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About This Content

Ah, another week, another volume of Hiveswap Friendsim. It's a way of life now, honestly. This steady ramble through the dramatic horrors of the alien countryside, where the only rule is that there are no rules. Anything goes. As long as it can fit in our budget and timescale.

Volume 14, for instance! No rules! Just right! Just clowns! Just cleaning! Just a whole lot of friendship and shenanigans and physical comedy. Just the usual incredibly high-quality content you know and love. We're out here. We're all in this together.

You just crash-landed on Alternia, and you're **DESPERATE** for friendship! Anyone will do...wait, who are those two trolls approaching you?

The *Hiveswap Friendsim* is a quick, loosely-canonical visual novel adventure following the efforts of the unnamed protagonist

(that's you!) to survive and maybe even thrive on the harsh surface of **ALTERNIA**. Set in the time of *Hiveswap: Act 1*, this episodic visual novel's opening volume, written by *Homestuck* creator **Andrew Hussie**, is sure to satisfy *Homestuck* and *Hiveswap* fans who are eager for a darker stroll across the Alternian landscape.

Future episodes will arrive regularly as DLC.

Title: Hiveswap Friendsim - Volume Fourteen
Genre: Adventure, Casual, Indie, RPG, Simulation
Developer:
What Pumpkin Games, Inc.
Publisher:
What Pumpkin Games, Inc.
Release Date: 12 Oct, 2018

a09c17d780

Minimum:

OS: Windows XP or later

Processor: 1.66 GHz

Memory: 1 GB RAM

Graphics: Any DirectX-compatible card

DirectX: Version 9.0


Storage: 200 MB available space

English



| | | | | |
|---------|---------|------|-------|---------|
| invento | Examine | Open | Close | Speak |
| | Operate | Go | Hit | Consume |

Blackjack room



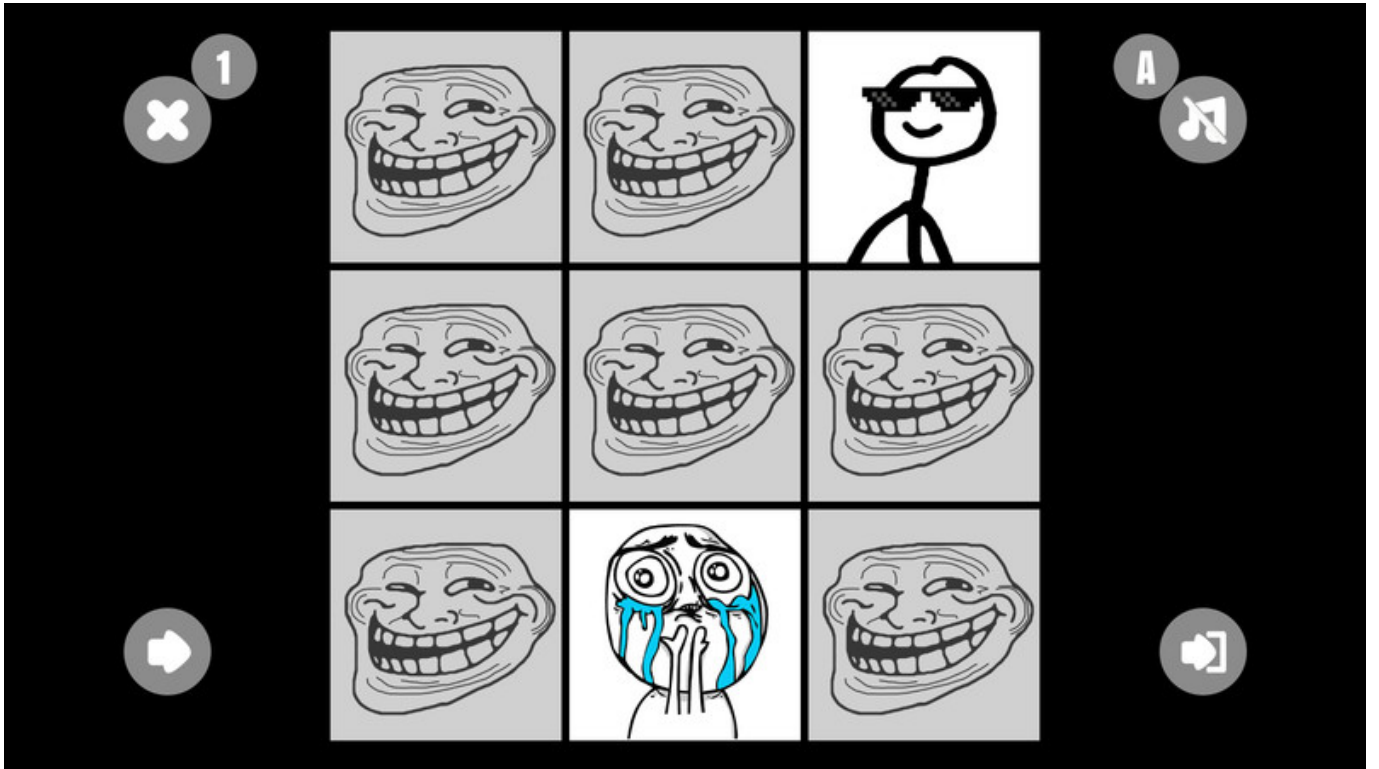
SELF

Exits

Deja Vu 2

Your hand consists of a Two of Hearts, an Eight of Diamonds and a Three of Hearts. The total for your hand is 13.

Your hand consists of a Two of Hearts, an Eight of Diamonds, a Three of Hearts and a Seven of Clubs. The total for your hand is 20.



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this is the best game of all time. Now before i go and give my full opinion i want to make it clear i got this on sale for 9.99USD i wouldn't pay full price

But now then i would only reccomend this on sale and if you fly in the area obviously if you fly in scandinavia or the United states more then western europe then don't buy this it's a waist of your money and time.

However if you do fly in western europe a lot like me then you will see a diference when it comes to the affected areas, I can't say they are accuret as i don't live in europe but i can tell you that i had seen a big diference in the areas i fly mostly the areas used to be flat forest and farmland with some hills but after i installed this it went to rolling hills with forest, farmland and small towns so i did enjoy this DLC

So in conclusion i'd only get this on sale and if you fly in the affected areas if you happen to find it on sale and do fly commonly in western europe then i'd would consider this DLC but if it's on sale then that means theirs probably better stuff on sale as well but i do reccomend this if the following was true for you. P.S This also goes great with one of the two tree DLC's.. I played this game for a little over two hours, getting most of the way through the first dungeon and seeing eight of the roughly sixty monster girls before the badly thought through systems and poor playtesting got to me. It also seemed to be a spotty port with poorly thought through controls, though once I figured them out I got used to them relatively quickly.

Okay first things first, know that this is a dungeon crawler. If you don't like that, don't buy it. I feel like this genre and the looter genre get a lot of undue hate simply because people walk in expecting something different. People walk into looters expecting a serious RPG/shooter, and people walk into dungeon crawlers expecting constant story with lots of bosses, in spite of the fact that they're both their own unique genres. But if you're a fan of dungeon crawlers, and can deal with save points that are oft too far away from certain boss battles (losing me nearly an hour of progress, hence why I stopped playing after a while), it's at least passable and bearable. The usual mechanics are all here - very long stretches of dungeon with large numbers of the same baddies, very scattered elements of story that you need to work to attain, typical endurance type deal. But it doesn't really have any of the good aspects of dungeon crawlers:

The battle system is simple as humanly possible; the best dungeon crawlers make endless endurance battles fun, usually through a particularly unique or engaging combat system, but in Moero Chronicle your two choices are generally "attack" and "attack, but it's more powerful" (with a few exceptions like the heal skill and a useless debuff power). It's such a bare bones and, frankly, EASY combat system that in the span of two hours it had gotten me to start spamming the enter key just because it let me finish battles faster. The items and drops, as well - the "endurance" part of most dungeon crawlers' appeal - are as bare bones as they get, always coming down to "use X item when you need it, put Y equipment on because it has higher numbers". It's the sort of JRPG system where every time you enter combat, there is a single correct choice in 97% of turns and you know what that is 100% of the time, basically the system that a JRPG fan like me hates with a burning passion. And then suddenly Kobold nuked my entire party, despite them being at full health and one hit away from victory, I don't think I need to explain why even boss characters shouldn't be able to do a full party nuke. I could write an entire essay about how bad these sorts of systems are, but I'll save you the fanfare.

I won't get too hung up on the art til I mention the game's core advertised appeal, but with regards to dungeon crawling I should also mention that a good dungeon crawler has interesting and dynamic enviroments. The first dungeon in particular is the devs' time to "WOW" the player into further play, through a fun level design. And again. Moero is as bare bones as it gets - the first dungeon, the Mushroom forest, is a bore to look at, and what's more, its non-monster-girl enemies clash with its overall artstyle in the extreme.

And I know this is a fanservice game. But that's never an excuse for the rest of the game to be terrible. The fanservice aspects can't be the only aspect a fanservice game focuses on, otherwise you'll be beat out by other, better games. Huniepop for example, well I've never played but I always hear how its actual gameplay is pretty good. If the dungeon crawling is literally so bad I can't stand it, then I won't bother with the 15-30 minutes between each single-minute-long burst of fanservice. You simply cannot design an entire game around a single appeal; a well designed game, even a well designed fanservice game, makes every part of its appeal at a minimum bearable, and the best games make as many types of appeal as fun as possible.

About the fanservice! It's a failure too. Sorry to disappoint.

I looked up most of the character designs I missed later, and these "monster" grils are all just normal women in what looks like low-effort cosplay. No I'm serious, Latte in particular is a suit I could go get at Party City any old Halloween. I've known people who put together better Halloween costumes than her on a budget of zero dollars. Kobold and Killer Bee too, just normal people in lazy Halloween costumes. (If this was a full review for an official site I would, no joke, spend several more paragraphs just complaining about individual bits of design laziness with their outfits. They are, after all, the core appeal.) The only design I particularly liked was the cat girl, the first girl you "tame" with your "passion".

Also, does anyone else find it kinda disconcerting and creepy that the character used to represent the "sexual tension" in the scenario ISN'T the player character? I genuinely don't care if the PC looks nothing like I do, but that's the in-universe entity whom represents me so I want it to, well, represent me. However, the way Otton is implemented makes it look like there's some random guy j***ing off right next to my own character's implied activity. Which isn't exactly... fun. The melodramatically pervy faces wouldn't bother me if it were, well, "myself" doing it, especially since the game heavily implies the girls have no issue with anything and enjoy "it" (perfectly consensual fanservice, the only good fanservice!). But the way Otton works is just... not good. (I would say more, and go into genuine SFW detail about what scenario it implies, but on Steam I need to watch my phrasing a bit.)

And then there's the "touching modes" it seems all these games have. Bottom line, I hate 'em. I know I may be in the minority, I know it's meant to be a substitute for "intimacy", but I can't bring myself to call them "intimacy modes". They're, as a rule not a constant, too reminisce of some negative sexual situations I myself have been in; actual intimacy is nothing like that, I've had more intimate moments in games from women with all their clothes on. But this one is worse by the mere virtue of how lazy it is. To make these done right, you not only need the girls to respond in a way that at minimum implies they enjoy it, but allows the girls to react right back to you. The still images and low-effort sounds don't even imply you're holding them down and forcing it, not that that's exactly the ideal either. The game instead makes it look like the girl is sitting stiff and still letting you do it, but not really caring about returning the favor. Which I hate to say... is the absolute least intimate thing you can be a part of. It implies that while you're being intimate with her, and she's letting you, she's not really being intimate with you. Suffice it to say, between this, Otton and the bad designs, I didn't find these bits very attractive.

And while I'm not one of those schmucks who thinks a bad port equals a bad game, I do indeed think it was a bad port. The port is stable and won't suddenly crash on you, unlike many far better ports, but the controls - particularly in the touching mode - weren't handled very well. I had to do the Latte fight five times before I figured it out because the controls were so finicky and unclear. Apparently, you use the WASD keys to move the screen while within that singular mode, in spite of the fact that everywhere else in the game your move buttons are the arrow keys. And the game never actually made it clear that this was a mode where you even could move the screen. Making the only tappable area of Latte off screen until I started spamming buttons, eventually hitting "S" and realizing there was an entire minor game mechanic I was never told about.

This game is bad simply because of how lazy it is in so many areas. I've never seen a game that's so consistently sub-par yet passable, it's just shocking to me. No matter what you came to this game looking for, go find it elsewhere. You can do better than Moero Chronicle.. Awesome game!. Game Information

League of Mermaids is a *Match 3 game with physics that was developed by Alder Games and published by Legacy Games.*

Game Visuals

I want to mentioned that the visuals in the game is well done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mention that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There is no difficulty game modes to choose from. All levels have their own difficulty.

There is a timer in the game. The levels can still be completed even if the time has run out completely.

The story campaign mode has three chapters with the total of fifteen levels. There are three bonus chapters with the total of fifteen levels. But they are not connected to the story campaign.

There is a zen mode. Endless match 3 modes with no timer. There is an ability to level up in this mode but it would require a certain amount of stars.

The bottomless trench mode is to see how far the player can go before the time on the timer runs out completely.

The special puzzle mode features similar puzzles from the story campaign mode.

There are sixteen different achievements that can be unlocked from playing the game. Each of these achievements does come with some requirements that need to be completed before they can be unlocked.

Miscellaneous

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. Very good mix of the role-playing aspects of the game and the Wargaming aspect of it. Story was relatively solid, but the ending was anticlimactic. Noticed a few graphical glitches toward the end as corpses that are around the battlefield can get stretched out and if enough of them do it then the frame-rate bombs. Character and Unit designs are amazing, even if they do recycle some models with a different skin or effect. All in all, however the game is very good, even if it doesn't break new ground. I'd give it a 7.5/10. Gish is one of the oddest games I've ever played, a sort of puzzle platformer slash action game, and Binding of Issac creator Edmund McMillen's first creation, it truly has a little bit of everything. Granted, it is a challenging game but take into consideration, it's not impossible. Give it a try, and get sucked into the sticky and slippery world of GISH.

Pretty good for the price. i played in on the vive. this is something fresh and interesting! 3 (short) missions in total. worth the money.. Its a real side scrolling classic arcade shooter! Not a stupid spastic puzzle rainbow fest like all the other games that come out! I was so thrilled at this fact! If you liked games like R-Type, Raiden, Gradius etc then you may find this game enjoyable! I did! I hope they make another!. Can't resist supporting this game & Dev!

Nice campaign to play through if you like the original game, good challenges, don't hesitate to get if you are here you know you like this game.. Amazing game! It took me a little while to get into it, but once I got the rhythm down, I loved it. Controller support definitely makes things easier once you're used to it. It's such an engaging game. Every loss is totally avoidable, so you always want to play just one more round to try to do better. I wish the items felt a bit more impactful. I very quickly found a few that worked well and never switched unless I was going for an achievement, but the core gameplay is great enough that it doesn't matter much. It's a steal at this price, so check it out.. Sometimes when im bored. I fly through the universe and convince myself morphite is real.

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