
Because We're Here ~Mohnblume Und Blauerose~ Act I Ativador Download [portable]



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About This Game



Because We're Here ~Mohnblume und Blauerose~ is a story-driven otome dating sim in an unforgiving First World War-inspired conflict. It's an episodic visual novel in four acts.

Synopsis

1915, Wesslinger National Calendar. The Great War rages on.

As neurotic Postal Corps volunteer Elfriede Rauss, you walk the trenches with the men of a lost generation. And amidst the chaos and brutality of the front lines, you encounter an obstacle that you are absolutely and categorically not prepared for: love.

However. Love can be a difficult thing to hold on to at the best of times. And these are not the best of times...

Key Features

Rich, Narrative-Driven Experience - Act I sets in motion a twisting trench opera of conflicted loyalties and life-changing decisions. The events of the first act are brought to life by 20 pieces of original CG artwork.

Diverse Array of Bachelors - Pick your love interest from a large and varied cast, spanning childhood friends, aristocrats, corporals and cowards. Act I introduces 11 main characters; Act II introduces an additional 8. (A total of 16 are available as love interests.)

Intricate WW1-Inspired Setting - Investigate a grave turning point in the continent's history as you journey across the towns and battlefronts of the First Lassallian War.

Battle of Wits System - Argumentative boss battles that pit your emotional literacy and persuasive power against enemies and allies alike.

Estimated playthrough time for Act I (*Never Such Innocence*) is roughly 3 hours.
Act I is a significantly-updated version of the early WIP demos from 2015 and 2016.

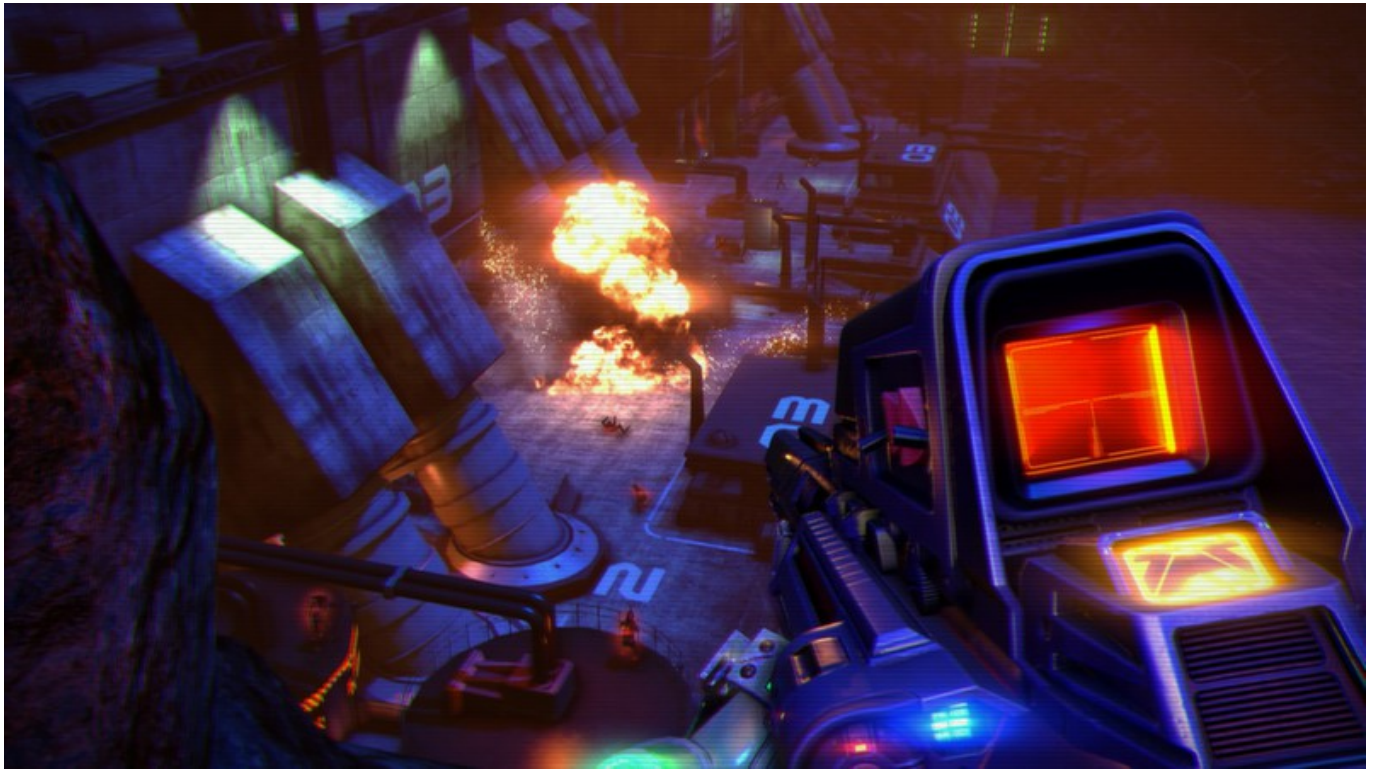
Title: Because We're Here ~Mohnblume und Blauerose~ Act I
Genre: Adventure, Indie
Developer:
Studio Elfriede
Publisher:
Studio Elfriede
Release Date: 19 Jul, 2018

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English







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Great Game! Great story! Wish it was a little more longer though. I got really into the story.. Describes itself as an "Epic Action RPG", but turns out it's just a clicker game.

If mindlessly clicking your mouse button 10,000,000 times appeals to you, then this is probably as good as clicker games get. Overall presentation is very good, but I feel not including the word "clicker" in any part of the store page is somewhat misleading.. Absolutely fantastic. A solid, fun, arcade style shooter.

Would love to see a multiplayer co-op survival mode, or head to head skill games in future.. Extremely fun for the whole family. 11/10 for the butt-clenching gameplay.

Would highly recommend if you have a damaged anal sphincta.

It would definatly be a game to work those glutes back into shape.

With 12 orbits, I can finally squeeze into those skinny jeans and feel confident in my body shape.

It's really helped me to balance my health and family life, with my Partner Fannie Licker.

I hope this was helpful.

Love,

Moe Lester. When you break down twitch games to their base elements, they tend to revolve around the same basic concepts: fast gameplay, and dodging things at high speeds. Some excel in their simplicity, like the classic flash game Vector Runner or the more recent Super Hexagon, while others add more complexity, such as Pivvot, Wave Wave, and Duet. Point is, that since the core elements are generally similar, it takes something more, something exceptional for games in the genre to stand out. Velocibox is one of those games, and it's perhaps the most addictive twitch game I've played since Super Hexagon.

Expanded and improved from an entry for the current "Connected Worlds" Ludum Dare, Velocibox is unforgiving. In fact there aren't any checkpoints, when you fail (and you will), you start over from the first stage. Initially, I disliked this lack of checkpoints, but once I played more, I came to appreciate how the game was set up. Success relies on practice, learning the quirks and obstacles of each stage and surmounting them. It's more than twitch reflex but also adaption and gradual improvement, not just "one more go" but "I know these obstacles. I can do better". It's incredibly satisfying to race through stages that had defeated you countless times before.

But what makes Velocibox exceptional, because that's a pretty strong word? Well, it's more that all the game's aspects merge into a excellent whole rather than any individual element. It's the sense of speed, the feeling of racing forward at some extreme velocity, blasting off from stage one without a moment to catch your breath. It's the gravity-defying gameplay, as you flip between floor and ceiling and ride the walls. It's how the gravity flip mechanic opens the door for a wide variety of obstacles that wouldn't be possible in other twitch games, forcing you to deftly maneuver around and across all sides of these corridors. It's the vibrant visuals and effects, the great music, the no-frills presentation that lets you jump into the action in seconds.

I've only reached stage four out of nine, and beating the initial nine stages unlocks an even more insane Super Velocibox mode, so there's a hefty amount of content here. Velocibox is an easy recommendation for fans of the genre.. Amazingly sophisticated and easy to pick up. Split-screen co-op with two controllers is a must.. Tried to play - got blank screen but sound OVK.

I am running Win7Pro and the display drivers+DirectX are current.

There does not seem to be a way to notify Steam that there is a problem

No amount of searching provides an answer.

Very, very disappointed

It is IMPOSSIBLE to send Steam an email about the problem as their WEB site does not provide that ability

I had to wait 10 minutes with a blank screen before I could post this review. This Games-making-Game is worth my money and times to play it and it's super addictive.. No teleporting, all motion is done via the touch pad so I get motion sickness very fast.

Update 12.08.16 - teleportation movement option now. Respect that, change my review to positive.. Awesome expansion to a MUST HAVE 4x Space RTS

A great game for any 4X player.

You can feel the developers understand intimately and passionately the genre.

The AI is very well made and mounts a formidable challenge.

A few 'early access' bugs like background music starts a few minutes in, but nothing to spoil the very enjoyable experience.

I would love to see more immersive artwork added.. Best series of games I've ever played.

I started playing it in the 2000s and still play it sometimes. It's the kind of game that I can play and rest with my soul. I love this game.. if you like jigsaw puzzles you will love this game for sure.

i enjoyed all 3 Pixel Puzzles games that they released so far, this one has added the rotation feature (you have to rotate the piece to figure how and where it should be placed) which made the game harder and it will take more time to solve the puzzles, i really recommend them all to any jigsaw puzzles fan.

i would suggest Putting your own music while playing.. this was a nice short intro game.. 7/10 Xom is amused.

Simple in concept, humble in execution.

aMaze is a short game where you make your way through fifty mazes. The controls are responsive, the levels are fairly easy to get a feel for. Ultimately, the same simplicity is a gateway to significant flaws. The background music is one track only, a really nice and relaxing track, but still one. That's all. A few of the goal areas have larger hitboxes than they should, so you can pass by and trigger them from the other side of the maze wall. It is an absolute steal in terms of price, which is always a plus.

All in all, the game needs much more in terms of content to build up on an otherwise good base. Definitely a music pack, and at least another fifty to a hundred levels.. Deadstone is a simple game that's deeper than it appears to be, but ultimately, how much that RPG elements added to the character is a bit suspect.

Basically, you play a mercenary who were forced to evacuate Icarus station over Mars. You made your way to the Deadstone colony, and it seems to be attacked by... zombies. Initially, there is only you, and a pistol, and you have to be accurate and fast to make sure there are no leakers. Every leak means one death in the colony. Too many leaks and you have no colony left. Later, you get mines, then turrets. Then different types of turrets (sniper, auto, shotgun, etc.) plus enhancements like auto-repair, autoloader (no need to reload manually), thumper (knocks back attacking enemies), self-destruct (takes out enemies before dying), etc. You also get later access to SMG and LMG, shotgun, and sniper rifle, multiple models of each. Personally, I'd stick with SMGVLMG all the way.

The terrain doesn't vary, as you are defending a colony. Though periodically, you get a "rescue" mission, where you need to survive for two to three minutes against all comers, but you may get a few turrets to help. You also periodically get an "arena" mission, where you don't get any turrets, but you can move around a lot and hopefully, survive for about 3 minutes.

Enemies get deadlier. First, it's just zombies, then zombie dogs, then command-type (rallies other zombies), then soldier-type (with guns), dogs with dynamite packs, and finally, phasing shamblers (short distance teleport). And you usually kills a few hundred at a time. To take them out, you have guns, mines, and turrets. You have unlimited pistol ammo, but you are limited in carrying MG ammo, rifle ammo, or shotgun ammo. And you *can* run out.

The game turns into RPG in that you have four main stats: CONstitution, ACCuracy, SPeeD, and MEChanical aptitude. Speed affects how fast you move, and your sprint speed, CON affects your HP and how long you can sprint, and how big of a gun you can wield (some of the heaviest guns require CON=12), ACC affects how accurate your shooting is, and MEC affects how many mines and turrets you can place. With MEC=12 I was able to to put down 18 minutes and 4 turrets. I'd imagine you can go to 5 turrets if you want to go that high.

In practice, the ACC rating affects bullet spread and chances for critical hits, which doubles damage. But if you have enough bullets, or have one of the abilities to scrounge up more bullets, then it won't break your bank. As you don't get the extra weapons and whatnot for free. You earn 'credits' after each mission, usually based on kills and how many colonists you saved. CON basically controls which gun you get to use. While the best LMG requires CON=11, you don't need it to survive. It's just nice to have.

Some of the perks are a bit tongue in cheek, and some of them are just replicating attribute gains. Some of the more memorable ones include DEATH ROBOT, which gives you a sidekick that has its own weapons and will shoot enemies in range automatically, and follows you around. Another would be auto-loot, where the powerups you gained from shooting enemies dead, will come to you automatically, instead of you run over them to collect. There are dozens of perks to choose from, and

depending on your stats, more can be enabled as you go along.

So what's the problem? The narrative, while scientifically accurate, is also a bit of a snoozer (as in boring). Perhaps that's why they also included a farcical alternate narrative as a bonus alt campaign. Also, the defense mission do get a bit old. Another complaint would be inability to move turrets... You can only demolish (which loses 25% of 1000 spent, before upgrades) and rebuild.

There really is no "strategy" per se. Once you get turrets, things got easier, but not that easy. Turrets can be damaged or even destroyed. Placement is crucial. Turrets don't have the engagement range that you do, so you will be doing most of the killing any way. Mines barely slow the zombies down, but any help is better than no help.

ALL in all, the game is simple, effective, and provided hours of entertainment. For those who want more challenge, there are multiple levels of difficulty to choose for the main campaign, as well as challenge yourself in survival mode. There's even Ironman (single savegame) mode.. Hello friends. I just played this game. It has some interesting mechanics, as you drive, but not in the traditional way. You're a limo driver that does one thing..spin, spin, and spin...It is a very interesting play mechanic. It also features live scenes. Anyways, here is my Pro's and Con's:

PROS:

-A interesting mechanic in a driving game, revolving and spinning driving. This actually takes some puzzle elements into the game too so you can fit into certain spots in the game.

-Live Action scenes. There are live movies which are voiced and acted out. The acting in some scenes is very funny. I laughed at a couple of them. This game does not take itself serious either..so that adds to the humour.

-Replay to collect collectables around the map.

-Different modes of play (some open after beating game).

CONS:

- The spinning driving might be not everyone's favorite game .

- The voice acting is well..not that great, but it does add to game to make it funny.

-Some of the achievements are extremely time sensitive..and seem very long to me. For example, there is one achievement where you need to play for 8 hours to get it? That is a long time to get a achievement...

For all it's silliness, i want to recommend this game. I think this game is more like a 1970's B movie..at least it feels like that to me. Anyways, it is a silly game with funny live action scenes. The game itself is solid. The strange rotating mechanic is even interesting. For all this, i still find the game a bit silly.. I bought it for pepe

#kekistanilivesmatter

#freekekistan. Solid game mechanics, quality graphics and sound, great soundtrack.

Classic twin stick shooter controls, left stick move, right stick shoot.

The ship's special abilities add a unique element to the game, allowing you to do things like drop a gravity well to trap enemies, throw waves of enemies to their deaths, or turn on an autodefense turret system while you scramble to avoid the hordes.

A really fun game for any fan of the twin stick shooter genre!. The game has really unintuitive controls. The levels are really boring and one dimensional. Ran into multiple clipping issues. The car animations are really bad.

Wishlist Act II:

The store page for *Because We're Here* Act II is now up, meaning it's available to wishlist! ([LINK](#))

Act II is titled *Live and Let Live*, and is the longest of *BWH*'s four acts, at an estimated 6-7 hours. It's scheduled for release in June - I'm working off the provisional release date of the 20th.



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