

Dokkaebi Hentai Adventures Digital Download



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About This Game

Anime-girl Dokkaebi, as usual, watched the anime after school. But, after she watched the series, Dokkaebi noticed that she was in a totally different world. At first she thought it was a dream, but immediately, as chicken and head of lolly anime girls appeared, she realized that it was not a dream, but the world she deserved.

You play for anime-girl with an unusual name Dokkaebi, which hit the strange world after watching the anime-title, and you need to get out of this world, along the way, collecting lolly faces. Warning, in the world live chickens.

Features:

- You can be anime-girl
- You will be able to collect lolly faces and run away from evil chickens
- You will be able to see an unusual world with anime and chickens
- Game genre: Platformer
- Simple and fun gameplay
- Pixel art graphics
- Good soundtrack

-Steam achievements

Title: Dokkaebi Hentai Adventures
Genre: Adventure, Casual, Indie
Developer:
Nikita "Ghost_RUS"
Publisher:
Ghost_RUS Games
Release Date: 28 Feb, 2018

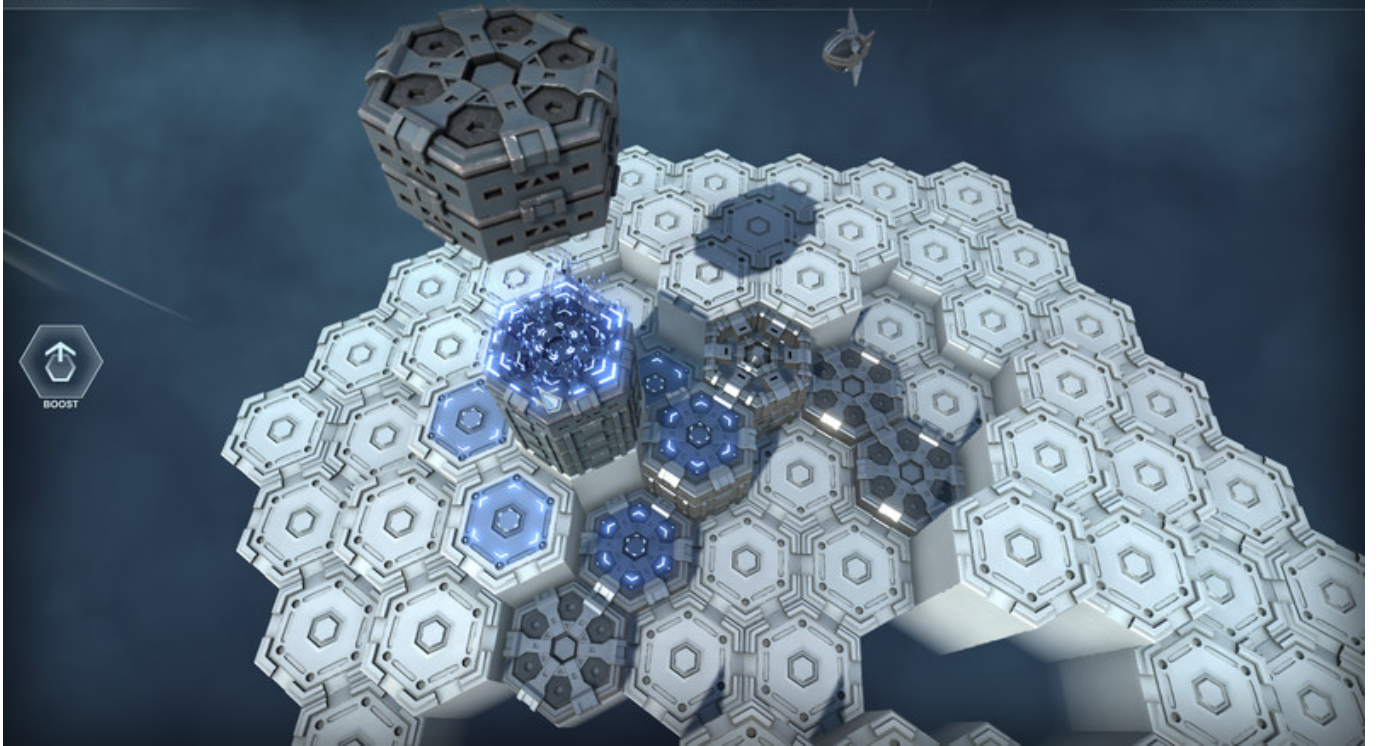
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English,Russian

SKIP PHASE

PHASE: MOVE UP TO 0 HEXES

UNTIL FIELD SHRINK. 6







X-Plane

*Malibu
Mirage*

Carenado
AVIATION SOLUTIONS

Looks stupid yet its extremely fun :)

10V10. Right from the beginning, it is made clear to the player that the visual novel is going to be wildly funny while still leaving them wondering what will happen next. The game is not safe for work (or grandkids) in parts, but these moments are not without reason, and the occasional grammar/spelling mistakes only make the game more quirky and entertaining. Even if romance novels and visual novels aren't exactly the player's cup of tea (or would it be "reader's" or "viewer's"?), the utter cluelessness of the protagonist is always good for a laugh, and the story alone was more than enough to keep me coming back for more (just don't expect a double entendre). One only has to spend a short time "reading" the visual novel to see that the developers aimed to make something they themselves would enjoy than something that would simply sell well, and it is obvious from the start that each choice matters. I'd recommend this to just about anyone.. There is a lot of work to be done, but I want to go ahead and give this a thumbs-up. What is here is sort of a skeleton of a really fantastic game (which will already offer quite a bit of fun to hardcore fans of the genre).

And yes I feel pretty confident in my assessment after <1 hour. Keep up the good work devs!

. Dont buy this game. Ever. Don't be tempted by the "fan made project" tag, from what i can gather the only painkillers the fans involved in this project were familiar with are more than likely illegal to possess. The level design is farsical and much of the game looks like it was made by a stoned priest in an community editing program. Oh and for some reason, unbeknownst to mankind, the control key has been remapped to the shotguns primary fire as opposed to the melee weapons alt, which is 15x more useful. I was too busy being furious at the game to try and remap the key. I think i tried once and you cant change the weapons key map layout, which wouldn't be that much of a problem but the weapon order changes every ♥♥♥♥ing game. Oh and the weapons are all pretty much the same as from the original painkiller (and by pretty much i mean exactly the ♥♥♥♥ing same) only the weapon key mapping layout is different for some reason. If you buy this game, within literally 10 (to be continued).. After spending one hour in figuring out this game, I manage to figure out the core mechanic.

Basically this game is a very easy version of any strategy game similar to paradox game with very simple mechanic. Once having first unit, you are able to snowball hard.

However, I love fluidcity of the game. All the game needs is improved ai, more advanced game mechanics and better game engine optimization.

CUrrent game version allow you to basically conquer all of china with just 6 death stack of cheap division and qin cant even stop you.

Anyway look forward to future updates.. I have beaten the first "boss"

Very very good game, but not without its quirks. If it means anything, I will not be refunding it :P

The bad first-

- Really weird physics glitches. The handling is pretty great, but there are times there are just things that really mess with the experience. In my first race, I slid into another car, and went flying up in the air for some reason. I could not replicate the glitch though.

- The game has some big jumps, and sometimes the cars simply cannot recover from the jumps and go bouncing all over the place.

- The TV voice gets old really quickly.

- The AI isn't really that good with the settings I was playing, however I have not messed around with any settings because I just wanted to race.

- DLC on day one >.>

The Meh

- As far as I can see, you can't upgrade the cars. And you can't buy them. You gain xp from racing and that unlocks cars and I am assuming free play tracks. I would rather be able to buy the cars, but whatever

- Driving through the water is pretty unsatisfying, even when you are flying through the water it sounds like you are going through a few inches.

- The models look good, and the damage looks good, but they arn't great. But again, this isn't a AAA game.

The Good -

- Looks really pretty. Yah its not AAA graphics, but the graphics are pretty pretty good, although there are some things that can

look bad, such as going through Alaska and none of the grass flattening while you are driving.

- Great handling, super enjoyable racing experience. It isn't Dirt Rally or Dirt 4, but that's not what it's going for really.

- Some of the best track design I have ever seen in a racing game that isn't laser scanning tracks. All of the tracks are interesting and have a flow. The tracks just don't get boring, and you keep noticing things, like birds flying or animals running.

IMO this game is better than DiRT 4 and if you were unsatisfied with DiRT 4 get this game. I'm sure a few patches will iron out the physics bugs, and the dev has already said they are pushing out an update for 21:9 support, so get it. It's the closest thing in a while that I've played that feels like the Truck/Buggy racing of ATV offroad fury 4. Now only if they had the large open world point to point tracks that ATV offroad fury 4 had. For some reason I thought they would be in this game. That would put this game over the edge.

Great Job Devs, I have had this game on my steam wishlist since June, and I am not disappointed. :)

Buy it.. Bought this and game doesn't even give you the cars.... thank you for being a worthless game.. Enjoying the game so far.. **VERY IMPORTANT NOTE:**

Presently this DLC remains only available in Russian, although Steam states otherwise, as of the date of this review. The English translation is not complete. I cannot recommend DLC that cannot be accessed!

The DLC updates the game to SDTEHO 1.6.0, so if you do not see that on the main menu, this means it is not there.

In addition, there are **SUBSTANTIAL** requirements that have to be met **BEFORE** the DLC can be played, if those are not aware, this DLC is meant to be played **LATE GAME**, not when the game is activated!

Final critical notes for requirements:

- 1) The city of Saint-Pierre and the whole of Martinique were **SUCCESSFULLY** saved from the Spanish invaders ("Defense of Saint-Pierre");
- 2) Charles de Mor went on a quest ("In search of the Guardian of Truth") his brother or already found it (OR the main story is over completely);
- 3) The French patent and the uniform of the French officer are present, are acquired after "Turtle Soup", or provided if Charles de Maure initially turned them down. I do not know if you can get a second patent, if you \$#! up.
- 4) The recommended rank of Charles de Mora for the start of the plot campaign is **AT LEAST 25-30** and above.. If you like shmups, get this. Be warned...it's **NOT** easy.

Purchased 25 Feb with the Classic HD mod 1.13 included. Today 5 March I check game and HD 1.13 has been taken from my library. Now I have 2 copies of the original game(which I never wanted or need) and nothing to show for my dlc purchase. This is a classic case of being robbed and kicked in the\u2665\u2665\u2665\u2665\u2665by the seller and steam.. I am having trouble with the game. I have bought the game on steam, but whenever I play, it says that I need to upgrade to the full version of wands in order to level up past three. Kind of game breaking. Whenever I tried to load in and accidentally hit the upgrade button, my game would freeze up. Would appreciate some help.. Pixel Puzzles: UndeadZ is a pretty unspectacular game that tries to mash together two concepts without having either work especially well. The mouse controls feel a bit clunky for the puzzle portion, and the shooter portion is pretty boring and has very unresponsive controls. It was an interesting idea, but all in all it doesn't pay off.. configuration WASD to up,left,down,right arrows is not possible :(Hippy hoppity
There's no more antiquity

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