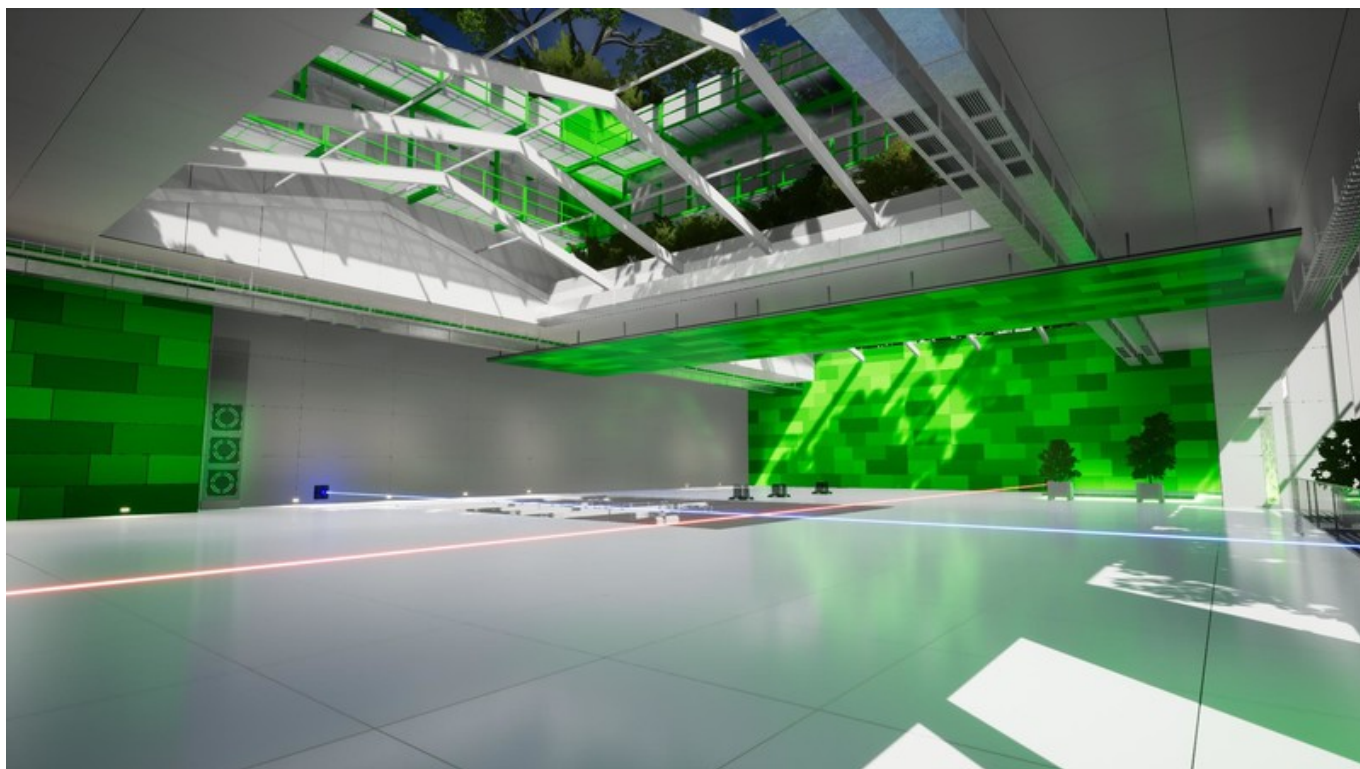

When Our Journey Ends - A Visual Novel Download] [hacked]



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About This Game

The story follows Mariko, a seventeen year old who is on the cusp of graduating high school. She is the lone passenger of a slowly dying train station. As a practical young adult, she doesn't see why her family couldn't have just moved closer to the high school she is attending. She is rather embarrassed by the whole situation and the attention it garners her. She just wants to graduate and go to a university in the big city.

However, life in the sticks isn't all that it seems. While riding the train home, Mariko ends up at an unexpected stop, which changes her life forever.

Title: When Our Journey Ends - A Visual Novel

Genre: Casual, Simulation

Developer:

Afterthought Studios

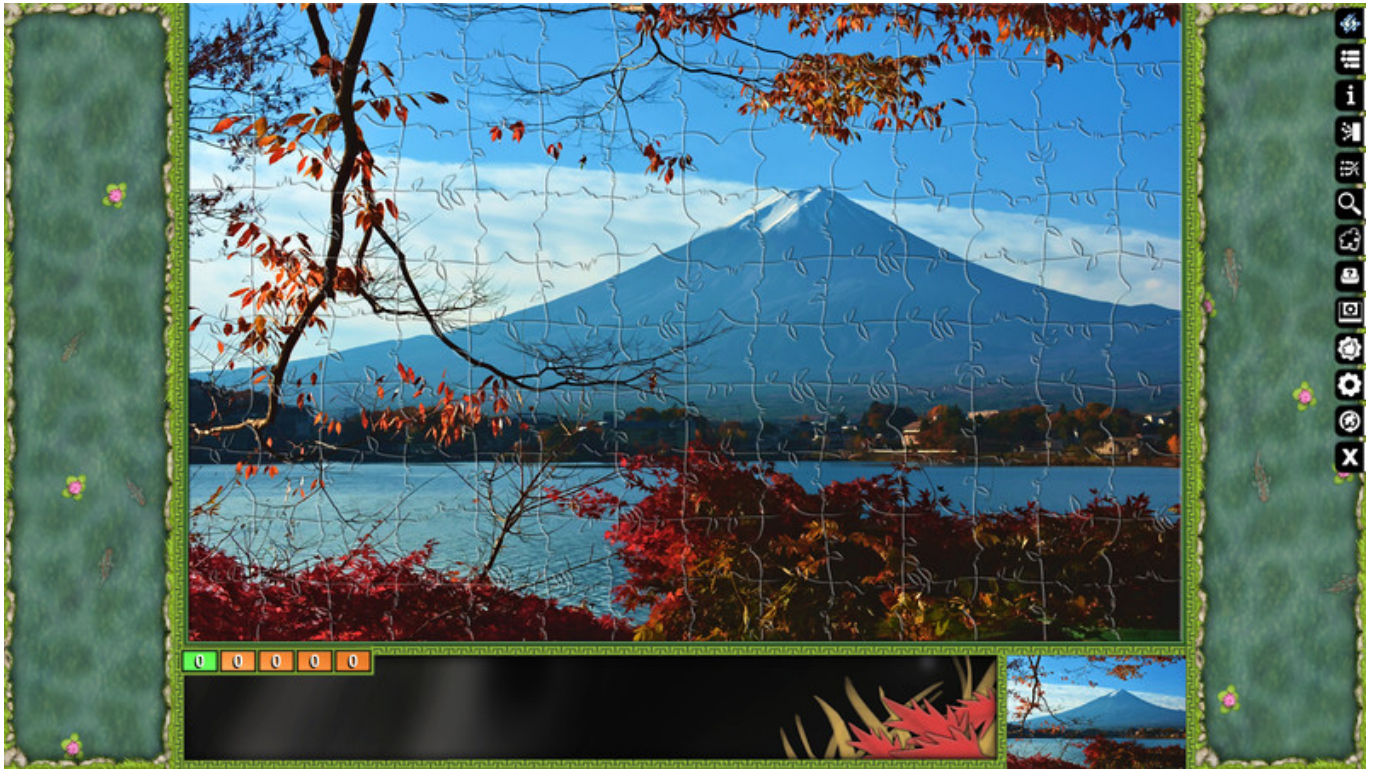
Publisher:

Afterthought Studios

Release Date: 30 Jan, 2017

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English,Russian







when our journey ends - a visual novel. when our journey ends - a visual novel badge

I played a few levels but wasn't really having any fun. I never tried multiplayer, but as an indie game that likely didn't sell too many copies, I'd imagine it's dead and not something that should even be considered for the purchase. Even when they put it 90% off during every sale so it's \$1, I can't really recommend it unless you think it looks fun. You'd probably get an hour or so of fun out of it, but there are certainly better games for that price out there.. Ever played Super Meat Boy? This is like that game, except this game is badly designed. All levels end up being the same: "advance in the right moment", and it ends up being frustrating because the rhythm of the red boxes is not regular and the game lags itself sometimes. It's like the game is hard, but only because it's badly done. I only bought it to be able to use the market anyway, but don't jump onto it if you expect "quality" or "hardcore games". Crappy Game. Doesn't work properly and crashes all the time!!!. I thought the game was decent, but like many other games it simply doesn't offer enough to justify being on Steam in the first place.

Without spoiling the game, it's basically a collection of five minigames with some walking segments in-between that takes under half an hour to complete. My time played is only longer because I accidentally closed out of it.

You would be just as well off loading up five different flashgames in a row on armorgames, and truly that's where this game should be.

Good Music, Decent Humor, not much else to say outside of that.. Have fun running around. It's 90% of this game. Battle system gets boring quickly and lacks depth imo. Also as far as I know you can't escape once you trigger an encounter. Game is tiny - handful of dungeons and one city.

It's bad. There are better jRPG's out there for similar price.. quote:Everything goes wrong simulator". It too far for this game to be nicely playable in Htc Vive VR mode, please kill cabin for Htc Vive users, I can fly on my own. Also I think it will be much better if you control direction not with your head, but htc controllers - if one is lower than other - move to that direction. Also here is minimal impact of 3D movement in room :, yes I can exit from your cabin, but it stays in middle of room anyway, and I always have to jump in :(After getting through the story mode of this game I found it to be pretty fun but I do have a few nitpicks, I won't be talking about the game mechanics that much since this is an anniversary edition and nothing I say will change said mechanics, if you want the gist of it, most levels consist of you building up your energy reserves to be able to fight back the creeper to get to escape totems, but the levels are designed well enough that you won't get too bored, also there's an option that makes the game run at double speed so you can blaze through the levels much faster, anyway without further ado...

PROS:

- updated graphics from CW3 if I'm not mistaken
- the classic CW gameplay anyone familiar with the franchise knows and loves
- a bunch of lovely challenge modes/levels to keep you entertained after you're done with the story mode

CONS:

- [SPOILERS] in the last level of the game you're fighting against this giant creeper nexus, the nitpick I have with this is that the art for the creeper nexus seems to be unchanged, which is a shame considering every other asset has been updated in one form or another.
- I know I said I wasn't going to talk about gameplay much but I do have to mention that the levels can drag on especially if you're playing it slow and methodically, which you'll have to do for about every level, playing it fast and dangerous will get you killed 100% of the time in this game.

all in all I personally liked this game mostly because I discovered it when I was younger and had a bunch of fun playing it then and it was nice to go on a bit of a nostalgia trip, and I do recommend it to anyone who likes strategy games, if you're more of a fast-paced action person then this may not be the game for you.. Love it!

Graphical it's not the best, but I like it.
Kinda 2000's graphics!

I love the home made voicing!
The trading options and more are a cool thing!

Only thing I don't like is the handling of the cars.
But we could say that that's a 2000's thing :P

The game has potential!

There's nothing like the initial shock.

This is my first played Delta Force series game. It's a great one. Never out of date.. Bought this yesterday evening and it ate the rest of my day. I'm hardly a roguelike expert (I couldn't honestly tell you what a roguelike even is. Apparently this is one) but I thought this was great fun.

Cool stuff:

- Characters all lead to very different play styles. There's a LOT of gameplay here.
- Story takes a back seat, but who cares when there's so many different items and monsters and spells to play with?
- Polymorph
- Really well-balanced. Consistently feels like a challenge, but never feels impossible.

Probably also the only game that's had me running away from a demonic chicken, and that's got to be worth some points.. Initial Review: Will update as I progress

8/10 Overall

The graphics and music are perfect the levels are tough and fun. The response time on some abilities seems lacking compared to actions of the zone around you. I had some life loss situations when hitting the appropriate key for an action but it happens slower than expected. Othertimes right on time. I am not sure if this is a bug or intended but as it is a percision game, it was a little bothersome. Overall I love this game and can not wait to put more time into it!+

. {LINK

REMOVED}. xDD bafd

. G59 till the grave

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