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About This Game

[Story]

With the development of science and technology, a kind of robot slave is invented by humans. But one day, the robots have started to fight for their own nation with self consciousness after their cores are awakened. But Yuka, an awakened robot, has decided to help humans terminate the robots' rebellion.

[About This Game]

This is a 2D Action Game with the following levels of difficulty:
Standard: Even those that are not used to action games can enjoy.

Advance: Intermediate Level.

Expert: Expert Level.

No Future: For the best of the best.

- * Clothing has a durability parameter. Once it reaches 0, it will be broken.
- * There are 8 usable characters, They each have their own individual battle styles.
- * Develop your base, strengthen your machine, gain skills, improve your special attacks, explore random dungeons and other such replayability full elements.
- * KAKIN Point System: You can use these points to unlocked features like "Unlimited Revives" but you don't actually have to KAKIN (pay additional money)
(It's like a in game meta referring to out of game KAKIN style, pay to win play.)

[System]

- * 8 usable characters (including YUKA). The characters in the main sample image.
Yuka / Rurumu / LittleSnow / W'SYS / Nashi / Forest / Jilelen /Rusu
Each with different kinds of weapons and play styles.

* Special Attack / Enhancement System.

When you defeat bosses you will receive Battle Chips that can be used to gain new Special Abilities. Gain experience during battle to enhance.

[Voice Acting]

Yuka: Ritsuka Mizutani
Rurumu SatouShio
LittleSnow: Mimi Mikami
W'SYS: Ritsuka Mizutani
Nashi: Ritsuka Mizutani
Forest: SatouShio
Jilelen: Mimi Mikami
Rusu: Keito Tsuzuki / Ritsuka Mizutani
Furamu: Ritsuka Mizutani

Confirm system compatibility via the trial version.

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History

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2018/10/10 Ver1.01 Bug Fix

And we have something in our blog:
<https://celusisstudio.blogspot.com/>

Title: Core Awaken ~The Yuka~

Genre: Action, Indie

Developer:

Celusis

Publisher:

CelLab

Release Date: 10 Jul, 2018

a09c17d780

English,Japanese,Traditional Chinese







core awaken the yuka

I... I just can't finish it. It's too boring.

There are funny jokes here and there and some character sprites are neat, but the gameplay is just too... archaic. Saving system is unpleasant and the idea of "if you have problems with battles just grind levels and spam attack-attack-attack in every fight" is pointless. I would much prefer to fight 1 werewolf with cool interactions than spamming a single button.

Interface is easy to learn but unpleasant a thousand times. Graphics have problems - the tiling system used on maps is very limited and creates incohesive mess, even RPG Maker engines do this better. The music is cute, but in some cases it's poorly looped and annoying.

The story - at least the part I saw - is aimed at children. Nothing bad about it, it's just something to remember.

Maybe if I would play it on an NES 30 years ago I would be fascinated, but not anymore. There is a difference between adaptation and an imitation, and this game is limited by its own inspiration. I'm sad.. Puzzle Bots is a nice little point and click. Very cute with an interesting yet simple plot. Most of the puzzles are relatively straight forward but there are some real head scratchers in there and the final puzzle is a doozy! Nice and bright with simple and colourful animation. Voice acting good with some funny parts that give you the odd chuckle. If you're just wanting a little something to pass the time with the odd head scratcher thrown in with enough things to keep you interested, and a low price tag, this will probably be for you and will be quite universal. However if you are looking for more of a challenge where you really have to think outside the box this will probably be too easy for you and not scratch that itch. The use of the bots was easy, however occasionally it can be irritating when you have to switch between them quickly (you will know where I mean when you get to it).

I got this as part of a point and click puzzle pack and as a whole I thought it was a really nice, well made casual game that I could dip in and out of.. So... I just finished the game. Let's get to positive and negative parts of this game.

Positive:

- Ending. I guess it is the best part of the game. I don't want to spoil you this part, so all I can tell you... I really feel myself Manipulated, and that is awesome :)
- Puzzles. Some of them easy, but most of them are really good and interesting. Almost all of them are unique. And there are a lot of them, that is good. I like it.

Between Positive and Negative:

- Action. I guess this part would be completely Positive if bosses fight would be more epic. But still it's not bad.

Negative:

- Around 3hr and I done with this game. I want more :)

So I would recommend this game everyone who like puzzles and unpredictable endings. You guys can't miss this game. If you hate puzzles and you just want to shoot robots I guess this game not for you.. Shifters is, IMHO, the best expansion so far for Endless Legend. I wasn't too taken with the Forgotten in the Shadows expansion, nice as they are. But the Allayi are truly unique. They work entirely differently than the other factions.

They require a different playstyle and mindset as they don't have hard limits like the Cultists' single city, but instead stiff penalties for straying too far off their character as a race. So expanding willy-nilly is possible, but you will hurt from it (as an example).

Also, their dual nature gives them 2 forms for combat as well as 2 different sets of strategic advantages in the summer and winter seasons.

The new Pearls of Auriga mechanic sounded a bit lame when I first heard about it but it adds a totally differen't way of interacting with the winter season. It also adds a resource type that isn't infinite like the other luxury and strategic resources in the game.

I'm still taking in all the new stuff like the improved UI and other free additions and improvements that players get regardless of if they own the expansion. So far though, I love it, and if you like the unique nature of Endless Legend and want a good challenge at the same time, give this expansion a try. I don't think you'll be disappointed.. does not work. For what this game is, it had a good combination of difficulty and fun in it, after finally passing the second mission at a time of 16.98 I finally felt relieved that it wasn't as hard as I expected since, I mainly always go to use the wasd keys in any game and not use to using the

mouse for movement in any game really. So I would actually recommend using the house and the shift key for the second mission if you're having any problems with passing it. In overall for the price that it is, the game seems to offer quite a bit. I like it a tad more now at least than what I did the other day when I reviewed it.. WTF? Seriously WTF? This game doesn't have any as of yet unseen technology not used by other games. This game should have been made many years ago. I am not knocking the devs of Tempest Citadel for not making this game years ago, but I am knocking every other bland RTS Base building game for copying the same tried and true, and very boring blueprint. This game decides to do something daring, exciting and VERY dangerous. Making a game that does things differently, is always a gamble. I think this game is a MUST HAVE for anyone that likes squad based combat, base building semi open world games.

That may seem like a very narrow focus, but this game is not for everyone I imagine. I don't see any reason someone wouldn't have hours of fun, and the way this game is set up, and mind you I have only played a few hours, but it is set up so you can very easily just make a new planet for the people to go to, after beating the planet they are on, and you could have a completely new game almost, with a fraction of the work. This game could have a ton of replayability if the devs decided to make new campaigns, sell them as dlc's for \$10 or so, and keep this game alive for years. This game also has a ton of multiplayer options, should the devs decide to plunge into that realm.

As is, this game should be in your collection, and played a lot. They set up the research so it looks like there isn't that much, but when you dive into it, you realize there are dozens of research projects. The character system is fun, inviting, and not too overburdening. The devs realize your time is precious, and so they have added a time compression function to speed up time. They also added a lot of AI functionality to your people, so you only really have to deal with the stuff you deem important enough to deal with. Even the combat can be nearly all AI driven (Though you will likely lose a lot of troops if you don't at least tell them to get some cover or get to a spot with a long firing line) and the mini games, while very basic, do not seem overly dumbed down, and if the devs get enough feedback to improve base scavenging, by adding some of the better minigames for picking locks, using drills or w/e, without altering the flow of the game at all, but as it is, these are very minor aspects of the game, and the only ones I can really knock for not being up to snuff compared to the rest of this masterpiece.

Overall, this game is a HELL YES BUY IT. I literally am having more fun playing this game than just about any game I have in recent memory, and if you saw my games list, you would see how big of a statement that really is.

. A short free RPG game that's really cute and.....scary?. It's not without its flaws but it is ultimately an enjoyable exploration game with light combat and RPG elements. Enjoy treasure hunting the deep dark trench and upgrading your sub systems.. Cool game, lots of fun, but needs more maps or something, the content on different maps is basically the same, "My one complaint". Other than that, it's a great way to enjoy the evening:) I bought it 3 days ago and keep going back, so that's saying a lot considering I play a lot of games.

Probably the worst early to late 2000's NFS game

-Bad physics

graphics for 2008 standarts (Pro Street has much better graphics and it's from 2007)

-Non CGI cutscenes (using real life actors and real cars)

-Confusing playthrough

-Boring

-Too easy and doesn't have a difficulty selector (i'm not even joking. If you are at least decent at racing games you'll always win)

Only good thing about this game is the soundtrack

All the other 2000's games are much more enjoyable than this, don't waste your time and money on this.. Kept crashin' on my system constantly - roughly every 20min. Managed to play to the end.

Interesting story anyway. The UX of the game is a bit "not fun", I'd prefer more smooth interface.

If wouldn't crash, would have given positive review.. In descending order of annoyance:

- Mellow, mumbling announcer. What's she saying?!

- Some annoyingly loud and boring or random music.

- No satisfying weapon hit sounds.

- Actual gameplay not as fast as store video suggests. I recommend F-Zero and SpeedRunners instead.

- Editor lacks zoom, gamepad support, edge scrolling, and correctly defined start area because it won't save your track without one!

- Multiplayer service is down, showing only weird HTML.

- Unbalanced weapons. Some require exact aim and others instantly affect the nearest player anywhere on the map.

- Rocket still plays seeking sound after exploding.

- Engines sound slow, and loud while idle.

- Collision physics are kinda random.

- Border areas deal damage as well as slow you down even more. Super Mario Kart leaves damage to easier, more satisfying weapons.

Good:

+ Old gamepads are (mostly) supported.

+ Lots of vehicles and tracks.. Do I like Diabolical? Yes, absolutely, but it's not a game that I could ever recommend. The writing is good, entertaining, and occasionally funny, but all too often the game railroads you into different choices. You'll be given a list of options, but the response will almost always be "He isn't really listening" or "You thought I was serious?" What feel like major decisions are quickly made irrelevant by randomly changing circumstances, and you never get the chance to truly direct your villain. The character decides their own overarching goal or plan, and you pick the specifics, which seems to me to be the opposite of what one would want from a game like this. Diabolical can be fun, but it doesn't offer nearly as much choice as you would want from a text-based game.. For some strange reason I can't play this and don't know what too do. Okay. Where to start? Imagine yourself, for a moment, as a lion. King (or queen) of the Savanna. Within a few minutes you find yourself thirsty. You go down to the wateringhole and have yourself a nice drink. Time to relax? Nope. Now you're hungry. Time to go get food. So you bring down a wildebeast by chasing it around for a few minutes and biting it whenever you can. Eat the meat and now you're full. Time to relax yet? Nope. You're thirsty again. So, to the waterhole again. By the time you find a spot where there isn't a croc eyeing you and get a drink, well how about that, you're starving! Repeat this process two or three more times. Oh, but wouldn't you know it, a meerkat has ran up to you in the tall grass and you can't fricking see it. So you, one of the most deadly predators of the biome, has just been hunted and killed by a small animal that any lion could realistically rip the throat out of with little effort.

This game is horribly unbalanced. Pretty much any animal with an aggressive action can kill any other animal with little effort as long as the aggressor knows what to do. The meters for thirst and hunger run down way too quickly, so it's a constant struggle to keep from going thirsty or hungry that ends up being more frustrating than fun. As a carnivore, you don't feel the thrill of hunting, outwitting, and overpowering your prey, it's just a chore. As a herbivore, it's just a matter of running back and forth from a patch of edible plants and the river over and over again. It gets terribly repetitive. The controls are awkward and the button to shift between aggressive and peaceful actions cycles way too quickly with anything more than the very slightest tap likely to land you on the same one you were already on.

If this game interests you, try the free version online first. Trust me, the two aren't all that different and you'll likely understand just how irritating this game is.. The Puzzle Room has a lot of different cool things, including a surprise Johnny Five, i'll list the pros and cons for the current version:

Pros:

- * A lot of puzzles, you need to think here, and is very challenging
- * Johnny Five
- * You can change your hairstyle and see yourself in reflections.
- * Two rooms you can play in.
- * Spray Paint
- * Playable Records.

Cons:

- * Sadly the game crashes a lot, not sure why..
- * First puzzle was not completable in one segment as the flashlight would not work in the secret section, had to restart game.
- * You can't fully assemble Johnny five (No Disassemble :())
- * A little expensive for how buggy it is right now.

Overall I believe this game has potential but I would wait until the bugs are fixed or it's on sale.. Absolutely horrible game, but very fun to play.

13/10 Kebab

New patch available (1.0.3):

Version 1.0.3 contains a graphical update with a higher-fidelity game world.

It also contains BETA support for controllers/gamepads.

Please use the Steam discussion forum or contact us via support@newstargames.com or "New Star Soccer" on Facebook to let us know how we can improve the game's controller support.

PLEASE NOTE: Controller support is currently only available for users who are playing using the English language option.

Controller support for other languages will follow in a future update.. New Star Manager **New patch available (1.1.0):**

Version 1.1.0 adds **BETA** controller support for players using all language options.

Version 1.1.0 also contains a fix for users of Radeon graphics cards who were encountering missing graphics (white screens).

. **New patch available (1.0.1):**

Just one fix for this patch. Should be a fix for the plain screen on boot. If you are still having problems, please let us know.

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