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Ever watch a fantasy TV show or movie and wonder where all the horses are? I played Lugaru and couldn't figure out where all the houses, plants, farms, or whatever are. I couldn't get into it, which is a shame because the bits they did well were done really well.. I slept with my raptor to spite the god of shadows and monsters.

An interesting game that takes parts of Pokemon (you capture dinosaurs to fight for you), FF (your weapons and armor customize your class), and MMO's (you auto-attack and manage MP for critical fights). The game follows an intersting story of an unwilling protagonist trapped in torment by the god of shadows and monsters who is trying to break free but just keeps dying. So don't be afraid to die as the story is told through deaths and repeating the same initial areas but constantly expanding into new territory.
The controls are a little confusing but once you get used to them, you keep pushing further and furthing into the world to figure out what is going on, and trying to craft better equipment from recessed dragons that have a personal grudge against you.
It's an odd sensation of guilt and curiosity to see how it progresses.. A lot of the puzzles were fun to solve, but unfortunately the game ends just as it starts getting challenging. But for how cheap it is, it's hard to complain. If you like games like SpaceChem I think you'll like this too. Give it a try.. Control a plane that flies towards your pointer, drops bombs and fires missiles so you can wipe out hordes of enemies.
Its a close one here, the controls work fine, its quite neat getting new planes and upgrading them, and the variety of bombs and missions is pretty solid.

but it feels a lot like a mobile game that had microtransactions and wasnt balanced quite correctly when it was ported back to PC. Things go at a fair clip through the first part of the game, but around chapter 2 the difficulty ramps up faster than your money does and you end up in a sort of grind, particularly because even with the best plane in the game your bombs never do that much damage and there are _a lot_ of enemies.
I skipped 'evolving' planes because it just made more sense to leap straight to the best one and grind it up to top specs. The second stage was never not a bit of a chore though.

Finally, setting in with the best plane in the game and pouring almost everything I earnt in to getting a huge buffer of repairs, I shot through the third stage before the fourth stage also fell in to a similar grind as the second. (For some reason the third stage didnt get nearly as built up.) but with the effectively limitless health buffer Id built up I could just slowly grind through any level regardless.* The art changes from stage to stage, the enemies stats clearly go up a touch, but they remain effectively the same. Cannon, tank, infantry, plane (Which are easily the most annoying as they pop in endlessly, are entirely suicidal, and until you have repair kits to spare and a well armoured plane can actually do a fair bit of damage.), and blimp. With buildings that house them, produce them, or just take a lot of time to bring down.

I think the ending was just the icing on the cake of my issues with the game. The last enemy was so small in a level so easy I genuinely thought it was going to lead in to a final bigger battle. Instead it just leads to a screen that would do 80s Spectrum games proud telling you 'Well done, you won' and kicking you back to the menu.

If the game goes on sale and you can be fine with just playing it for a while before getting bored and moving on (Unlike myself, who is a completionist to the point of self destruction...) then you might want to pick it up as there is definitely some simple classic shoot em up fun. Otherwise, I think there is too much grind and too little pay off to bother.

*Though I ended up wearing down the stupid numbers of enemies on the second to last stage for so long that the game appeared to have spawned enough to grind my computer to a halt... given the power of my system and the simple graphics and gameplay here thats pretty unacceptable.. Zachtronics's's first foray outside of the strict puzzle genre is this entertaining card-me-do battle 'em plants vs. zombies robots game. I liked it, but I didn't find it particularly gripping.. I bought this thinking it would work with

GameMaker, you know, maybe the 2nd most popular game creation tool after Unity, but nope, you can get a buggy addon that gives you randomly working projects or not. It's frustrating as I'm sure it would be a great tool but it's lack of support across the platforms worries me, Spine2d supports everything, I understand it's a smaller team but for £45 you would expect it to work with common game creation tools.. Obviously its good. Mouse camera controls are completely off from every other game of this type, and the dev can care less.. First, it can not be understated how beautiful this game is. I adored the watercolor inspired landscapes. The story kept me invovled and had a fairytale quality to it. Each character was uniue. The images and storytelling were enough to forget that the games is an RPG Maker game. There are glitches that occur that will remind you as well as some of the battle mechanics. This did not detract from my overall expereince. My only issues with the game were the map and walking speed. First, the map was just an over view of the entire world. I perfer a map that gives more detail or is helpful when exploring. This map did nothing for me. When exploring you will also find ancient statues that will respawn enemies each time you enter that area. I chose not to activate the statues and I was still able to level-up enough to beat the final section. Now for the walking speed. Yes, you can change the walk from a slow turtle pace to an elderly person with a walker pace. I felt much of the game was me walking slowly. The game is beautiful but I still like to move at a decent pace when trying to backtrack etc.

I found this to be a great mix of story and artwork. I doubt it will be a game I replay again but it was worth playing. Thanks..
Piece of junk.
Poor graphics, too few configuration options.
Boring challenges.

It is an interesting and challenging game... Can't explain it really... I recommend all the Build-A-Lot series! I have played only 2 and 3 but I know 'cause I have seen how Build-A-Lot 4 and Build-A-Lot 1 are. They are as awesome as the others. So I recommend buyng the whole bundle.. Silly, short bullet-hell with memorable characters and nonsensical dialogue. This game is like candy, bite-sized and sweet.. Not sure what to say. These guys got the right idea. Nobody to this day has still made a really good intense offroad game for pc that i know of. And im sure if there was it would sell many copies. Please make again but put some effort in this time. This off road drive is glitchy, has poor graphics and hard to see where your going because of the camers setup. But this game still has some kool features like diff lock, four by, winch, tire pressure adjustment ect.. Defense Grid isn't just another tower defense game, it's the best‍ tower defense game.. Anyone who even owns this game, this DLC is a must. The Flying Scotsman is not only a world-known train, it might just be even the most iconic Steam Engine ever.

This train has a nice spot in my heart, and is right next to the ATSF Warbonnet Super Chief.. Ok, so to start - This game runs badly on any CPU with only 4 cores. That puts you i5 owners out there in a pickle. I saw it for myself, my 4690k @ 4.4 ghz was constantly maxed out at 95-100% CPU usage, which led to lots of stuttering and dropped frames. I've since upgraded (not specifically for this game) to a humble r5 2600 and wow what a massive difference it made. No more CPU bottleneck. So there's that to consider before you buy this game, can your CPU run it sufficiently?

With that said, I love this game. It's immersive, unforgiving and incredible fun. One minute you are in a long range gun battle down an alley way, the next your indoors seeing your buddies get blown to bits by a suicide bomber. I know this game is going to get better and better. As mentioned in other reviews, there are bugs, no disputing that. What game these days doesn't have bugs? (*cough BFV cough*) This isn't a AAA game with massive money behind it. The difference here is that the Devs have passion for this game and seem to love what they do, and it shows through. The game has soul and that's part of the reason I keep on coming back. The Devs are working hard to iron out issues, updates are coming fairly consistently.

For the record, I'm running a mid range rig. Ryzen 2600 @4ghz, 16gb Ram @3200mhz and an RX 480 Nitro @ factory settings. 1080p at low settings with TAA, I get 100 - 140+ fps. At medium with Very high textures and TAA I get 70 - 100 fps, which is what I play at (I've got a 75hz monitor). The frames can jump around a bit as mentioned, so I cap mine at 90 and it sits there most of the time or use Vsync and it's a pretty solid 75 fps.

So that's my two cents. If you can run this game it's totally worth it, and that's why I recommend you giving this game a go. Cheers.. Awesome soundtrack, fun, quick little game with a trippy presentation. Try it out on acid and let me know if this was either the best thing ever or the worst thing ever.. (Updated 9th Mar 2017)

When I first reviewed Duck Force I gave it a Thumbs Down because of what I felt was a poorly implemented representation of a certain bodily function. Thanks to a recent update this issue has been well and truly put to bed. Not only that, but the dev has made available a free demo, so there is now officially NO REASON for duckophiles (or those who are merely duck-curious) to not give Duck Force a go.

And give it a go you should. Duck Force is a VR game with nice cartoony graphics, decent (and amusing) audio and a novel control method which is difficult to describe, because there is no other game I know of that I can compare it to. Basically, you point (in 3D space) your Vive controller in the direction you want the duck to fly. You can also make the duck instantly do a 180, or speed him up (with the awesome power that is DUCK FARTS) or slow him right down (with the power of I don't know what. It's probably just a duck thing. Go ask a duck.)

The duck can also, in much the same way as a real life duck, shoot projectiles out of its head, which can obliterate environmental hazards, particulary wooden structures with coins inside them, which makes them easier for the duck to collect. Collecting coins is such an original and unique concept, I am surprised that it has never been implemented in any other game.

You can also shoot down bunny rabbits, who are apparently hostile towards the duck, so they deserve to die. The duck's military capabilities enable it to to mete out tough justice against the rabbits, and rightly so.

Your duck will however die, and die often. It's easy to die because coming into contact with anything which is not collectible or fly-throughable will result in a dead duck. Which is as funny as ♥♥♥♥, the duck just splats against some inanimate object while a couple of yellow feathers float forlornly to the ground. It's OK though, because your duck is immortal, just like a real duck, and you can shoot him back into the air with a quick flick of a trigger finger. You can bet that vengeance will be his.

There is other stuff to do as well, like flying through rings, which is fun, and lets you test out your flying skills. Real ducks do this kind of thing all the time, can you elevate your skills to that level? Probably not, as ducks are an awesome force of nature, but it's something to aspire to.

TL;DR

You should AT LEAST try the demo. It's free ffs. If you don't like it, accept that you hate ducks, life and yourself and go play some lame dating sim. Otherwise, buy Duck Force and support the guy who is doing good things in VR, listens to customer feedback, and, most importantly, LIKES DUCKS.

PS My original review of Duck Force appears below, I gave it a Thumbs Down at the time. I've left it in for historical reasons, but you can pretty much ignore its content because it's mainly just me whining about one thing that has since been fixed. Read it if you want, but it will be a complete waste of time. Time that would be better spent downloading the Duck Force demo and becoming one with your inner duck.

***************** START ORIGINAL REVIEW ********************

I bought this game primarily because it's got a duck in it, and I feel that devs who make games with ducks in them are deserving of my support.

There is a lot to like about this game, the graphics look good, the flight mechanics are weird but OK, and of course, the protagonist is a duck. Unfortunately I just can't recommend this right now because of one fatal flaw - it is, literally too "in your face".

See, the best way to play this is by flying around with the duck. He flies along right in front of you which is fine, but the problem is that when you speed him up he FARTS RIGHT IN YOUR FACE!

Now, I don't have a problem with fart based locomotion, it beats the hell out of lame teleport mechanics. But this really makes my skin crawl. There's a long smoky looking fart trail which extends from the duck's butt and seems to go right through my forehead, and it hangs around longer than a real life fart. I try and duck (hehe) out of the way, but of course you can't, because you're following right behind the duck. The feeling is hard to describe, but it is very unpleasant and makes the game unplayable, for me at least.

You don't HAVE to follow the duck, you can just let him fly off into the distance and continue to control him, but it's not nearly as accurate (you have to be accurate in this game to pick up coins, etc) and more importantly, it's not nearly as much fun.

I do like this game, but the face-farts are unfortunately a deal-breaker for me. If the farty vapour trail could be turned off or redirected below face level then this would get an instant recommendation... but as it is, even my bias for duck based games is not enough to get this game a thumbs-up.

***************** END ORIGINAL REVIEW *******************. SKB:BR In its current State v1.03 Comment Update:

Game has improved in performance problems (for some, some still say they have performance issues) Mine with the more than 6 enemies has been fixed and it doesn't drop anymore, Characters will be added which are good, but they will only be free for "TWO WEEKS" from the date of which they are added as dlc, so if your planning on getting the game i would get it sooner rather than later otherwise you'll be paying for majority of the characters, they have a schedule here: https://marvelousgames.com/blogs/news/senran-kagura-burst-re-newal-dlc-release-schedule

more clothes are also being added for free, and some paid. the payed being of around $2 a suit when putting into account the prices of the packs and how many items are in each pack, poses and diorama items are also slowly being added overtime, the game in its current state is very lackluster and can be beat really quickly the real time spender is leveling up, item unlocking,

free missions, grinding etc... In the current state i wouldn't recommend it, but after all the additives are moved into the game that should have basically been there already (which makes the game feel kind of incomplete, don't really like this new release now and finish game later mentality that companies have...) this might be a competent game worth playing anyone hoping for any of the extra characters to be included like the rest of the series might be disappointed since they don't currently in the schedule have any plans for anything but the main school characters to be added.

The intended "Sony" Censorship isn't implemented in this version of the game, "However" i really don't think that should be a deal maker, or deal breaker because the game is still technically censored due to the effects blocking out parts normally known on the anime series so i find that to be a mute point, "Yes" i realize that mods exist, however when it comes to video games no matter what if something is disabled and people have a will to getting what they want out of the game no matter what they will eventually find a way once the right person comes around so it's still censorship, just not to the extent "Sony" wanted.