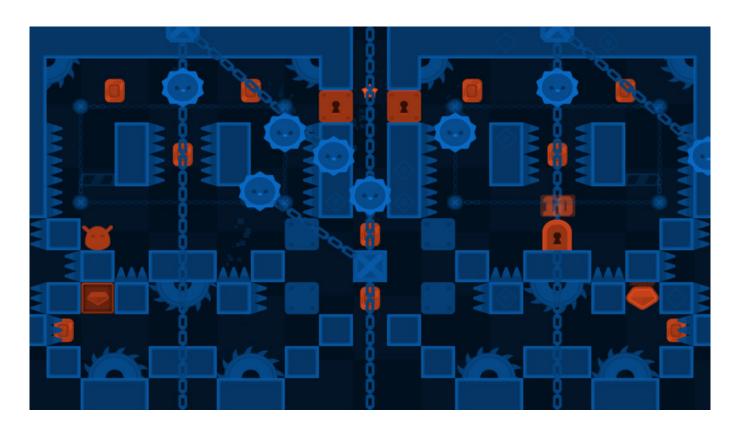JQ: Cosmos Download] [key]

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About This Game

JQ: cosmos - this is a quiz game about space.
In this game you are expected by questions on 3 subjects: planets, astronauts and constellations, and also 2 mini-games with endless gameplay: "What planet is bigger?"and "Which planet is closer to the sun?". Choose the correct answer among the 4 options offered to pass the next level.
Features:

- 50+ levels

- 3 main themes and 2 mini-games with endless gameplay

- Interesting soundtrack

- Steam Achievements

Credits: This game was created using Clickteam Fusion 2.5! Music by Erwarda Savitnaag.

Title: JQ: cosmos
Genre: Casual, Indie
Developer:
Snkl Studio
Publisher:
Snkl Studio
Franchise:
JQ
Release Date: 18 Apr, 2019

 b4d347fde0

Minimum:

OS: Windows 7

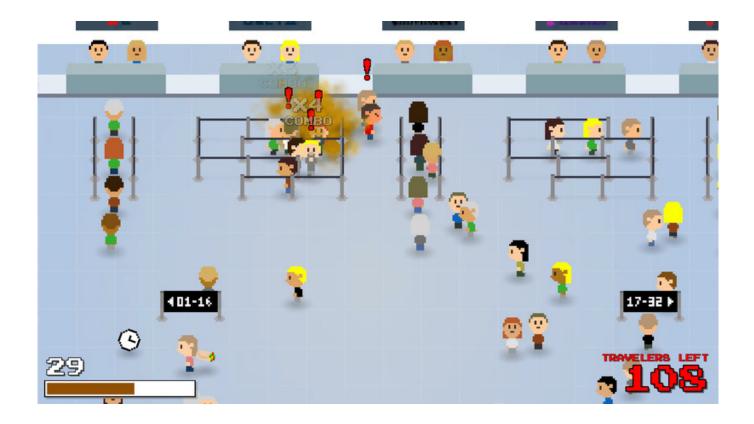**Processor:** 2.0 GHz CPU Dual Core

Memory: 1024 MB RAM

Graphics: 512 MB

DirectX: Version 9.0

Storage: 110 MB available space

English,Russian

Attacca		Niju	HP: 6774/7060	
Magia			MP: 76/76	
Difenditi		Neirus	HP: 4310/4310	
Oggetti			MP: 273/273	
Scappa		Kadla	HP: 7950/8040	
			MP: 66/66	

Controls are poorly optimised (right hand controller is actually the left hand). Entire text is in chinese but voice overs are English. There is no menu to change graphics and language settings (although I can't tell because everything is in Chinese).. the thing that is really annoying about RPG Maker MV and all its dlc is that fact that almost all of it is bs! all they are doing is giving you pictures instead of clothing generators. it would be nice to actually get parts to make new characters instead of pictures to add to the game. this and other dlc are basically a waste of money. Sound Shift gets too much hate, it might not be the best game, but at full price, it's only three dollars, and it goes on sale often, I think a lot of people miss the point of the game, being that it's something to do absentmindedly while zoning out to your music. I think it's worth the buy.

EDIT: did not get any form of special content for buying the game before it went Free2Play
I spent money on this not only for myself, but I had also bought it for a friend.
I am going to set this as a negative review until I get something, at least. setting a game as Free2Play is unfair to people who payed for the full price game.. This game is fascinating, charming, heartfelt, but also quite flawed. It is clear that a lot of love went into it, resulting in an earnest, yet imperfect piece unlike anything I've seen before.

It draws strong inspiration from Yume Nikki, but does its own thing instead of being a fangame, and I applaud that. It's got the atmosphere, the droning music, the focus on exploration and the surrealism, but has surprisingly original mechanics, tones down on the horror and cranks up the cuteness.

The first things that set this game apart from the one it takes inspiration from are the clear objective and the concise Adventure-esque puzzles. You're presented with a door that requires a key, and need to find said key. The puzzles are half reasonable, and half riddled with that darn moon logic I detest so much in adventure games. I eventually got to that state of rubbing everything against everything else hoping something works, which adventure game fans will probably relate to.

Instead of being top-down or a platformer, this game has a lateral view but without jumps. Basically, that means that movement is restricted to a single axis, which makes it a lot less fun to explore in my opinion, but maybe it's just me. The only other way of exploring is through this game's core mechanic: Graham, the phone.

The phone is a very fascinating feature in this game. Basically, you type any six digit string, and it teleports you somewhere. Every possible number sends you to a different room, and if my calculations are correct, that's about 2,985,984 possibilities. Some of these rooms are uniquely designed for a specific purpose, but most of them are randomly generated.

The existance of randomly generated rooms in an adventure game would be curious by itself, but an adventure game where they comprise the majority of the content is absolutely fascinating, and the developer managed to make it work... for the most part. Every room has a "theme" like a haunted house, a forest, a basement, or something like that, and the objects that may appear in a room, as well as the music, depend on that theme.

Trying random phone numbers to see where they take you is very fun and exciting early on, and it's a delight to find something awesome and new as you do so. However, by the end of the game (that is, by the time you have nearly everything figured out) the repetitive nature of the random map generator becomes increasingly evident, and if you forgot to bookmark a place with a needed object, it might take a while to find another place that contains it. The game eventually devolves into a tedious session of trying random numbers until you find the object you need in the preview screen, or you give up and try to walk in a single direction from a random number. You know what would help? If we could bookmark numbers from the room we're at instead of only being able to do so from the nexus screen, or if we had a log of recently visited numbers.

You know what would help even further? If we didn't "glitch out" every five nanoseconds trying to look for things. See, this really got on my nerves. Why does "glitching out" kick us back to the title screen instead of the nexus? Heck, why is that mechanic even in the game? Maybe it is necessary for a puzzle I never got to, but I digress.

As for story, this game doesn't seem to have an overarching plot. Instead, there are countless endearing "mini-stories" you uncover as you solve puzzles and help NPCs, which can be cute, scary, sad, or hilariously awkward (if you played the game, you know the one). These made me really happy, in spite of their simplicity, and I had a chuckle or two, but they're never really deep and intriguing. That is, unless they're supposed to be metaphorical and my unrefined brain misunderstood.

So, to wrap this up, this game is kind of a mixed bag. There are many good things and bad things, and while they seem rather evenly mixed, I think the good outweighs the bad. For all its flaws, Strange Telephone is adorable, original and interesting, and you can do a lot worse than it for its low asking price.. I can't play local and I bought the VR and PC version, please help because I'm getting♥♥♥♥♥♥♥♥because you stole my money.. I'm a fan of simple platformers and this definitely fits the bill. The one thing I really look for is either a smooth and beautiful style or a particularly well balanced challenge. This game definitely fits the first criteria. The challenge isn't too great though.

The platforming is smooth and the puzzles are all pretty simple. It utilizes the duplication mechanic very well, but still feels more like a simple app for tablets than a full PC game.

If you like the style and the duplication mechanic in games then definitely pick this up.
If you are unsure then I say grab it, just wait for a sale.

cool game!!!. A pixel art slasher draped in neon. As someone who liked the melee stuff in Hotline Miami this game takes that and does better. Very cool atmosphere and and frenetic katana combat.
 It's good, buy it. . 4 Words: DON'T BUY THIS GAME.
Only if you're a Achievement-Hunter or a rich man...
For the first one: Press TAB after the game started and after that
press 1 to kill all enemys in the area. Press 2 to kill the boss instant.

This game is horrible, second worst game I've ever played. The controls
are bad and inaccurate. The graphics are bad, a little bit like a cheap
cartoon. Why the hell do we have to slice vegetables like onions,
cucumbers or tomatoes?! But the worst thing are the terrible sounds.... GARBAGE WORST GAME IVE EVER PLAYED
RATHER PLAY FORNIGHTE FOR A YEAR!!!!!!!!!!!!!!!!!!!!!!!. Wow... I really enjoyed playing to this game. Great
atmosphere, dark story with a lot of humour, music, ambience, characters, places,... all is perfect.
Maybe a little negative point to the difficulty... some puzzles are to easy and... 'Dannazione', Jack told you were you maybe have
to go for the next step. Ok, I follow his intuition... ;)

Hoping that 'Face Noir 2' will be realesed soon.... Graphics are so good that it only runs 25fps on my 1070.

10/10. Bought it for a laugh, took me around 20 minutes to do. It is an educational game in a sense. I don't know why but it was slightly enjoyable 20 minute experinece, it's a diffrent type of gameplay experience from the games that come out these days. In saying that I am not sure if it is worth buying, it does fell diffrent to most games that have come out recently but is that a good thing? Sometimes trying a diffrent approach to others can end up being bad in the end. You must also remember this is not NASA's first attempt at trying to create an educational game. Their first project Moonbase Alpha was a free to play game and I'm guessing it was a test to see the appeal of Space Simulation games. Due to the amount of downloads I assume their went ahead with the Starlite game. What they have to remeber is Moonbase Alpha was free, Starlight is a paid game and they should have considered that. Although Starlite does try diffrent things to moonbase. Even thought it is short every task is diffrent to the last and that's nice considering how repetetive Moonbase Alpha was, so atleast they tried to change up the gameplay this time. I'm on the fence about this, but I am going to reccomend it, as long as you know what you are paying for here.. Good paintjobs.
To be honest, Painkiller: Resurrection is more like a "decline" than a "resurrection" of the franchise.

On the surface it looks really similar to its predecessors but after playing the first level you realise how Homegrown Games Studios got it all wrong.

PROS:
+same good old action, gore and physics
+3 endings
+comic book style cutscenes

CONS:
-long loading time
-only 6 levels
-inconsistent art design (low-res and missing textures)
-confusing level design
-unhelpful objective marker
-bad story and predictable plot twist
-horrendous french dubbing
-only 6 weapons
-same old enemies

Overall, Painkiller: Resurrection is nothing but a total let down. Since People Can Fly Studios lost the rights to the franchise, the franchise has sunk deep into hell.

https:\/\/www.youtube.com\/watch?v=Z8q7KxDxVp8

Rating:

[4.0 \/ 10. I got finnaly dragon lore and kneif T.T](#)