Sweet Pool Activation Code And Serial Number

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About This Game

Story

After recovering from a serious illness, Sakiyama Youji hoped that things would finally get back to normal. But shortly upon returning to school, his world begins to change—and no one seems to notice. Bizarre symptoms plague his body, and vivid hallucinations of blood and flesh stalk his every waking moment. At the same time, two fellow students — the stoic Tetsuo and the notorious troublemaker Zenya — begin to take an intense and inexplicable interest in him.

What are Tetsuo and Zenya after? Are his hallucinations really nothing more? Everyone seems to know more than they're letting on—but by trying to put the pieces together, Youji may be sowing the seeds of his doom.

Game Description

sweet pool is no simple romance. Experience the story of a young man whose life takes a sudden plunge into a world of obsession, conflict, and desperation, a story of men joined by a bond deeper and darker than love, with violence and passion waiting on every pathway. Will you react to situations with reason, or instinct? Your decisions will shape the path of the story and determine the ending of this gripping visual novel. Stunning artwork and a haunting musical score bring the horror and beauty of *sweet pool* to life. Fully voiced by the original Japanese VA cast.

Title: sweet pool
Genre: Adventure
Developer:
Nitroplus
Publisher:
JAST USA
Release Date: 19 Dec, 2018

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English,Japanese

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"Wasteland 2 offered gamers a modern revamp
of a sorely missed angle on RPG games...
This one deserves a spot on your list..."
- Examiner 4/5

SHIELD
ARMOR
FUEL
3
230
107
Critical!
Critical!
WAVE 101
SCORE 95
Destroy all enemies

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If you played earlier versions of this game and found them lacking in some way, you might want to give it another try (v. 1.016). I have played a game in the Competive AI mode for quite a few hours now and have built a substantial base. Gone are the crashes and game critical bugs. It is a good balance between real Mars simulation and game play. Overcome the challenges our first actual settlers to Mars will face - in 10 years or so! I especially like tearing up and down the Martian mountains and through narrow valleys via my trusty rover. It is civilization-building in a life threatening environment at its best (think The Martian). Graphics and tutorial could use further improvements, but Mars terraine and inside base scenes are already great, and I'm confident the game will continue to evolve and develop. For just $8+, this is your chance to get in on the ground floor of what your constructive suggestions could make into a very popular game.. this game is messed up. it was a waste of money , a F*cking epilesy mode wtf is the developers problem wanna make people have seizures???????? jesus christ.... Playing Face Noir is like looking back in time to the first golden age of adventures. Face Noir refuses to hold your hand through its puzzles, no matter how insanely obscure some combinations of items might seem. It places names and numbers in the environment, but relies on the players to remember these facts or write them down in order to progress. It includes stealth sections in the same haphazard way that early FPS games handled platforming. For some, this will be a familiar and welcome return to the past, but most anyone who didn’t grow up combining items and pixel hunting will find nothing but frustration here.

Full Review located at http://www.geekenstein.com/face-noir-review/. Hours logged on a prerelease version outside of Steam.. Hell yea this Game is Great and I enjoyed it 100% it but this freaking 6 FPS Level was making me pretty Angry ^^'

Such a Great Game for such a cheap price 11\/10. The game is fun BUT there's few problems:

1- Having to go in the pouch and click "use" EACH TIME I do an attack is ridiculous! Way too many clicks to perform an action. For the first hour or two, you don't really mind but afterwards it's very annoying.
2-The progression in the game is also problematic, the availability of new Armors and Weapons has no logic. I've been playing for hours and I'm still ONLY at the second Armor, all of the other Armor are still unavailable. On the weapons side, I'm offered the last weapon of the list but not some of the ones before ??? Why ?
3-It gets very difficult very fast.
4-Getting Gold takes way too much time. And at the end, I was going into the mazes clicking whatever only to get gold, I didn't mind about dying, I just wanted to get gold to get better weapons (and other options) just to get by some of the difficult mazes.

Overall, the game has a lot of potential but a lot of problems needs to get fix. The game is unpolished and I'm already tired of not progreesing (because it's too hard).

I suggest to buy this game in a few months when they'll have fixed all these issues. (The game is not well balanced but you figure this out only after a few hours into the game). I was really excited to play this on release but was extremely disappointed. I didn't realize you would be stuck in one room at a time per level trying to scare people by knocking down an item. I thought maybe you would get free roam throughout the house. I would not recommend this to anyone.. A great idea for a relaxing VR experience but annoying flaws that compromise what could have been something awesome.

Pros
+ 4 different traditional Japanese music tracks - very relaxing.
+ less than 170 meg download.
+ the 4 different Fish models are well done and because they are so close you can appreciate the detail.

+ haptic feedback - the fish scatter when you touch them
+ several backgrounds - there's a few effects like (very few) bubbles or distant fireworks in black backgrounds.

Cons
- All fish (?100) are the same SMALL size, less that 3" (regardless of the fact that most of the species listed can reach at 10") Surely it would have been possible to program variety in the size\/proximity of the fish?
- fish swarm in an area around your head, at times so close it ruins the VR effect as you're trying to focus on multiple objects right in front of your eyes or swimming through your shoulder.
- you can distract them briefly with some magic burley (they'll swarm like flies on that) but will ignore the rest of the play area.
- the fish squeal when you touch them!
- the backgrounds are bland with no sense of depth, compounded by the fact the school rarely moves beyond arms length.

This was an instant buy. I was expecting to sit in an exotic aquarium of rare goldfish as dappled sunlight streamed past lily pads above. Not peaceful enough at the moment imo. The dev promptly responds to comments made however and has indicated he does intend to make ongoing changes. If you're willing to wait it out this could be bliss so scrapes in as a buy for me.

6\/10. stay away hacks taken over game stealing your bases when your gen is ok and if not theres no 1-2 day waithing time a hack was taking my base when i logged on there was nothing rong with my generator all my spike around it and the hack scum was taking my base lost all my bases to the hack scum another game run by hacks unstalled never go back pointless when hacks take all your stuff in minutes after a month of work you put in STAY AWAY WARNING. Still hang after 3 generation of computer

Online or co-op didn't even work, and overall the game doesn't have much to offer. Don't buy it.. Very short, but good little VR experiance. No reason not to give it a go.
I played it in Oculus, with two sensors, a third is probably needed to get the best out of this.. Awesome game. Been playing for years and will continue to do so.. this game is beautiful. the artwork is great. huge amounts of potential. but unfortunately really aweful gameplay.

people say its like the tiny bang story... its not. the tiny bang story was fun.
this is a mismatch of poorly thought out puzzles.

as soon as you enter you see heaps of items yu know you must collect... but cant. because you have started the specific puzzles yet. that is fine. then you will notice cog icons which should let you start the puzzles. but not all of them are active and the game wont tell you when they become active. so after every puzzle you need to go back and click on them all again. there is very little correlation between the puzzles though.

the most frustrating thing is you when you finally throw your hands up and get a hint. it twells you to grab the thing you have been clicking on for the last 10 mins. stupid game. This is a fun top down racer which COULD have been a great game. The multiplayer is totally crippled. There are never any games going, and when there are, it won’t let me join them. When I attempt to play with friends, it rarely works and crashes frequently.

On the bright side, the single player is pretty fun. The track builder is very simple to use and genuinely added some play time to the game. I would like to see a better top down racer on steam. For now, buy this game on sale.
. Simple VR game with a series of puzzles all revolving around using cubes with different abilities. Overall it's ok and for the price it's hard to complain, but not much replayability and gets boring pretty fast. I almost wish it just had a free play mode where you could mess around with the cubes.. There are a couple of variations compared to how I lay classical puzzles that it kills the whole idea for me

- No fusing segments together, so you can't make the big things off the board and drag it as a whole to where it should roughly fit.
- Auto-fitting and not being able to pick the pieces up anymore if they're in the correct spot. Auto-fit on everything even if it's not correct and allowing you to pick them up again would be much nicer, or just make it tighter so it doesn't autofit nearly as fast.
Note that this is also prone to going trial-and-error through the puzzle. I'd really like to be able to disable that so that I don't accidentally complete pieces I didn't intend to or had settled on yet

UPDATE: Achievement Bug Fixed:
There was a bug that would prevent some players from getting all of the achievements even after doing the appropriate in-game actions. The latest version has fixed this issue, and it should now be possible to unlock all achievements.

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