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About This Game

Feel the road, feel the freedom. It's hard to resist the 2000hp. You will become weak. You will scream. Steer with the help of the touch controller your motorcycle. If no touch is available, you can also use a gamepad or keyboard. With touch it's more realistic. After a few seconds you feel like on the Road 66 with a bunch of crazy drivers. Unfortunately, the cars have the negative characteristic very easy to explode. But they are very environmentally friendly.

Test first your driving skills by completing the driving school. You finish driving school after you earn 1000 coins.

Now the adventure begins

Try to get more rounds as possible. Unlock the cooler racing motor and challenge the extreme speed.

3 High-tech motorbikes to choose

3 Worlds (North Pole, New Egypt, Alpha5 Spacestation)

First person camera view

TIPS:

Close overtakes = score

Close overtakes + Kamikazo mode = 5 x score

Collect crystals = score
Blue crystal = 1x Nitro

You need 3 x Nitro for KAMIKAZO mode
If you are in KAMIKAZO mode you can hit 5 times another cars before you die.

Collect nitro = repair little damages

Good luck !

Title: Kamikazo VR
Genre: Action, Racing, Simulation
Developer:
Refugio3D
Publisher:
Refugio3D
Release Date: 12 Jan, 2018

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Minimum:

OS: WinXP, Win7, Win8, Windows 10

Processor: I3

Memory: 4000 MB RAM

Graphics: GeForce GTX760

DirectX: Version 11

Storage: 2500 MB available space

Sound Card: onboard

Additional Notes: VR HMD

English







I don't recommend this expansion unless you can buy it on sale.

For every major improvement, and simplification of the more tedious aspects of the game, there is some other feature that complicates things in an unsatisfying way. I'm not a fan of the governor system. It's just another thing to keep track of and it doesn't really make intuitive sense.

A lot of the interface is nice but there are some things that are bad. I'd like to look at all my cities, all of their yields, what they're constructing, etc. on a single easy to read and adjust screen. If it's in this, I haven't found it.

It's also hard to keep track of all of the things that contribute to whether you have a golden age or dark age, etc. Some of them just seem arbitrary. Like building a city surrounded by snow, using all of your governors, etc. Also, the ages don't seem to matter all that much anyway.

I dunno.. I wasn't impressed.. What can i say? Darren Korb and Ashley Barrett are hands down my favorite musicians, i look forward to every Supergiant game because i know the soundtrack will always be absolutely amazing. If you're getting the game the soundtrack is a must.. Sad excuse for a DLC. Not going to pre-order another DB game ever again. Such a weird game. This game is honestly very out there and weird and if you enjoy weird then all for you but if you don't. Then it's not worth your time.

I love weird games but this was over the limit. The game is full on trippy and it bothered me to a full degree. It was full on disturbing and I feel it had a ton of stupid questions.

It was a mind-boggling, making you think vice versa and etc. I understand what they tried to do but all the same it was so-so.

I have played better and this one made little sense if any.

Either way here is my let's play for it. Hope it helps you folks out!

<https://youtu.be/V4JS4mpoQo2w>. The Sentinel series is giving me the most fun out of all my many tower defence games. Well worth the price.. Really fun DLCs!. The year is 2019, and no matter how much we love retro classics, we have to judge the game in comparison with modern titles. But even the comparison with old games is not in favour of Wonder Boy. Against such masterpieces as Super Mario Broth, it's defenceless. Ow, and don't forget that Nintendo's platformer reeased in 1985, four years earlier than Westone's game.

This remake differs from the original only in a picture, so don't dare dream about any modern trends of the genre. However, I have to admit that graphics are pleasant: artists redrew all characters and areas with great care and passion.

Level design is too boring, almost all locations are just sets of linear screens. Secrets and the ability to play for a variety of heroes with different skills makes exploration a little better, but not very much. Developers missed a great opportunity to create interesting puzzles with combinations of heroes unique skills.

As for battles, well, it's better not mention them at all. Enemies are all the same, but even they are better than bosses, who behave according to one simple pattern. Learn a single rhythmic sequence of jump and hit. Then repeat it for several minutes and you'll win.

Master Levels for Doom II is just a level expansion for DOOM II rather than a brand new campaign. The big problem comes from the fact that in the modern day actually accessing the levels is a ♥♥♥♥♥, it has this menu that I guess I am too young to understand. I personally did not really enjoy this experience.. If you want this pm me i bought 2 but my friend bought one already :P

very cool dlc with fun mini-campaign. This game is absolutely brilliant. It's a puzzle platformer in the purest sense, as the platforms themselves become the puzzle.

I am blown away by how clever the developers were with such a simple mechanic. And it's beautiful too!. Very entertaining. 10/10.

Would buy again.. It is a fun game but very short and flat gameplay.

You beat the game very quickly.

I like these kinds of games but it was too small for me.

In my opinion it should have more levels, units, story etc...

On the other hand this game was not expensive so my expectations were low.

You can find similar online java style games but better (more advanced) than this game.

Verdict: Do Not Buy.. Easily dismissed as a 2D-Portal copycat (funfact: it sorta is, but bear with me), and though lacking in many aspects, it might still be sort of a fun game.

Yes, it has the same mechanics as Portal, and yes, it is 2D, but it is not only that. You have the space-wrapping portal, but also the

- rotation portal which changes the direction of the gravity
- shrinking/growing portal
- time-wrapping portal

The combination these different portals give rise to a myriad of possibilities for endless headache. Whenever you face a new puzzle, however, you might still be unable to solve it: you might need to revisit that puzzle in the future. For this reason, the game gives you the choice of spending some "power orbs" in order to reveal if you can solve a specific puzzle or not.

Which then brings the cons of the game. The map is huge and let me tell you, not fun to navigate at all. Curiously enough, the game is rather short: I have the feeling that if the puzzles would be presented linearly in their solvable sequence, this game would have been *even shorter*. Also I felt like there could be more puzzles combining the portals, and the ending felt "lazy". Also, this game screams for a little bit of a story in a comic/sarcastic tone, but there is **nothing**, be warned.

The puzzles are solid, enjoyable and not overly frustrating but also nothing ingenious. Achievements are fine, except for "That's the way to do it" which cannot be obtained in Linux. If you don't support the achievement in a supported platform, please, remove the achievement, that didn't even need to be said. Otherwise the game gave me no headache in Linux.

So as a puzzle game, this is a good (short) game. It could have been more, but that's all that it is. It might be enough.. Seems like really simple game at first but gets to be more of a challenge later on. Having option to use bolt firing ballista would be useful in later levels.

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