
DwarfCorp Activation.rar



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About This Game

DwarfCorp is a procedurally generated, open source fantasy real-time strategy game in which you lead a colony of ruthless capitalist Dwarves to discover new lands, and exploit them for profit!

Dig deep into the earth to discover rare gems and ores, and send them back to the motherland in a balloon or ship. Defend your colony with walls, traps, and mercenaries. Promote your employees for their good work, or give them a slap if they get sloppy. Meet Elves, Goblins, Mole Men, Demons and more! Design your company logo and color scheme, and watch your company grow.

Title: DwarfCorp
Genre: Indie, Simulation, Strategy
Developer:
Completely Fair Games LLC
Publisher:
Completely Fair Games LLC
Release Date: 1 Feb, 2019

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Minimum:

OS: Windows XP

Processor: i5

Memory: 2 GB RAM

Graphics: Direct X 9 Compatible Video Card

DirectX: Version 9.0

Storage: 200 MB available space

Sound Card: Not Required

English







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Good for what it is, but disappointing in that it doesn't include all add-ons packs--Civil War and Ant Man DLC must still be purchased separately.. I am at a loss of words for this game, but I assure you it is worth the time and money. With any game there are pros and cons and, in my opinion, the pros outweigh the cons by a long shot. Some obvious pros would be the graphics, the immense selection of bachelors and bachelorettes, along with the casual and fun play style that I immediately fell in love with (even with the overload of quests). Even the music and sound effects I couldn't help but enjoy. From someone who ends up muting the majority of the games they play, that is a step in the right direction.

Now, the only real cons I have with the game are things with the story that I am sure they will add on to in time (They are making a DLC as well). They are even adding some dialogue and more "personality" to some of the other bachelor(ette)s that they seemed to ignore originally to flesh out the game. They are putting a lot of time and effort into this game and I enjoy seeing it improve. They are also taking into consideration what their audience would like to see (Children and even minor changes in the story are just some examples). Over all, this game is really fleshed out like it is and I enjoy coming back to it and even creating new save files to play it all again. There is so much to do and so much to enjoy.. Ive had Vive fo couple years this is the perfect game for it. AMAZING. Expensive, realistic and fantastic! Our memorial bus which named Ikarus is finally here!.

Graphics:]===

- Potato.
- Really bad.
- Bad, but playable.
- OK.
- Good.
- Beautiful.
- Insane.

===[Price/quality:]===

- Free game.
- Don't buy this game.
- Refund it if you don't enjoy it.
- Wait for sale.
- Worth your money.
- Definitely worth the full price.

===[Requirments:]===

- 90's PC.
- Minimum.
- Medium.
- High specs
- 5k PC.

===[Difficulty:]===

- No IQ needed.
- Easy to learn / Hard to master.
- Average (Depends on the difficulty set).
- Very hard.
- Not recommended to beginners.
- Dark Souls.
- Only the best of the best can complete this game.

===[Story:] ===

- Only gameplay, doesn't include a story.
- There is a story, but most of the game is focused on gameplay.

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- Still better than Twilight.
 - Average.
 - Decent.
 - Amazing
 - Fantastic!

====[Overall personal scoring:]====

- 0 - 2 : Terrible, not recommended.
- 3 - 4 : Meh, only if bored.
- 5 - 6 : Average, Interesting to play.
- 7 - 8 : Above average, Recommended.
- 8 - 9 : Fun to play, Amazing.
- 10 : Complete Masterpiece!

====[Game's genre:]====

- Action
- Adventure
- Action-Adventure
- RPG (role-playing game).
- Simulaton
- Strategy
- Sports
- Fighting.
- Survival.
- First Person Shooter (FPS)
- MOBA
- Trivia.
- Puzzle
- Open World
- Horror

Ok so what in the F@#K is this game?. I assume this is a type of "saw" thing where its you or the other guy, you play cards to determine the punishment. The other player can either protect themself with something higher (and same suit) it will save them or they can take it to their face. The punishments are pretty brutal and funny to watch (if you are light hearted do not buy) but overall, this game took me (and a friend) a little bit to understand the rules but it is quite simple. I do not recommend this game because it is only fun for 2 friends that are bored out of their minds and wanted to play something, I don't know what the original price is but you have to buy it on sale. 3.5-10. NOTE: I only recommend this game as amusing distraction. The SSI games Great Naval Battles and Fighting Steel made in the late 90's were head and shoulders above this game in a historical context. That said, this is an enjoyable naval combat game, if you can look beyond having unlimited ammuntion, unlimited torpedo reloads, unlimited fuel, or having 20 ships of any type in your fleet even if they are all Hood or Bismark class ships. Oh and you can have them at any time point in the war as long as you have enough xp to open up their build option. (I did enjoy having 4 Shokaku class CV's in my fleet, but perhaps some limitation is needed?)

There are some glaring issues, like carrier aircraft that attack just as well at night, in the rain, as they do on a sunny day and Subs that cannot dive below periscope depth. Attacking bases is over simplified as well, no costal defenses, no minefields, no defending aircraft, (unless a carrier is present) even at the biggest bases level 10.

It is actually funny when you realize your 32 knot cruiser is barely able to out pace your landing craft. Fastest landing craft I have ever seen.

All that said, this is still a fun game that will keep you entertained for for many hours. It would be much better if the devs would add different accuracy level options.

NOTE: Some of the early issues have been repaired, since I wrote this review. There is an option now for no night flying and subs can now dive deep. Bravo to the Devs that keep improving this game.

This basically plays like a decent, simplified 3D Sonic game. No light speed dash though.

Some cool ideas with the power-ups but pretty bland as a whole, and not very challenging; I could see a younger audience liking it.

Pinky has the hots for Pac-Man in this continuity, but that just sounds like a logistics headache. Like if he eats her out, does she just disappear or what -- I wish the game could have shed some light on the issue.. what a waste of money full of lies get space engineers much better game. A cute, well-polished game. Takes 1.5-2 hours to complete. Not much content, but the quality is very high. It's a work of art; The type of experience I like to support. There's a demo, so you have no excuse to not try it.

The puzzles are easy. So, not very taxing, but it's fun to watch things play out. The gist of it is this: you move lightbugs around to activate things. The character moves on his own. You just remove the obstructions. It's just fun and a joy to be in this tiny world. It's like a diorama that surrounds you. Because there's stuff behind you, I did have some trouble with tracking (I don't have 3 sensors), but I worked around it by always having a side visible.

I was a little turned off by the baby babble of the main character, but the charm of this world won me over. Also, at first, I didn't realize you need to watch the lightbug to advance to the next level. Great game. Hope to see more.. This game is a piece of junk. You get nothing but a black screen. Avoid.

0V10

Turns out the black screen gets you to the start. Terrible start. Next thing is controls don't work. Can't to on the torch and then managed to jump into a wall and get stuck.

Game actually deserves a minus rating.. Totally worth its full price. I was skeptic about it and finally gave it a chance when it went on sale. Though it's understandable why we're hesitant to buy into a lot of games lately, we need to support developers like these more.. It's nice that a game has built in breaks. When one of the captains start talking, I know I have enough time to go make a cup of tea, mow the lawn, run some errands, and work my 10 hour shift before they'll be done. This makes dying unfairly to them due to their prompts being sometimes only a quarter of a second long extra pleasurable, because I know that I'll be given extra time to do more things besides playing the game.

I'm only 11 hours in as of writing this review, but it seems the nemesis system has almost no impact on the story, aside from someone you've fought before occasionally showing up. Is it too much to ask for the biggest element in the game to be the focus? I spend all my time walking from one main quest to another. The story is about as basic as it gets, so I don't know why a developer would make you spend any more time on it than you have to.

edit: I reached the point where you fight a crowd of enemies while a drake breathes fire on you from above. Nothing about this is fun. I'm getting stuck like a pincushion by the spear-throwers (whose aim are ungodly accurate), getting my attacks denied by all the berserkers and olog-hai, and then any time I begin an execution move a red ring surrounds me just to emphasize that even when I'm doing well I'm not allowed to win.. So usually, i don't write reviews but considering this is one of the best VNs i've played and it doesn't look like it got that much attention, i really felt the need to.

First of all, this first episode (which i hope there will be more of) of Grand Kokoro has the perfect length. The story is paced really well and the 5 hours passed very quick. This game doesn't have many choices and none of them are affecting the progression - which is great because i really grew tired of these VNs making you brute force all possible paths for tens of hours to finally get the "real" ending.

That being said, i completed this episode in one session because the story was really engaging. Grand Kokoro tells a story about friendship, love and trust, along with metal illness and the "bigger plot" going on. It's a mix of great, wholesome and sometimes funny moments, as well as the dark ones which - not only once - managed to make me shed way too many tears.

Some characters are a bit on the stereotype-y side but never to the point where it gets annoying and luckily these traits mostly are getting dropped as the story progresses. Most characters are really well written, the dialouges feel like actual people talking and their motivations are understandable. The protagonist - Elijah Grand - was very relatable to me on a personal level and i was always feeling what he felt (hence the tears).

The VN-framework Seram Studios have used has a lot of flaws - for instance you cannot enable fullscreen, if you resize the window, the texts and controls are buggy. This was only a minor inconvenience for me, because i played it via Steam Link (which basically scales the window's content to the tv's resolution). Otherwise you would have to find a way to scale the VN to fullscreen without affecting the actual window's size - i wouldnt know which software you could achieve that with.

Given the price and the length, there are few reasons to not play/read Grand Kokoro, if you are remotely into (BL) visual novels

One of the perfectly valid reasons to not read it is that the VN is everything but light-hearted and some its themes may trigger you - please read the developer's description if you have known triggers.

I absolutely loved Grand Kokro (Ep. 1) and all that's left for me now is waiting and hoping for the second episode.. I bought DROD on GOG a long time ago, I have played Journey to Rooted Hold for about 4 or 5 hours, not much really, but this is one of the finest puzzle games I have ever played, it's as good as Portal, except honestly this game makes Portal kind of look like a Chump. It's a lot smarter than Portal, the interactions are more complex, and fiendishly difficult. Portal 2 lasts about 8 hours, 8 hours of pure fun, but Journey To Rooted Hold is more like 100 hours. If you find this game in a sale you can easily walk away with the base game Gunthro, for \$2.75, and then pick up King Dungan's Dungeon, Journey to Rooted Hold, and The City Beneath, for bloody.... \$2.75. DO YOU HAVE ANY IDEA HOW MUCH WIN THAT IS?!?! I'll do the calculations for you. 300 % 2.75, 109.090909090909 hours of gameplay, for every dollar you spend. Forgo your bagel, buy the best puzzle game series in existence. Sell your Physical Copy of The Witness on PS4, to buy all of the Smitemaster's Selections. Buy The Second Sky and get crushed so hard into the ground you become a fine powder, and respect that one day this game hopes you are capable of playing it.. Fun game. Quite short once you get used to the mechanics and could use more content but well worth the price,.. fail game; dont buy it!

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