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About This Game

-The Game-

Crimson Trigger is platformer-side scrolling game with that will bring you to a fantasy world ruled by evil Marshal Yurei. Gain power-up as you battle your way through his armies and generals.

Story

The year is 22XX, the White Crow Empire is now the dominant power on the planet. They however, ruled their subjects with an iron fist, violently quelling any opposition while oppressing other lesser powers for their own gain. You are one of those who lost a loved one to them and witnessed their atrocity first-hand. Under the cloak of Crimson, you will be the spearhead of the rebellion force to avenge those who fell and bring back freedom and justice for all.

KEY FEATURES :

- Dash through the 3D side-scrolling stages of diverse landscapes and enemies alike. Familiarize yourself with the enemies as you encounter more and more challenging foes.

- Get weapons and skills from the bosses

Acquire new armament from your fallen enemy! You will gain access to new weapon with 3 new skills. Each inflicts different elemental damage so use them wisely to facilitate your mission!

-Ability System

Upgrade your abilities! You will have much easier time traversing through the stages with ability such as "Air Dash", "Double

Jump" or if you want to be more resilient, "Reduce Damage Taken". Select any combination of 4 abilities that suits your play style best and crush your enemies!

-Secret Items and Boss

Discover secret items in each stage! Some of them will help you, others might unlock other secrets. You never know! Keep your eyes peeled for possibilities!

Title: Crimson Trigger
Genre: Action, Adventure, Indie
Developer:
Hitbear Studio
Publisher:
AT The Gate Team
Release Date: 30 Jan, 2017

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Minimum:

OS: Windows 7

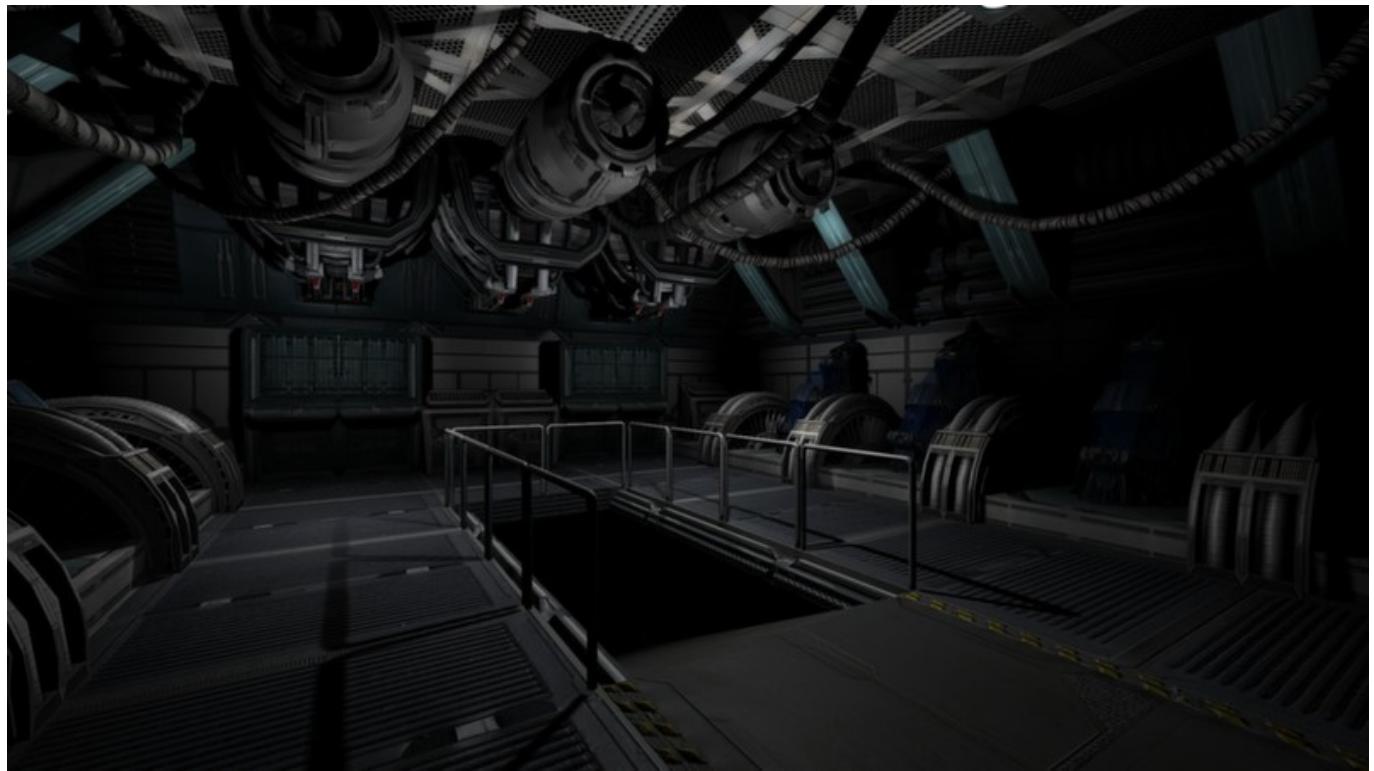
Processor: 1.8 GHz Dual core

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTS 210 (or equivalent)

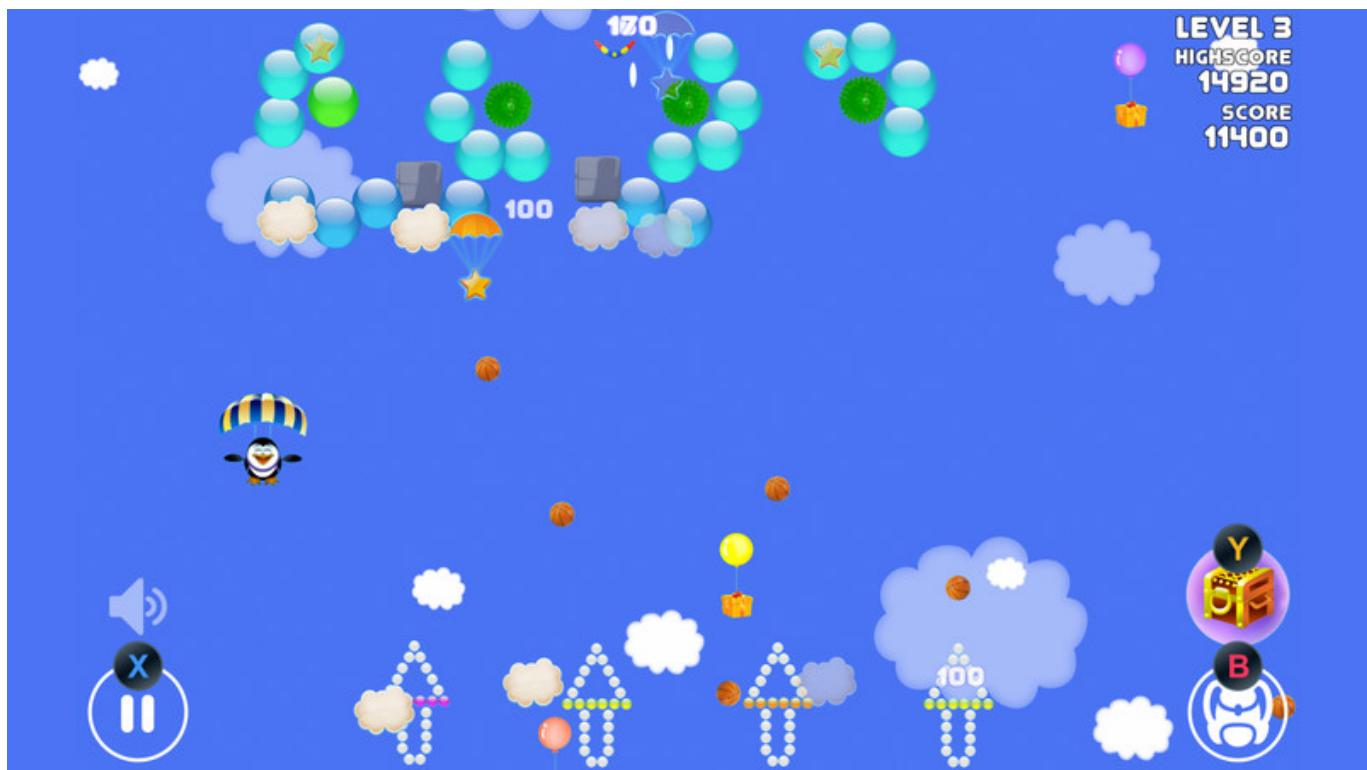
Storage: 800 MB available space

English





QUAR: Battle for Gate 18



Fun ending to a great series.. One of the few games i regret buying. Its in space.. and its got nice graphics.. okay...

- You don't care about the story.
- You don't care about what you're doing in the moment because you're going to die anyway and have to restart.
- The arpg stuff isn't satisfying. Its setup to take many deaths to get any appreciable output, its all from the average improvements, so you're not excited at all about the progression you make between deaths.

I get this works for some, but for me its try harder.. I deleted my first review and thought, ok I will give the second part a chance.

Still have the same feeling the developer does not know how to make an adventure game. The choice of game engine is terrible, on a good rig it still loads like many seconds, eg try to save the game and go make a coffee. Characte modeling is terrible and feels clunky.

Gameplay is simple left\right mouse click, that's ok. But implementing two character model into this game is nonsense, because there is no need for that and could have been done automatically. Oh and yes, there's dissapearing inventory screen bug, that dev says has been resolved - it's not.

So we come to the story. Every adventure game must have a good story, other shortcomings don't mean much when you have a good story. This game does not have a great story, it feels rushed and just does not have any vibe. Some religious nonsense - Vatican is funneling money. Yeah right really interesting.

Characters are poorly written and I don't even remember protagonist names atm I am writing this.

Ok the scenery should be in Rome. There's no feeling, not a slight touch even that the player is in Rome - artists don't have no impression of Rome or have just been rushed by the production again. It's almost like put Super Mario there and BANG where're in Italy :)

This game is not worth the money and I don't recommend it.. This is a rather unique point and click puzzle, for the inexpensive price it is enjoyable to work on and it is artistically quite nice. There's a rather mysterious subtext to the game that piques my curiosuty.

If you like the screenshots, go ahead and pick it up, especially if on sale.. this game has a lot of potential, but the terrible ui and lack of scaling to fit anything other than 1080p ruins it. resizable windows from windows xp is more advanced than the UI in this game. There is good DLC and there is great DLC. This one definitely falls into the great category. It truly has something for everyone. One thing I really enjoyed about it is that this someplace I have actually been and I was able to recognize things on this route that I had seen in real life. The scenarios are good and cover freight, passenger and switching duty. Highly recommended.. I like this game, but it need so much error fixing.

if you like to help the people making this game, you can buy it.

. It's alright for the price if you like endless runners, but some achievements are also locked behind DLC which is annoying.

Unfortunately the best shoot'em up in steam... :(Missing good'ol Amiga days.... Crashes every time after first mission?. I brought this on sale thinking it can't be as bad as the reviews. The truth is its worse. Game had a long load time, terrible lag, difficult controls and poor graphics. Unlock a door and it shows as still locked, walk away and try again and its will then open.

This game suffers from a total lack of atmosphere and no save facility. Very surprised its not listed as early access as clearly not ready.

. Cop car bugged out and got stuck in the dumpster i was hiding in, as soon as i stepped out it stopped jittering and I was caught.. This game is great, would be greater with multiplayer. would be best with more memes. I wanted to like this game so much. There are just too many faults with it and after experiencing the game crash for no reason on my 3rd mission in the campaign, I'm definitely sure this game is bad.

For starters lets talk about the actual battle experience. There is nothing more pleasing to me than slugging it out over range with tanks\fixed guns. So satisfying watching the shells streak across the map. What is NOT pleasing is when a tank of mine decides its going to go it alone and run around in circles. That's not cool, I didn't order him to do that...

When I'm trying to get my infantry into a better position and the only formations are either 2 a breast or complete line formation. Really? Infantry can't be moved into more advantageous\different formations? Nevermind the fact that infantry organization is just plain stupid. Selecting a squad is a miserable experience, even getting them to go together is a challenge. If I select a squad to move to an area maybe 3 of them will go and 4 of them will hit the dirt and start crawling. Which brings up another issue. Why can't I tell my infantry to get up, hide, run, crawl, etc. Kind of annoying but not as annoying as formations.

When setting up units before the battle starts its impossible to place them in defending positions correctly. Why can't I position my tank to face a certain direction? Why can't I place infantry on a hilltop inside the deployment zone? They're still in the deployment zone but forget being able to place them anywhere outside the main defensive barriers. Or even splitting them up! I started a defensive match where 3 units were located in one dugout and 4 units of the same infantry squad were in another dugout. I wasn't allowed to take them out of the dugouts without them being the same distance from each other as if they were in the original dugouts. This is hard to explain but it means no matter where I placed that squad the two groups were always at least 50 yards apart.

Then there are issues where the game seems to freeze for at least 3 seconds before humming along perfectly as if nothing happened. I'm not sure what causes the frame rate explosion but it usually only occurs once per match.

This game has the feel of being a 3D Close Combat set in Korea. It feels promising, but it falls severely short of its goal. I'm not sure if the developers are still working on this game, but if they are they really need to take another look at some of the fundamental flaws.

PLEASE FIX THIS GAME! PLEASE I WANT IT TO WORK! There are some satisfying moments but right now this game is trash!. I had my doubts but this is a really neat little plane, autopilot not needed. My summary in 4 sentences:
The Agony is a visual novel where you and your girl are exploring the depths of the city. I couldn't get past the first chapter because every wrong choice kills you and you have to start over. Adding the times where you have to press random buttons quickly to dodge some\u2665\u2665\u2665\u2665\u2665I was done with the game. I don't know about the story, but the gameplay just didn't cut it for me. After nearly 4 years of playing this game, I conclude that it is one of the best games of all time. It's a treat to be able to come home from my job and play this.

Since my dad left me when I was 3, I've needed a way to come to terms with his disappearance, and this game has really helped me recover.

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