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ROGO Download] [serial Number]



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## About This Game

ROGO is my cute rogue-lite where you gotta give everyone post and avoid cheeky animals trying to make you go to sleep

Features:

- 5 Unique playable characters
- 8 Procedurally generated levels
- 3 Bosses
- A couple of items and other cool stuff

It's short and cool and I really hope you love it :D

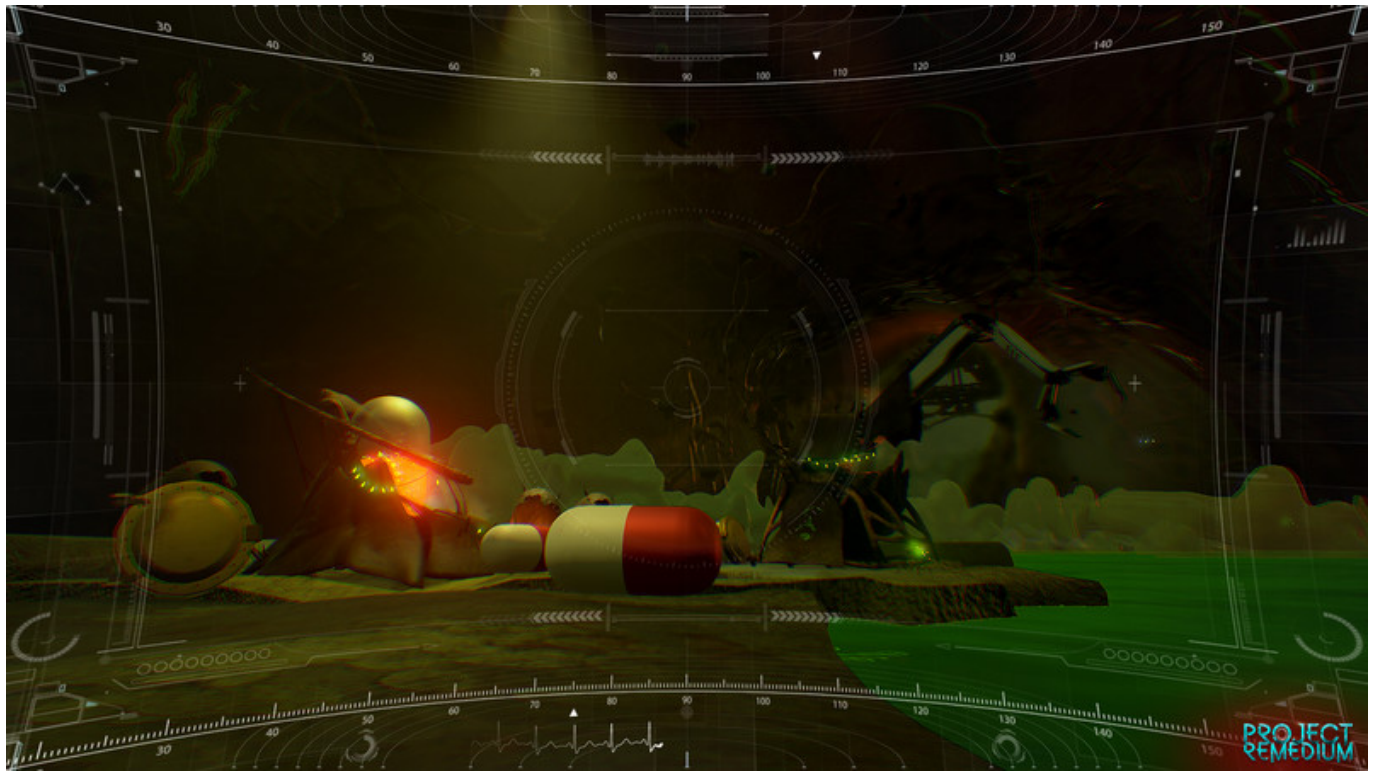
Music by Keith Burgun

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Title: ROGO  
Genre: Action  
Developer:  
Happy Snake  
Publisher:  
Happy Snake Games  
Release Date: 17 Dec, 2018

b4d347fde0

English









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The base game is very lacking and I bought this thinking that it might add just what the game needs. But it doesn't. In the base game, the late stages become really grindy and boring and this expansion just adds more of the same grind. I strongly suggest you don't buy this unless you completed the base game and really want more of the same.. First things first. there is a DEMO - so please play that before deciding you want to buy this. This game is NOT for everyone. Only the most hardcore lovers of turn based strat games need apply.

This game is pretty baller if you ask me. Sure, it could be expediated a little bit - and the first two turns of moving everyone in place does get pretty tedious. HOWEVER. Someone mentioned something along the lines of 99% of war is boredom, and 1% is terrifying.

Yeah. That's true. It's 'boring' if you don't think. Because the enemy IS out there. And he's waiting to take your life. There's sappers with mines, there's (in the later researches) friggen lazer rifles - one shot rail guns that shoot through mountain sides and straight through GODDAMNED CASTLES. Artillery Barrages (Which makes one think the Ships' gunners are all Imperial Stormtroopers.)

I thought Xcom was a deadly unforgiving game. Then I played Xenonauts. And I thought 'Yeah, nothing could be more cruel to my random red shirts than Xenonauts.' Sometimes, You have really good games - hold 15 invading \u2665\u2665\u2665\u2665\u2665\u2665\u2665s from the damned Zulu Nation off with only 7 brave warriors. And other times.. You bring 10 guys to route out 3. And lose Two to mines, One to a death laser which causes the other two to freeze in place and die next turn, two more flee but the last three manage to somehow bring victory to you by sacrificing your last conscript in a brave attempt to draw the enemy's fire so your gunner and grenadier can kick his\u2665\u2665\u2665\u2665\u2665and LITERALLY take his stuff.

Yes. The graphics are Meh. The gameplay is slow (bring a book, or play turns in between commercial breaks of a tv show) And the mechanics are hard to understand at times. But it's probably been one of the more rewarding games I've played in a while. The challenge is there. It's not impossible or stacked against the player - but it IS a challenge.

But there is one thing you ought to remember. It was just one guy who developed this. So cut him a little bit of slack.

With that said, I love it. 10V10 would get sniped through a hillside again.. At the moment i find it to much slow moving! There is lot of irretating sounds like constants heartsbeats! The grafic of the opposites figures is look like ghosts in suits (simple)!In the short time of trying to kill this monsters there was not much to see if they were hit by firing on them! And then after a little long time they die like they were fainting\pass out in a strange way of falling! But the grafic part looking acceptable... So far what i pay it was not yet a bad game to play! So i hope it gonig all much better than what i have said!. good love it just waiting for the omsi2

london addon can not wait. Kyoko's Theme Song is a remix of Children by Robert Miles. That song took me way back! 10V10. This is a good puzzle game, with a good balance and nice to play. The difficulty increases with time when new elements come to play, that makes this game interesting and engaging.

Story line is bad delivered - short text to read after every level. It's not a good reward for solving a puzzle. Short video clips or comics would do much better. And I believe that this game could be much more interesting, if you can play it using a first person view like in Portal. Good game: 7V10. I recieved everything from the DLC except the black mask.

I kinda bought it just for that black mask just not to get it.

The pack overall is alright, the emotes are great.

I WANT THAT BLACK MASK!!. OK for all those unable to run the game I have finally found a solution. Anyone who is able to run the game must already have the Micros\*ft C Runtime Library installed and have the needed .dll files already on their system.

To fix the game without downloading the whole runtime library; Google for and download msvcp120.dll and msvcr120.dll. Place these two files into the root directory of the game C:\Program Files (x86)\Steam\steamapps\common\Geared and you should be good to go. No compatibility mode or running as admin needed.

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Addictive Game. Reminds of Puyo-Puyo. Only 2 minor issues bug me at the moment. Local Co-op is great. However, having a AI as enemy or online multiplayer would be really cool, too. Secondly, I find the green and yellow blocks difficult to discern, which is sometimes a bit frustrating if when you accidentally misplace a block.. Listen... all you need to know about this game is that you can flip through space as a color-changing being known as the Regal Giraffe. If that doesn't sell you on the premise here, nothing will.

Shu's Garden is a simple game about rolling around, eating plants, planting seeds, and jumping now and then, all conveyed by the ridiculously cute artwork and comfortable musical score. It's a good game if you want something to distract you that doesn't require much input -- it's kind of the digital equivalent of a fidget cube, something to do while you try and focus on, say, a lecture or something. And that's not bad at all! I can see younger children having some fun with this, there's not (that I've found) any really questionable content whatsoever.

It's just a simple, cute game about rolling around and interacting with things, and it does that well enough that I think it's a worthwhile buy if you think you (or someone you know) would get some entertainment out of it. If the artstyle or the mechanics don't seem that interesting to you, though, you probably aren't going to find much here -- and that's alright! This is a weird, niche little thing, and it isn't for everyone. But I got some amusement from it in the end, and so this ultimately gets a recommendation from me.. Where is Battle Interface like 'Persona4' in screen shot ?. I really enjoyed this game. it was better than I was expecting.. This game is way more fun than I expected. I actually caught myself doing a victory dance after one of my first rounds.

It IS a very simple game, so I suspect it doesn't have a lot of staying power, but for \$3? Definitely worth a few hours of low-key fun, even if you're playing against just the AI.

I would love to see this as more of a fully-fledged game, because there's room for additional mechanics and levels and such. It's kinda a one-trick pony, but that trick is still a lot of fun.. I was playing this game when I shot this angry African man he used Wireshark to find my info and send a army of children to murder my family plz add vpn dlc. Good horror VN.

Not sure if it's worth the price, but I'm sure it's worth to be played. So, if this game on sale, or you have some spare money, I gladly recommend it.. 8.5/10 Recommended

#### Warning Minor Spoilers

The Tale of a Timeless Tome is a new story dlc for Ni no Kuni II that gives new story to the main plot line but mostly fills in the plot blanks left in by the main story, after fully completing the dlc I'll give some Pro's and Con's.

#### Pro's:

- A new story to undertake involving the Nightmares that have invaded the memories and dreams of the people and it's up to you to stop them, bit cliché but there you go.
- Unanswered story plot lines left blank in the main game's story are now answered in this dlc such as, Roland's son, Ferdinand's abilities, and where tainted monsters come from to just name a few.
- New weapons and armor with new legendary class weapons and armor as well.
- Dlc is intertwined with the main game "basically it starts early and progresses as you go through the main game and ends after you beat the main game so it's still end game dlc".
- New high level Colosseum added to the game called the Solosseum Slog.
- Two new ways to play the combat in the game called Martial Methods, one being able to use spells like in the original Ni no Kuni game, and the other focusing on using the Higgledies in a unique summoner type of class.
- Level cap raised over 135+ "level 135 is the level of the final story boss of this dlc"

#### Con's:

- No voice acting whatsoever which is odd considering it's a story dlc, regardless all dialogue must be read.
- Many reused assets, while there are new assets the majority of the dlc reuses assets, dungeons, forests, monsters etc from the main game.
- Leveling up past 100+ is overly grindy, "even with double in game exp boosts it still took quite a while to reach level 135".
- No new outfits to be had here at least none that I was able to find.
- Still no new game+ --, didn't add this to the overall score just saying lol.

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Overall the dlc is a fun and exciting experience with new story, answered questions about the main game and new game mechanics giving the game some much needed replay value, and if your a fan of the game and want more then this is the dlc for you, it's definitely worth the 15 dollars.



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