

Detective Escape1 Crack Only

589.07 SxSt / 428.23 UOg (0.00%) +650.1 OcSg/sec

Upgrades

Buy amount: exact min 10% 50% max Step: 1 10 50 100 500 1000

[q,a] 6 [w,z] 0 [e] Ball size 0 [t] 0 [i] *

Name	Ball size (radius)	Upgrade
Ball 1	45 (max)	
Ball 2	50 (max)	
Ball 3	55 (max)	
Ball 4	42 +0 (max 60)	⚡ 29.42 SpSt
Ball 5	30 +0 (max 65)	⚡ 4.72 OcSt
Ball 6	16 +0 (max 70)	⚡ 50.92 SpSt

Hint: increase radius $\times 2 \Rightarrow$ increase energy $\times 8$

Tube info: % ⚡/sec Scale: $\times 0.507$

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About This Game

You are a detective, you have to work hard to think through various puzzles, unlock the level, and finally win!

More than 10 diverse levels

Various brain burning puzzles

Challenge your thinking!

This is my first successful game. If there are any deficiencies, please forgive v_v!

Title: Detective escape1
Genre: Adventure, Casual, Indie, Simulation, Strategy
Developer:
beishizixin
Publisher:
beishizixin
Release Date: 23 Nov, 2018

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English,Simplified Chinese



Collection: 100%

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Character

Momiji Inubashiri

VA: Yoshino Nanjo ▶ Play Voice

Commentary

A white wolf tengu who patrols Yokai Mountain as a patrol tengu. Her ability is to see a very long distance, which allows her to immediately spot intruders. She is very cooperative and performs her duties faithfully, which is uncommon for yokai, but is common in tengu society.

Aya often drags her along when conducting interviews, which always spells trouble.



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1. Got the game
2. Heard the music and saw the graphics.
3. Ears and eyes started bleeding
4. Died after 10 minutes because I got butt♥♥♥♥ed by a clay thing

Conclusion:

10/10 -IGN. I don't know if the ninja is a boy or a girl but they are a cute! CUTE!. Numen: Contest of Heroes basically plays like a single player MMO, complete with hotkey bar, ability cooldowns, and combat that doesn't feel like it's quite connecting. It isn't a great game, but it's at least a decent one, and well worth the huge sale prices I've seen it (currently \$0.99 as I write this review.) I myself picked it up for \$7.50 soon after release, and don't really regret it, though \$5 or less is the sweet spot here IMO.

The introductory V tutorial section is pretty boring, but persevere and the game becomes more enjoyable later. You start out as a kid, and through a few quests learn the basics of the three primary classes - Warrior, Archer and Mage. At the end of the tutorial you get to pick which of the three classes you want to become, and appear as a leveled up adult with only the abilities of the chosen class. At the same time you also pick which God to worship, granting you additional abilities and bonuses, which increase as you make your God more proud of you through your actions.

Then it's standard fantasy RPG fare. You go on quests, trigger events which advance the plotline, unlock new areas and make more quests available, kill monsters to level up and get better loot, and eventually kill the final boss and beat the game. You encounter other heroes along the way and choose whether to help, hinder or ignore them. And there's an Arena tournament event where you can fight these heroes as well.

The balance seems a bit off in some areas. A couple times you can be thrown into a new area severely underlevelled for the enemies, and have to grind before you can take on more than one of them at a time. Then 3/4 of the way through you find that 90% of your attacks are critical hits and enemies don't stand a chance as long as you don't get careless.

Overall I'd recommend the game when it's on sale, though not at the base \$9.99 price.. Somewhat slow, and traveling around Europe might get really repetitive by the time you are in the final chapter, but with very good story and writing from Hal Barwood, and - even more importantly - quite a few smaller and bigger innovations in the genre.. incredible walking simulator/puzzle game.. I love this game to pieces. It's a nice little game about a nine year old girl, far too mature and cynical for her age, who gets forced into cooking for a little demon. The writing is great, providing both charming characters and fun humor, as well as descriptions of food that makes you want to try eat the screen. As a slice-of-life VN it works really great, and the epilogues were surprisingly rewarding. (Wish there was more epilogue, I want to see even more of that romance.)

One thing I personally would want to highlight is the parents of the main characters and the relationship they share. The mother and father are living in a BDSM relationship that seems to impact every aspect of their everyday life, something their daughter notices and reflects on. The father is really submissive, and basically functions as a cute housewife living to serve his mistress. The child's perspective on their parents' BDSM relationship is really interesting in itself, and her insight provides some character growth to her parents. I really wasn't expecting this from a yuri VN that seemed to only be about fluff and food, but I adored what I got.

One of my main personal negatives would be the age of the main characters. With characters as young as nine years old I found it hard to relate to the romance. However, with them both being far too mature for their age it never felt like they were as child-like as you would expect children who actually were nine, so that could really help those of us who have a hard time relating to romance between kids. (And the epilogue is fantastic, which totally helps. Did I mention the epilogue being good?)

(For anyone ever planning on making their own game like this:) The user interface can't seem to decide on whether to call the settings for "Preferences" or "Options". This is a minor problem with a minor fix; having consistent naming for screens and tools in UIs generally makes using it flow more smoothly for users.. Most likely the most polished and fun introductory VR experience there is aside of The Lab, and it seems to produce less problems for users on systems on than the vive, not to mention it is free.. 10/10 would buy again. The game is fun and addictive. Each of the four airports has two ways to play giving a total of 8 different ways to interact with the game. It is not a simulation but just a fun game.

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