
Falling Bullets Download Link



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About This Game

Falling Bullets - Start your adventure in the tank, which you can defeat tens, hundreds and even thousands of players. The gameplay focuses on rivalry in armored battles between players from around the world in PvP interactions. Falling Bullets are preserved in a cartoon and friendly atmosphere.

Key Features:

- Very good looking maps
- Addictive gameplay
- Multiplayer mode
- No pay2win (I too hate that)
- Early Access
- English language support

Mode List

- Deathmatch

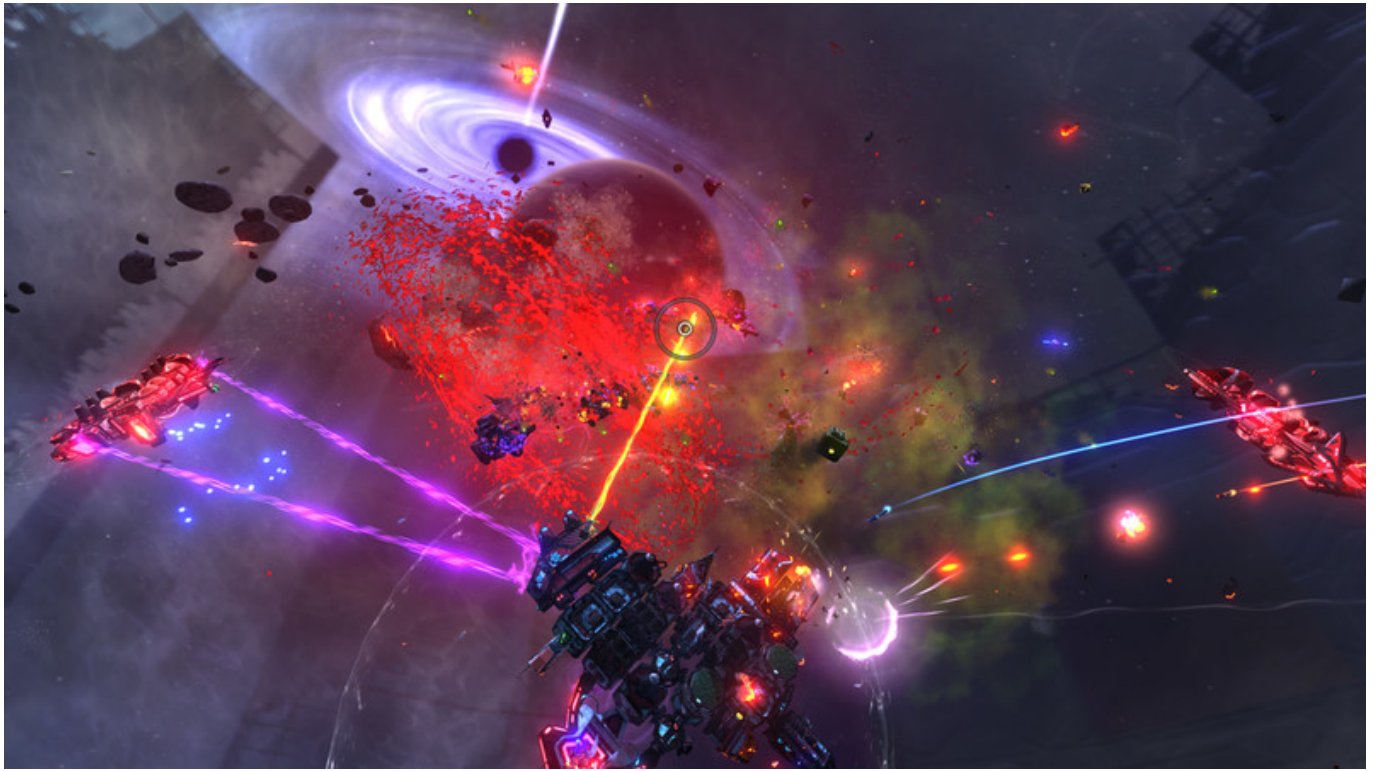
- Team Elimination

Come back for more soldiers, because we win the war! Woo-hoo!

Title: Falling Bullets
Genre: Action, Casual, Indie, Massively Multiplayer, Strategy
Developer:
Jan Pabisiak
Publisher:
Jan Pabisiak
Franchise:
Falling Bullets
Release Date: 25 Feb, 2019

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English





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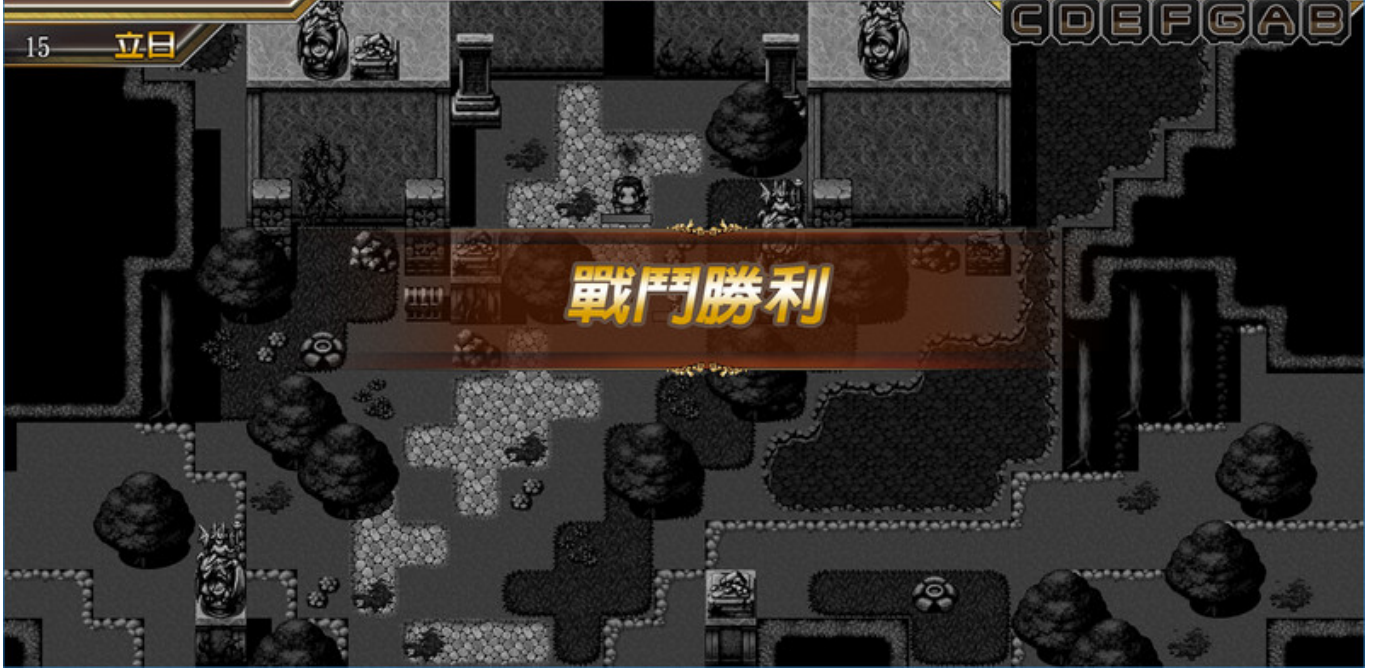
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戰鬥勝利



Similar to Climby but I found it a bit easier. A little more "fun" because I like the setting. it is worth \$10-\$15 for sure in it's current state.. It was pretty fun. I liked the menus and stuff. Style is hella cool. I would like a mode where you can just drive for fun.

. Simply put, this game is a must have for every puzzle game enthusiast!!! I found this game to be challenging and rewarding.. Actually really fun for a puzzle game with a story. I usually hate this style of game.. Great little indie game - a perfect time killer. Why is my body half way through the floor?. Epic! just one thing is there a way to delete a texture that was added with out reinstalling the program (that ws the only solution i could find)?

Keep up the great work!. Radio Man Has a Great Voice. This badly cropped asset-rip game is terrible in all ways.

- repetitive 1 track of music
- anime heads' white outlines from bad cropping is visible
- the puzzles are predetermined, this is nothing more than a reaction test.
- Bottles spawn in the same few places constantly in collect mode and has no clear win condition.

. Aquadelic GT is a decent boat racing game with weapons. Boat, weapon and track variety are good enough for a few hours of game time. It has a basic progression system that consists of getting money or popularity to improve your boat or get sponsors. Most maps have about 3 races to complete and upon winning most of the races in a map you will unlock the next map. Boat shops are located on specific maps which will open up new boat options as well as upgrading the opponents boats to maintain difficulty. Sponsors will unlock as you gain popularity and will apply bonuses to you cash and popularity income. The biggest shortcoming of the game are the controls on an Xbox 360 Controller, with the Left Stick controlling both forward/reverse as well as steering. On top of the poor control scheme control rebinding is not an option. Some boats are also too nimble for their own good as a slight adjustment to direction will result in a complete loss of stability, losing you time or in worst case scenarios putting you in a position requiring a reset and potentially losing you the race. The AI is also very lacking, while their fixed racing lines that vary from one another is an okay solution, their inability to avoid obstacles such as land results in some races becoming very easy if you can identify where the AI will have issues. The AI also uses weapons the instant they think they have a valid target which means as soon as they pick up a weapon, they will generally fire at that exact moment. This can get frustrating with EMP's as the 1st boat to hit a weapon can drop an EMP causing all racers including itself to travel in a straight line for quite some time.

The Good:

Low Cost
Straight forward progression
Variety of Activities

The Bad:

Unrebindable Controls
Poor default control scheme
AI

The Passable:

Level Design
Weapon Choices
Graphics

If your interested in a boat game with weapons, this one might be worth while if its on sale.

So...what can I say about Dungeons and Darkness?

Well...its a fun dungeon crawler, it reminds me to Kings Field in someways.

The graphics and the music are...acceptable, the music may not be memorable but it has its charms. The graphics look like a "remastered" N64 game but those are not important. The gameplay is good, the dungeons are well made but after you complete certain quests, you will find that area of the dungeon empty. Regarding the story...I feel its a bit forced when they give you the quests to enter the dungeon...but meh, the whole point of the game is exploring dungeons, so I dont really mind if its forced or not.

Either you love the game or hate it. I suggest that you try the demo first. The good thing about the demo is that it includes the first dungeon, so you have enough time to get a hang of the game and see if its for you or not. Regarding the bugs...for now, I have not found any serious or gamebreaking bug/glitches. There are some but are minor and can be annoying but are not serious to threaten your gameplay.

So... I can say that Dungeons & Darkness is a good game, not the best but does what a dungeon crawler does...exploring every corner of the dungeon to find treasures and kill monsters!...so i say that the game deserves a 8/10. Give it a try, seriously, its fun!.

. Its a amazing game having a simple system that anyone can pick up and anyone looking to improve upon it will find different ways to do it such as optimizing combos, creating tod's (100%) combos, discovering new techs to use against people, plus the dlc characters they keep adding are unique and change up the meta (most of the time) So if you want to pick it up you should. But i would recommend waiting for a sale.. It's a good story from what I could get. The trandlation is terrible and I guessed 1V5 of the story. The art is really good, but there is no nudity like it says.. What to say about this apawling excuse for a "heavy goods" engine. Slips more then a cracked up squirrel on ice. Can't not handle 1000 ton trains like the real one can. No head code selection at all. sounds are horrid. No BR green livery or a mention of Evening Star. Even the model is flawed to the point where the tender body and chassis will become 2 separate objects not to mention the valve rods are set too low so they poke through the bottom. I can go on and on but the main point is just avoid this complete disgrace of an engine which does nothing to show the true power of the real machines if you want an amazing heavy goods engine I highly recomend the USATC S160.. gg no re 20V4. Very nice game for the the very first Atelier game that I played back in the days!

PROS:

- 1) Cute characters and very nice story.
- 2) Good banter and chemistry between characters. Cory, Hom, Astrid, Rorona and Sterk have really really good interactions with each other and this very nicely translates to an enjoyable experience.
- 3) Hom (girl version)... what else can you ask for???

CONS:

- 1) Time limits. Yes you read it right, I HATE the time limits in this game. Purists of the game will just tell you to "git gud" or "you're not a fan of the game if you don't like time limits" are just literally that, purists who don't really have the same mindset as the MC. The MC wants to learn alchemy and be good with it and use it to have fun, time limit purists want the time limit because "it adds challenge to that game". NO it DOES NOT, all it does is annoy you because you are more worried about the time than actually focusing on your alchemy. I love Atelier Totori too but man I am NOT looking forward to the time limit of that game as it means absolutely NOTHING to the storyline anyways unlike Rorona's.
- 2) Replayability, almost non-existent. Because of said time limits you just CANNOT get into the proper mindset of the MC trying her best to become a very good alchemist. You NEED to replay the game AGAIN from the VERY BEGINNING just to get the good traits off of your alchemy. It makes the game very repetitive and boring. Why make me watch a cutscene I have watched on my last playthrough? I just really want to make that got tier staff and armor man, I'm not gonna play another playthrough just for the sake of one trait in one stick.. Took about 8 hours to beat, not as good as Loren Amazon Princess but not bad either.

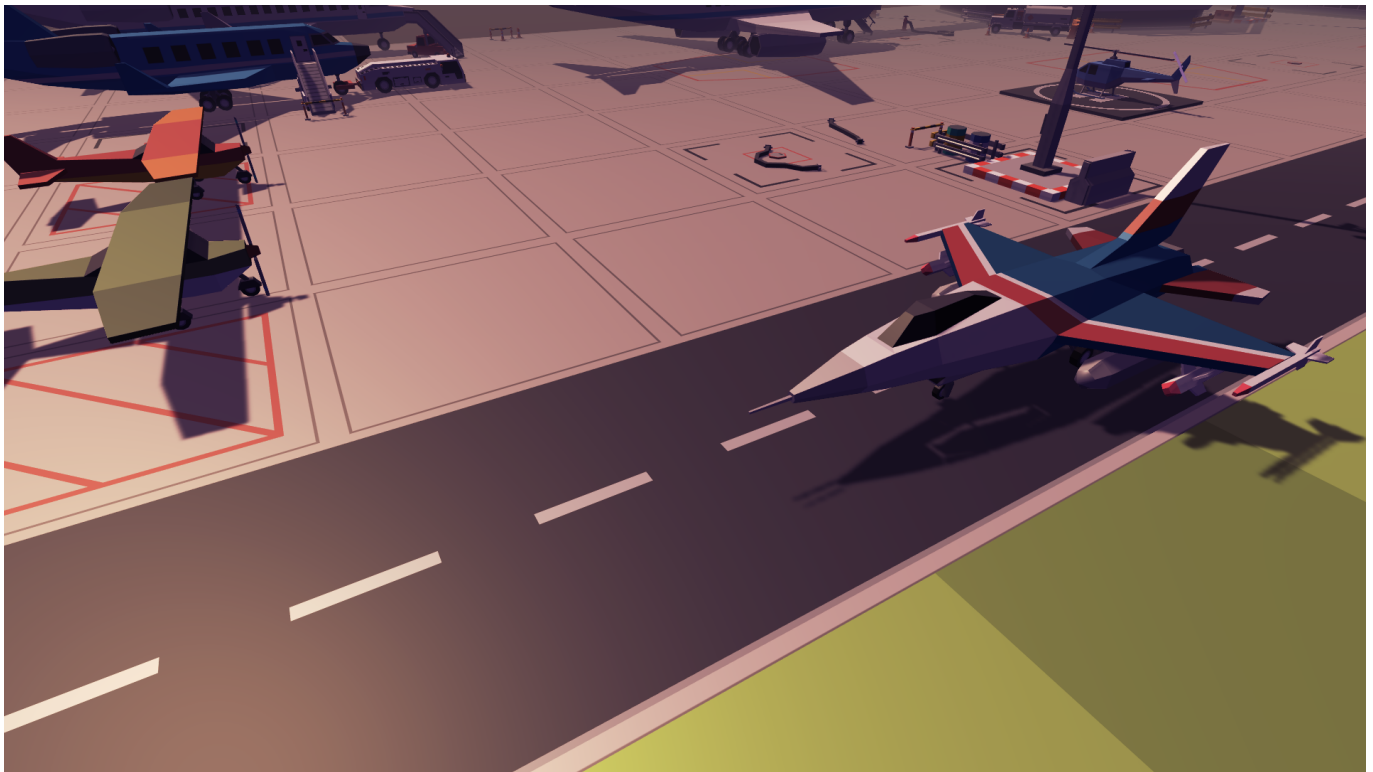
The alchemy mini game was fun for a short while and then it became tiresome, wasn't hard at all though. Don't freak out about days, you have plenty of time for everything.

. Ok so this is a pretty little hand drawn game. I don't agree with the ending chouce but hey it's not a long game. Took me a total of 3 sessions to beat it. The last two stages are challenging but the storm stage (second before last) was difficult to a fault. That damm level sucked a big one and made playing a chore. The last level comes after and is challenging but still enjoyable and it's nice to have less difficulty after that f*cking storm level. You barely get to be ice or gas the whole game which blow because once I finally got skins that I liked the game was over :c Too short but I can't complain because at the same time, I'm gald it's over. Good game though all in all. I'd not pay more than 3 dollars if it weren't free but thankfully it is so who can complain.

v2.0 released:

Hello Soldier! Where are you going? Return to the battlefield! The war is not over.

A new Spring Wing map has been added in the update 2.0. Yeeez this is the airport. But not just any airport. This is a spring airport!



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