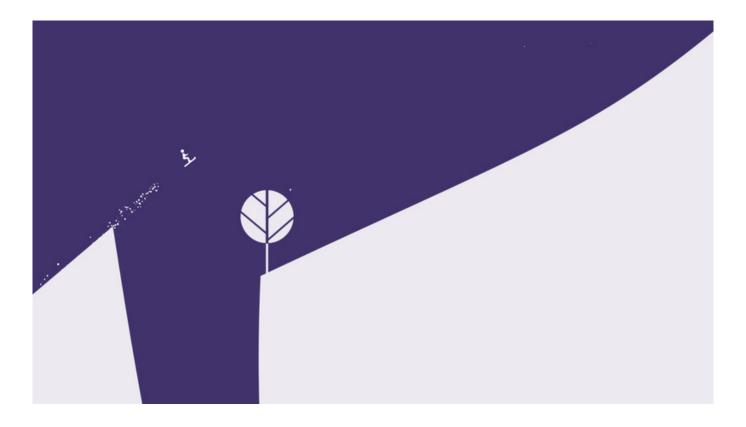
City Quest Xforce



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About This Game

Welcome back the past with City Quest, a powerful love letter to the adventure games of yesteryear. Follow a simple farmer boy as he tries to make a name for himself in the big city. Players can enjoy four storylines - Hobo, Mafia, Politician, and Lady of the Night, each with their own unique cast of misfits to help you along the way (as well as several different endings for each). Packed with often offensive and always absurd humor, this game will tickle the funnybone and anger the gods.

Key Features

- Four storylines (Mafia, Politician, Hobo, Lady of the Night)
- 13 Districts
- 150+ Beautiful "High Resolution" Scenes
- 100+ NPCs to guide, distract, help, and occasionally kill you
- Minigames and puzzles to stump and frustrate you
- Dozens of brutal and hilarious deaths

Title: City Quest

Genre: Adventure, Indie

Developer:

Stone Monkey Studios

Publisher:

Stone Monkey Studios Release Date: 20 Aug, 2015

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Minimum:

OS: Microsoft® Windows® 2000/XP 32-bit

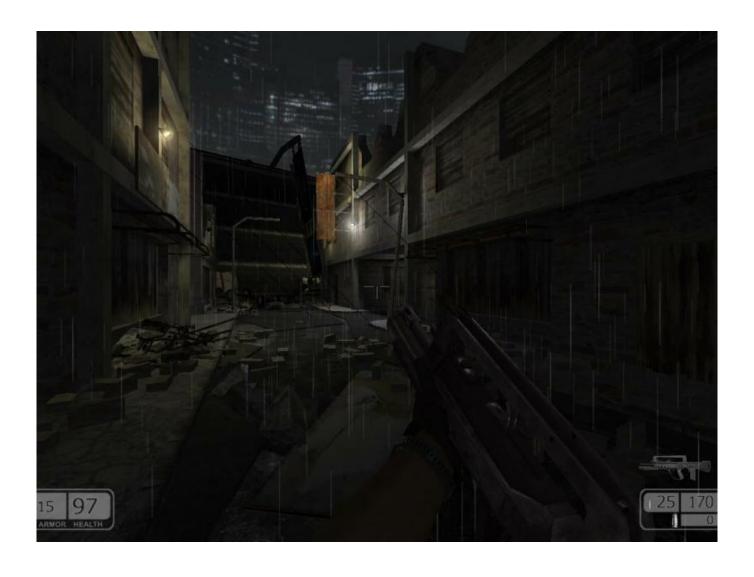
Processor: Intel Core 2 Duo 2.4GHz or Equivalent

Memory: 256 MB RAM

DirectX: Version 9.0c

Storage: 600 MB available space

English







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Super Dank Tracks. Get the same melting image syndrome that guitar hero gives. Slightly difficult, which just adds to the enjoyment really. Made me giggle with joy.. Fun, simple, effective game. Playing with my six year old kid ahead of a trip to Disneyland Paris and he loves it... honestly, seeing him enjoying learning like this is just a beautiful thing:) The language content is great and it gives good feedback. The UI is bit clunky because of the mobile origin but it's a minor setback, and it was a pretty cheap buy so yeah, overall I'm well pleased:). It was an overall positive game, and I say this after finishing, and with a 100% no less. However, it only has such a high rating because Npcs throughout the whole game ask people to review and they obviously thought it would get them some reward.

That said, at least in the Mac version, the game crashes quite often when you do certain things, so until you get used to saving often (which the game often explicitly reminds you to do as only such a meta game could do) you'll probably lose a few minutes\hours of play. That's pretty bad, and it's probably never gonna be fixed, so be warned.. No tutorial, no settings. Nothing. Don't even know what I am supposed to do. There is just this annoying music playing in the background.. I wish it was a little longer and I wish there storyline was fleshed out a little more but for what it's worth, I had a lot of with it.. Got to knock my friend to his doom multiple times. Would do again.. I need the server back!. Why oh why did Telltale have to go bankrupt?! :(My heart literally broke as I found the news out while finishing The Wolf Among Us! I played The Walking Dead first and loved it but this is on another level. The story is so intriguing and the mix of fairy tales, noir and crime makes it so interesting! They definitely leave the game open to sequel but I guess that will never happen... unless another developer buys it out? Let's hope so!. You move your character twice and the game freezes. You can only ALTF4 the tutorial. What is this mess? Don't buy this garbage.. awesome game with interesting charicters, usuly i like to play the aliens or bad team in games like this but i much perfered to play the humans

definaly would avdvis people should play this and only bad thing about the game is that their isnt more to play !!!

It's okay. I've only played a few minutes and I can already tell it'll get boring. Great graphics though. Good for when you have nothing to do. Recommended for if you have tons of time on your hands and have nothing better to do.. Even with the amount of financial concepts/theories/applications that this series explained correctly, I regretably say that the less finance and economics you know, the more you will enjoy this story. While this episode models itself on the actual history of US financial depression in 2007, it still suffers from unrealistic financial scenarios, especially when it departs from real world history to go into its own plot. I was not satisfied with one of its major dramatic turning point of the story, nor the weak ending for that matter.

Otherwise, on a technical front this VN has come a long way since episode 1. Although there is still no voice acting, the music, art, system have come a long way. Overall, I give a weak recommendation to this series.

6.5/10. More of a tactical puzzle game than a roguelike*. The puzzles are challenging and interesting, first to understand, and then to solve. That gameplay is perfectly crafted, and what makes it shine is the setting. Hyperrogue puts you in the middle of a bizarre, truly unique world.

People seem to find it fashionable to drop the phrase "non-Euclidean" in order to give a Lovecraftian vibe of otherworldly, incomprehensible mystery to their video games or novels. HyperRogue is the first instance I've seen where it actually applies in more than that buzzword sense, and in a way that meaningfully changes the game from what it would be in a more traditional, orthographic view. It's hard to explain, but if you watch a video of the gameplay, you'll immediately see what I mean.

Each world in HyperRogue is a self-contained set of specific, logical changes to the universe's rules. They are unique from one another and they all require different strategies and tactics. Enemies and random placement of treasure complicate these rules and make the game feel less like something you can solve in a mathematical sense and more like an organic game, though strictly speaking, there is always a Correct move. Planning ahead is the only way you'll make it past the first few worlds; if you don't understand what you're doing, or if you move without purpose, you will quickly find yourself in a hopeless scenario.

I really, really love this game. It's only flaws are the immediacy with which it throws you into the game, with very little in the way of help or advice, though I imagine that's intentional and part of the charm.

If you're in the market for a quick pick-up-and-play game with a great deal of depth, this is the game for you. Please purchase it!

*You'll excuse a bit of pedantry that I find myself putting out more and more often as the "roguelike" moniker takes hold in every steam game's tags. The "rogue" in the title and description of this game is deceptive. There are no RPG elements, combat, or real progression (gear, etc) in this game. Randomly generated worlds and permadeath are a part, not the whole, of the genre.. Pros -

Intresting Idea

Graphics are not bad

Cons -

Rubbish Controls

This is set in the England and we don't have that many crossroads

Every Traffic Light is red so it gets boring

Gets boring quickly

Nice Selection of cars but needs things like taxi stickers and minivans and modern city cabs...

I know this is an early access games so I like the idea but some Improvements will make it 10x better...

Graphics
REAL LIFE
Really Good <----Good
Okayy
Potato

Controls
BIEN
Good
Okay
Bad
Really Bad <
PC Power
NASA PC
Top Spec
Mid Range
Low end PC <
Potato
Toaster
Microwave
Microwave
Difficulty
GOD
Pro
Average
N00b <
ur grandma can play this
and granded and grand the same
Price
Bill Gates Cannot afford this
Expensive - wait for a sale
Over Priced For what it is <
Normal Fair Price
Cheap AF
1
lol

Minecraft Graphics

. This is a good addition to the Desktop Dungeon: table top rogue like genre.

It has really nice graphics and sound for this type of game (Torchlight people worked on this?)

The monster skills and attributes are really good, it shows they put some thought into this game.

It is on the short side, but does have an "endless mode". I would love to see additional content from the creators, to include much larger levels which I believe are currently 5×5 tiles at max. How about experimenting with larger floors?

The price point 10\$ is fair for fans of this type of game, but may put off new comers.. During sale price is fine, just wait for one. Small map, 2 achievements, played like 1-2hours no hurry.

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