
Dear Leader Ativador Download [addons]



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About This Game

Your glorious regime is under attack!

Will you sit idly and eat burgers while the foreign invasion destroys your legacy? Or will you take the matter into your own hands, and deal with the invaders yourself?

Dear Leader is an Action Run and Gun game, where you control Kim Jong Un, Pulgosauri the communist kaiju monster, and the Supreme Leader's secondary form.

Key features

- 6 Levels
- 6 Different weapons
- 3 Playable Characters
- 2 Difficulty Levels, Easy and Normal

- Partial Gamepad Support

- 6 Languages.

Title: Dear Leader
Genre: Action, Indie
Developer:
Pleizter Games
Publisher:
Pleizter Games
Release Date: 20 Apr, 2018

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English,German,Portuguese,Russian,Simplified Chinese







Remastered version of the first ND game. It was...surprisingly...short. It was interesting, It's not my favorite game in the series, but for someone just starting out with ND games, it's a nice introduction to the series. It only took me 3 1/2 hours to beat this one, so as I said, short. Aside from that though, there's nothing particularly wrong with the game. Just expect others in the series to be longer and a little more complicated.. This drifting game when i started i was an trash bag, but then when i got used to it * 1 minute * it was really easy and fun i recommend this game you car lovers. This game feels a lot like Bomberman 64 and that's a good thing! It works with the keyboard fine but a controller in this instance is much recommended.. If you want to pay 4\20ac for a mobile game, go ahead.. The gameplay itself is so poor and you have every vehicle in the game unlocked from the beginning, so where is the fun of playing it?. this game is really just a joke the graphics are awful the story is abismal no personality and in my opinion a waste of money. The game kept surprising me with new mechanics as I progressed, the variety in the level design is really cool.

If you enjoy challengig Shmups I definitely recommend it!. Good action\platformer. Music makes for some real cool atmosphere and it's pretty challenging in parts. Only takes a few hours to finish, worth checking out.

Supposedly Wonderful Future packs a heck of a punch story wise. It has various different moral dilemmas you must take part in and choose between different ways to solve them. There are no right or wrong choices, no way to fail the task, just a lot of grey area in which to see what you think about certain issues. The basic story is that you are given the chance to time travel to the future to take part in five experiments, upon the completion of which you can choose to stay there or go back to your time. The future world is very well thought out. You get to access news articles about a multitude of current events for 2048. They were my favorite part actually. The articles give you a good idea how things have changed over the last thirty years and are an interesting read. The responses you get to pick from range from polite, rude, angry, etc. You never are forced to agree with the people you speak with. While I won't spoil the ending I will say I guessed it in the first hour of the game. I still enjoyed the rest of the journey though. I do wish you got to see more of an ending as what we are given is rather abrupt.

The graphics are not going to wow anyone but then again this is really a visual novel and when looked at that way it is above most visual novels for graphical fidelity. There is no voice acting but I don't see that as a downside as I would rather no voice acting than poor voice acting. The soundtrack was decent, not wowing but not annoying either. The gameplay is part what you would expect of a visual novel in picking conversation choices to advance the story but there are some light point and click elements as well. I would still classify it as a visual novel.

I played the game on Linux. It didn't crash on me even once. The game ran at 144fps the whole time. The game supported manual saves and gives you 100 save slots to use which is more than enough. I did have two issues in that Steam achievements didn't work for me and Alt-Tab didn't work. I beat the game in just over 4 hours. I paid \$2.87 CAD for the game but would say it is easily worth \$20. The game uses the Unity engine and had an install size of 1218MB.

If you enjoy visual novels or scifi stories I would easily recommend it. It has a fantastic story that makes you think and is a good example of what the genre can produce.

My Score: 9/10

My System:

AMD Ryzen 5 2600X | 16GB DDR4-3000 CL15 | MSI RX 580 8GB Gaming X | Mesa 18.3.3 | Manjaro Mate | Kernel 4.20.11-1-MANJARO. If you are into video games (arcade time) then this documentation is a must see. Really great and well done!. Bought this on sale for fiddy cents.

Still worth it. No glitches, runs fine, easy to hop in and play.

It's very simple, just shoot the bugs and monsters. I hope that if enough people buy this game, the guy/people who made this game will make another like it.

It's a game worth supporting and trying out at the price tag. It's a simple side scrolling shooty arcade game. Go for it.

Also, it has more story than Destiny.. Nice skin; if you really want to update your APS' look get this. good game . Lol. Decisions need to be made here: was this an intentionally or unintentionally bad game? I am leaning in the intentionally bad direction with this one. It's essentially a walking simulator with ridiculous attempts at jump scares (creepy mannequins moving around, random camera jumps to basically mundane items like a piano or a bookshelf, shadowy creatures, and so on). The story itself was 100% predictable, lol. The graphics themselves are fairly typical of Unity engine games. Nothing of note good or bad.

You don't actually click on anything. Events are unlocked mostly by question marks that you walk into., which then trigger whatever may or may not happen next lol. The dialogue is obviously ridiculous.

The music however was pretty cool such as it is.

Also, there are trading cards, and at the time of this review, they are shockingly selling for 20+ cents a piece.

hmm...do I rate this as a positive or a negative.

I'm going with a real rating of 2 out of 10, but an intentionally bad rating of 6.5 out of 10. That averages out to what, 4.25? That settles it. Thumbs down. However, for a buck, I'd still recommend buying it just for `\u2665\u2665\u2665\u2665\u2665` and

giggles. So, thumbs up?

btw...this game has multiplayer. LMAO!

btw, the confusion in this review fairly well sums up the game also. :). Short documentary about game developers. It feels a bit like a very long commercial, but there are some strong points to this product. The price is low enough to just give it a try, despite the very short length of the film. In addition, seeing how the Lumnocity people made their game is really cool as they have taken a sort of augmented reality approach. There are better documentaries out there about game development. I would only recommend this one if you are looking for a behind the scene look on the specific games mentioned in the film.. Too harsh management. Even if I play only with my friends, got banned from cheating. Just curious about how it is done. At least, they could allow playing with another account but they want me to buy again the game. Even if I want to buy again and play, I cannot like changing account every time. It's not a worldwide RPG game, its fun to play with friends only. So, whatever its your loss.. Could be Good in future

I do believe this game can become great and lead to a great success, but at its current state it is figity, and has not enough content to keep a person on entertained. It is very slow game and appears to be inspired by Papers, please. It lacks the fast past excitement of Papers, please. Papers, please is defined by its balance of managing family, food, and how fast and accurately you can process paper work. This game however has no time limit and is not required to process anything. You can sit there with paper work on your desk forever and with no reason to do it, I don't see the point in playing. There is no edge in this game.

At its current state I do not recommend buy it. I will decide my the status of this review as the builds progress.. I played the game back when it was released for the iphone, and i must say i really enjoyed the game so damn much, it may not have the best story line nor characters, but for a 9.99 game, it is indeed worth it; of course im a rpg fanboy since my very first game, and i must play every single rpg that comes out no matter the platform; when the game released for the pc i decided to play yet again, and i was happy when i discover that Microtransactions were removed or replaced actually.

I recommend this game a 100%, is just to kill time, it wont take long to finish nor master; way too easy to learn the mechanics; the rubix system is easy to manage, dont pay attention to the guys that says that is useless or bad designed, they probably didn't try other builds, when they realized you have to be careful with the jewels you want for your Chart.

Talking bout the music, well if you've been playing some Kemco games for a while, you already know that the music pretty much stays the same; same goes for dungeons, or well at least they have the same formula, but they are actually good.

the only con for the game are the quests, the quests are the same over and over, kill X monsters in X area, and that goes forever.

And of course THE GAME HAS GRINDING IN IT, IS A RPG for god sake ppl, if u keep listing grinding as a con, you clearly need to play other games jesus...

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