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About This Content

This package will get you the following special weapon and armor items for use by Lid! Use their extraordinary power to defeat your enemies!

- Mithril Dagger
- Stealth Ring

*These items can only be used by Lid.

Title: Hyperdevotion Noire: Ultimate Lid Set

Genre: Strategy

Developer:

Idea Factory, Compile Heart, Sting

Publisher:

Idea Factory International

Release Date: 26 Apr, 2016

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Minimum:

OS: Windows 7 (32bit, 64bit)

Processor: 3 GHz Intel i3 or equivalent

Memory: 4 GB RAM

Graphics: DirectX 10.x or OpenGL 3.3 or better graphics card with 1 GB RAM and support for v4 shaders

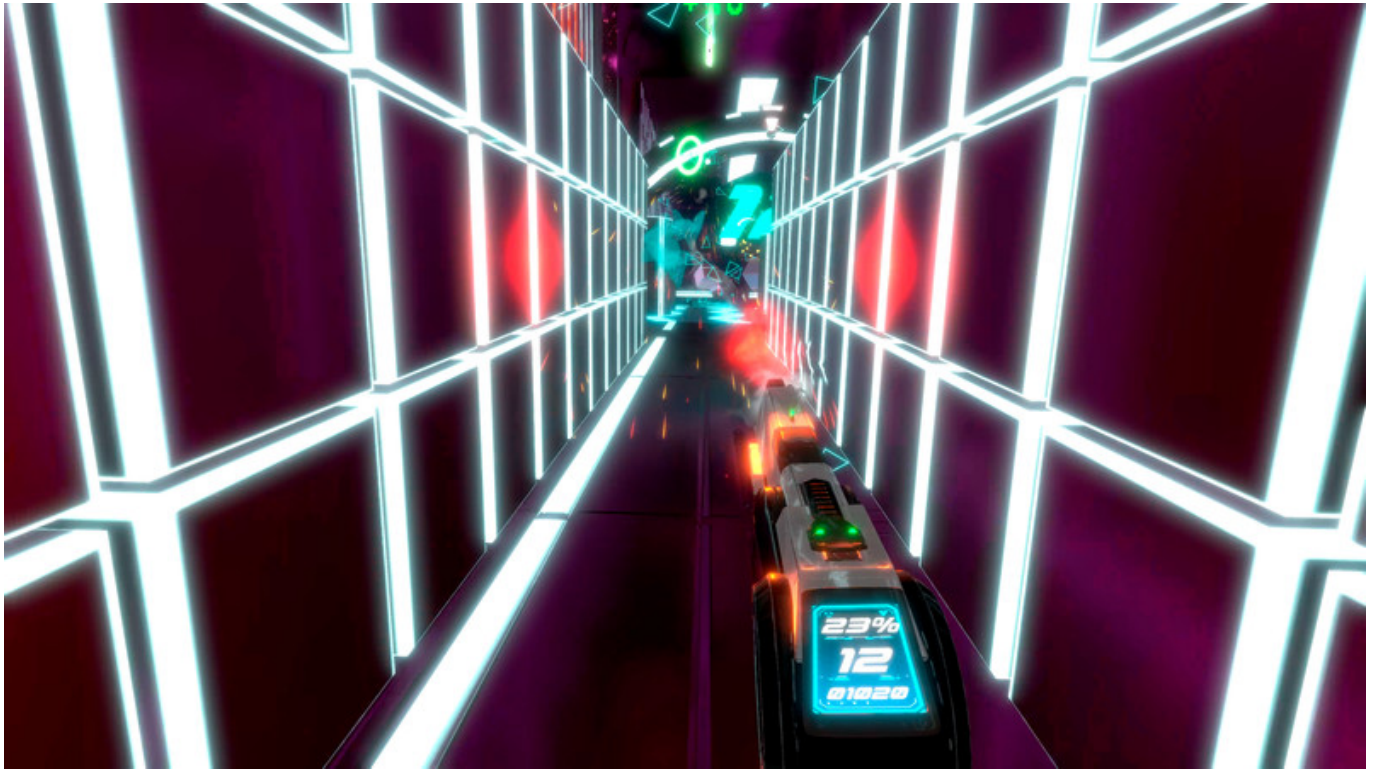
Storage: 3 GB available space

Sound Card: DirectX 9.0c compatible sound card

Additional Notes: Caution: ATI Mobility Radeon HD 5xxx, 1GB VRAM 5000 series

English,Japanese







this vn is crap, just straight up crap.

CONS:

No options, that means no volume control, nothing!

Every scene seems force.

The girls are straight up crazy, each in their very own way.

The game was never proof read on english, lots of strange and wierd sentences. It almost looks like google translate was used to make this game.

Couple of typos.

The protagonist is quite stupid.

After 1 hour and 40 mins, i just cant take it anymore.

PROS:

Stunning nature pictures.. This game is actually enjoyable once you learn to play it.

And hear me out on that because you do have to learn to play it, alot of negative reviews here mention misplays from unforgiving controls or inability to change controls but maybe those people should stick to the training/bench until they are ready to step up. ;)

But seriously, when a game is so intricate that I can set my back line depth, defence spacing, automatic ruck commitment and kicker placement depth (just to name a few) on the fly mid match in my pro games as I control my own character you have to understand there will be a learning curve.

I'm a big rugby fan and get a kick (slight pun intended) out of getting to play with my favourite teams and players (up the Waratahs and the mighty Hooper!).

The ability to play your own career aspect is a nice touch that allows you to focus on and develop one character's skillset (your own self-made one or an existing player) and progress through many different competitions, hunting contracts and perhaps even work your way up to representing your country. I started out getting dropped from my starting team in the NRC and eventually worked up to playing for the Wallabies which was fun, especially when I was picked up by the Crusaders and took the Captaincy from Ritchie McCaw.....ead Ritchie.

I'll be fair I have noticed a few issues with AI control and silly gameplay bugs (going blind with a .5m gap? GENIUS) which is understandable given rugby is a very dynamic game with alot of moving parts and these issues could be ironed out in the future. At the end of the day the game is still very playable and enjoyable, give it some time before you post a negative review with .50 hours of gameplay.

Anyone disagree? Take me on in game! ;). It's kinda like zuma but instead of shooting the balls you're catching them. It's pretty cool I reckon.. UPDATE 2: As of 4/29/19 this game is running as it should have upon release. Does run in ultrawide at a locked 60 & the ball trajectory is perfect now. My poor friend begged me to play & after my previous experience I really did not want to, but I'm glad I did as destroying him in tennis brought much joy to me. Watching him agonize & talk about going to tennis school was delightful. I now fully recommend this game. 9/10

UPDATE: If you go into the config file, you can change the resolution in there. Go to steam>steam apps>Tennis World Tour & find the config file to cchange your desired resolution. I actually got it to work in 3440x1440. Must run in Win Full Screen I believe.

This game does not even run at 1080p! The highest resolution it supports is 1600x900. That is UNACCEPTABLE. Also, there is NO online play at all even though it is advertised for the game. The game runs incredibly poor & many functions are broken! This game is completely unacceptable & needs to be BANNED from Steam. The developer stated that the game is 20% complete. See below:

Here is a direct quote from one of the developers - In any case, financially, Tennis World Tour should achieve the objectives

set: "we put 500 000 pieces on the market but with many distributors who have no right of return, so we know that will be profitable," explains Alain Falc.

I am inserting a transcript from a google translated article from the development team -

Weeks before release the game was just 20% done. This interview is something.

The launch was "chaotic". They couldn't delay it because of the marketing campaign and because they wanted to launch along the French Open tournament. But this quote is craaaaaazy:

"on a mis 500 000 pièces sur le marché mais avec beaucoup de distributeurs qui n'ont pas de droit de retour, donc on sait qu'on sera bénéficiaire"

They shipped 500k units but due to many retailers not being allowed to ship them back it will be a financial success? What? Am I reading that correctly?

But here's the kicker:

"une "réédition peaufinée" verra le jour l'an prochain, sachant qu'un tout nouveau Tennis World Tour est d'ores et déjà envisagé pour 2020-2021"

So a "refined" edition will be released in 2019 and a COMPLETELY NEW TENNIS WORLD TOUR IS PLANNED FOR 2020-2021.

WHAAAAAAAAAAAAAAAAAAAAAT
Snippets:

- Games was only 20% complete weeks before release
- Couldn't delay the game because of marketing and to get it out during French Open
- Refined version planned for 2019
- NEW game planned for 2020-2021
- Game will meet expectations and be profitable because 500k shipped to distributors of which some have no right to return them
- They want to increase their Meta score gradually and be in the 80s in the next few years. This game killed me. I am now dead.

This game has the classic "adventure game" problem in which you have no idea what you are supposed to do to progress or even what the puzzles are. There is no dialogue, no hint system, and the surreal world means that you generally wouldn't be able to guess what the next thing you need to do is.

Additionally, I have been unable to find a complete walkthrough anywhere on the internet. I only recommend this to hardcore adventure gamers.. Not going to lie, it's hard. Some of these are kinda devilish. But it is soooooo much fun. The game works wonders, the graphing tool included can help figure out some of the patterns, and the challenges stay fair. But, it's hard. That makes it that much more satisfying when you wrap your head around the levels and figure out a way to reach your goal.. You want to know what's fun about this game?

The cool music!

The rad level layouts!

The awesome character design!

You want to know what's not fun about this game?

Bat Jumping. That level is garbage, there's like a 50% chance you'll actually make it to the next platform if you land on the bat like you're supposed to. This level wasn't fun, it was cheap.

Other than that one particular level, this game is great! 8/10

Edit: Actually, all sections where you have to jump on bats seem to be broken. So if you're at a part where there's bats... I gotta say it's a solid 7/10

Edit (again): Wow, they still haven't fixed the parts with the bats... seriously?? 5/10 I guess?

Edit (again again): well... as someone who's played over 6 hours of this garbage game... They Breathe is about the same price, but doesn't have any annoying bugs. Read our Full Impression over at: <http://www.confidentgamers.com/dungeon-stars-early-access-preview-impression/>

Dungeon Stars Early Access Preview Impression

After playing close to 6 hours of Furnace Games' Dungeon Stars, we have to say that we are loving this game.

This is our impression and not a review for the main reason that as of this writing, Dungeon Stars IS in early access on Steam and there could be changes coming with the full release of the game. That being said, once the full game is released, then we will give our full review.

Dungeon Stars is a mash up of a side-scroller, endless runner, RPG, and hack and slash. It is a very simple control game.

Dungeon Stars has a very eye catching art style and the music is upbeat and entertaining. The heroes are fun and creatively designed. Each hero has their own special ability and depending on the loot that is found, you can improve on those.

When we first started playing, we just willy-nilly chose whatever hero, not really paying attention to the dungeon type. Until we noticed an icon in the upper section of one of the screens. Once we started making a plan of attack, it made things a lot easier.

Right now, Dungeon Star is \$14.99. Some might see that as kind of pricey. Could the price change, maybe.

All in all, we are enjoying playing Dungeon Stars. We can't wait to see what the full game will bring.

Will have a FULL review at that time.

Dungeon Stars is a very simple game that packs in there a lot of addictive fun.

. Let's get this out of the way, this doesn't appear to be a game where you play a machine of your choosing and earn rewards. Each machine has a win state in which you get up to 2 stars. The more stars you have the more machines are available. Once you complete a machine there is little point to go back to it. You can, however, if you so desire.

Graphically the game is passable. Although, there are no settings. None. Zilch. Hope you like fullscreen and stretched (I have a 21:9 monitor and some settings... at least fullscreen/windowed would have been nice). The audio varies by machine. I'm not sure if this is by design or if it's because some are unfinished.

Now, let's go machine by machine.

Stacker machine

The first machine isn't one of my favorites. It's one of those where you have to press a button to drop digital blocks (on a screen... on your screen... so meta-blocks) on top of one another to reach a certain height. This one is quick to pass and not very enjoyable. The background audio is pretty good here, though. Nice ambience of an arcade area.

Slam a winner

This machine has a spinning plate with holes, each with a different point value assigned. The object is to get the dropped bouncy ball to go into holes with high enough point values to total the amount needed to get 2 stars. I don't think I've ever seen one of these machines in person.

Bulldozer

First of all, I HATE these machines. I have never found much enjoyment out of them as the win-to-lose ratio is far too low. The prizes in real life are usually pretty fantastic, though, because of this reason. But, I still hate them. And, it's a game where stereoscopic vision is pretty important, and it doesn't translate well to a 2D game. (I know it's a "3D game" but it's on a 2D screen) This one may be the game that frustrates people. But, the object is to get enough points to get 2 stars to get to the next machine. Each hole which the pusher can enter has a block behind it with an assigned number of points.

Coin pusher

Finally! The meat of the game I was looking for! I love coin pushers. I once filled 2 giant trash bags full of won stuffed animals from our county fair. I probably spent close to \$75... but still. There are no points you need to achieve to get stars here. Instead, the stars are laying on top of the coins and you just need to push them off. I want to see more of this style of gameplay added. The physics are decent at best, though. The pusher moves at full speed, but the coins fall and bounce in sloooooow motion. It's not a frames issue, they just react like it's quarter gravity. Even then this is still the most enjoyable machine, for myself anyways. It would have been better if there were other collectable objects that appear randomly each time you go to the machine to make the replay value high enough. But, it's still fun to try and get the 2 stars again on this one.

Table football

This one was in test mode when I played, and couldn't get stars. The table looks nice and the physics felt okay. But not much to say here yet, it's foosball.

Overall, it's a hard call whether to recommend this. I will say it's not for everybody. The game is clearly in it's early stages and more will come. But if you enjoy arcade games it's one to watch. However, given its current price of under \$2, I say give it a go if you enjoy arcade style games and want to encourage further development. I know I do.

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