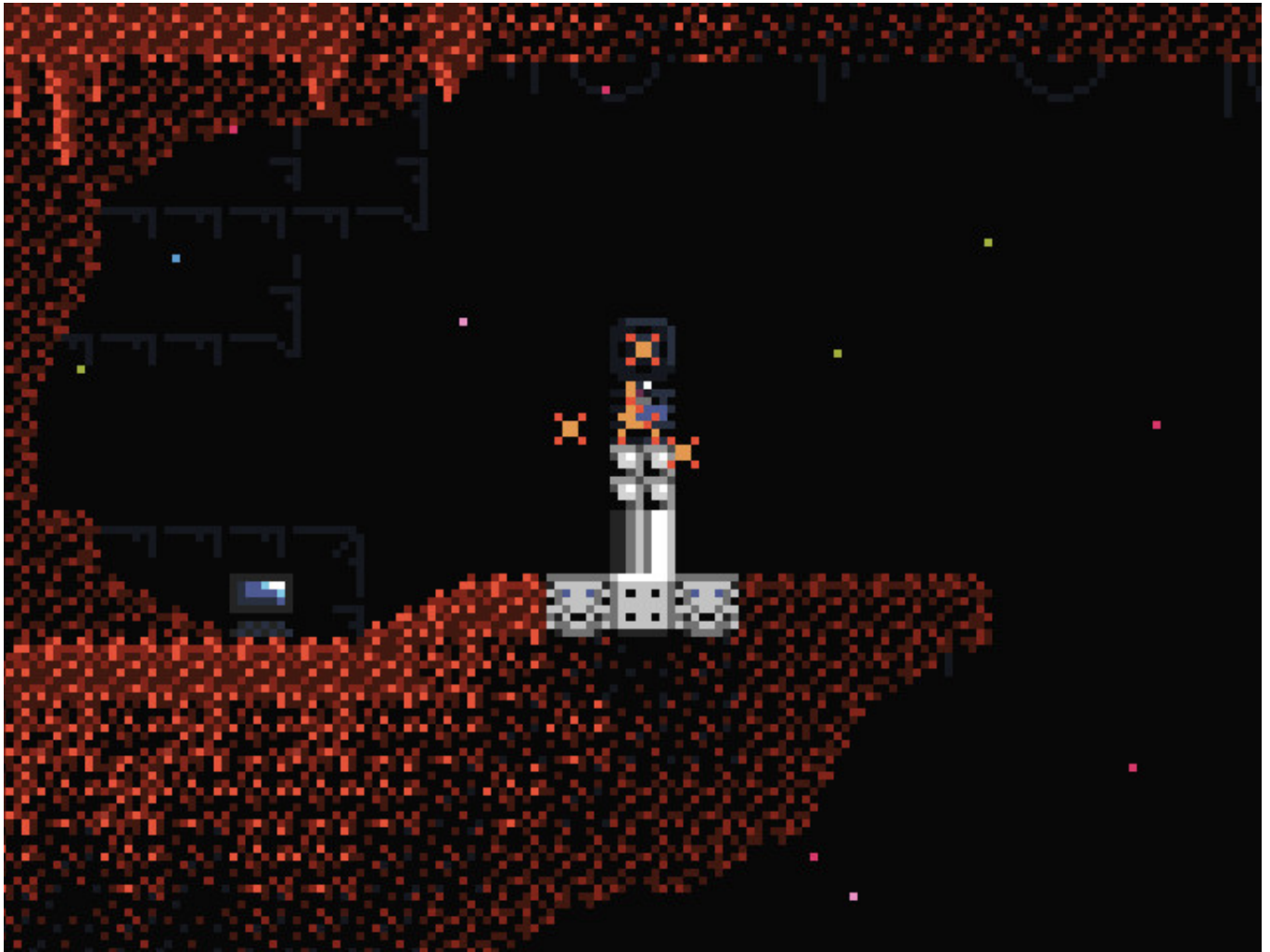
Graphics: NVIDIA GeForce 500 series, ATI Radeon HD 5000 series

DirectX: Version 9.0

Storage: 9 GB available space

English







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probably not a bad game but unplayable without zoom control.. Patrician 4 automates things like trade. But once you learn how to set up trade routes in P3, its not an issue. Set your desired base as the repair spot and just check every once in a while to see if an excess of one good or naother has accumulated in a ship.... then you know to make an adjustment.

But the big thing for me (and why I just cannot stand P4) is because Patrician 3 sea battles are a LOT more fun than P4. You can arm your crews with different weapons (cutlasses, swords, bows, crossbows, carbines) and your ships with different things like ballistas to cannons. In P4, you are better off autobattling. Manual combat is... just bad.. A simple but engaging game will take on what you thrive, this is a game which will eat up time and produce entertainment.. Pretty? Yes.
Scary? No.

It's a walking simulator with a few jumpscares, none of which are actually scary. The game goes so far as to literally have a skeleton pop out.. If we consider this as one person's game, it is good.

Try it if you love cyberpunk theme.. Excellent fun game, and at a bargain price. Still prefer the original though. This game was fun and creepy as hell. I wish it was q bit easier to get away from the dolls, but it provides a nice challenge!

Hope anyone who plays it makes it farther than me :D

<https://youtu.be/F4bBK3uaEA0>

Cool songs. Slow and pretty heavy, but challenging & interesting.. \u7eaf\u7cb9\u4e3a\u4e86\u652f\u6301\u56fd\u4ea7\u6e38\u620f\u4e70\u7684\u54c4\u4e0d\u9519\u7684\u6000\u65e7\u6b66\u4fa0\u5c0f\u6e38\u620f\u3002

+ \u5bb9\u6613\u4e0a\u624b
+ \u5267\u60c5\u53ef\u4ee5

- \u753b\u8d28\u4e00\u822c\u822c
- \u4eba\u7269\u64cd\u4f5c\u54c4\u5305\u62ec\u8d70\u8def\u6218\u6597\u54c4\u75bc
. THE COLORS.:. A childhood classic of mine as well as an Apogee classic: Halloween Harry a.k.a. Alien Carnage.

Don't ask me what this has to do with Halloween. Err...zombies?

Anyway: You are Harry, a "red blooded American with balls of steel" (quoting Harry himself) who has to save other people captured by aliens so they don't have to be turned into mindless zombies and thus saves the Earth by doing this. A typical damsel-in-distress story in outer space - and with a flamethrower.

It's a 2D platformer: you run from left to right and from right to left, explore the level in order to find the kidnapped people. What makes the game a bit more challenging - and fun - is that the levels also contain doors for which you have to find levers in order to open them and you have to memorize the environment a bit so you find everything again, including the exit door. And you can't leave a level unless you've freed every single victim.

However, in this game you don't jump - you use a jetpack to fly through the air and to upper platforms. Sounds cool at first but the jetpack is powered by fuel (which also powers the standard weapon, your flame thrower). So you always have to keep an eye on the fuel meter while looking for vending machines that sell fuel. This can be a pain in the a... sometimes.

Speaking of vending machines and weapons: You have other weapons, too, like missiles and bombs. They have their own vending machines. However: whenever you enter a boss level you only have your flame thrower so these stronger weapons won't make your life easy at any time.

The enemies in the game are poor on variety: Mostly they are green-skinned zombies, a few alien-like creatures but they don't really change during the whole game. In the last few levels there may be bigger zombies but still, I wish the game had more different enemies to fight. Still, they should give you the right horror/sci-fi movie feeling a bit at least.

The bosses are a bit more challenging because they take longer to kill but they take shorter to kill you. But there are no real strategies: just fly around them and shoot them.

The graphics are very fine for the time, music and sound are quite okay.

You can choose between three different difficulty options (easy, medium, hard).

When it comes to save features: You can save and load several saving spots but they only memorize the beginning of the level. Inside the levels you have computers that you have to touch to save during the level. Whenever you die, you go back to the last computer, not to the beginning of the level. That's cool for a game of that time.

Overall, I enjoyed playing this classic platformer from my past. It's quite a short game with could have used a bit more of variety but if you love 2D platformers and can stand a bit of horror then you won't regret trying this out.. Cute. Simple enough for kids to figure out, but fun for all ages, at least I think so. I am partial to cute games. They're nice when you just need to sit back and escape.. A Nice Addition to the game...most costumes looks great. I want a refund

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