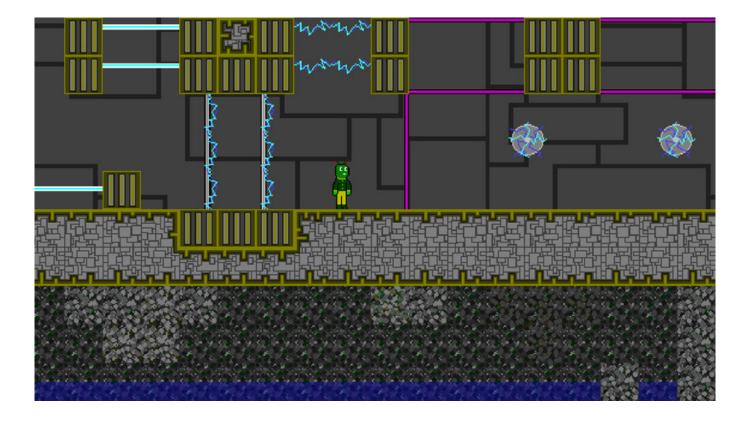
Flight Of The Icarus Download] [hack]



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About This Game

Flight of the Icarus is a game where you play as a privateer who owns an airship that helps ferry goods from town to town in a post-apocalyptic world where the skies are dominated by pirates and danger. Shoot down enemy aeroplanes with a variety of deadly weaponry. Keep the ship from falling out the sky. Make sure the cargo reaches its destination. Made by 4 people in 6 months, Flight of the Icarus is the humble beginnings of the premier airship-to-airship combat game Guns of Icarus Online.

Key features:

- Unlock the Fallen Hero Cap in Guns of Icarus Online when you purchase this game!
- Frantic blend of turret shooting from the deck of your airship, with repair time management mechanics to keep the ship afloat
- 18 Epic Levels & 8 Powerful Guns
- 4 Enemy Types (Duster, Gunship, and Pirate Ace aeroplanes, and Airship)
- Extra 'Into the Breach' Survival Mode

• Time of Day & Weather Effects

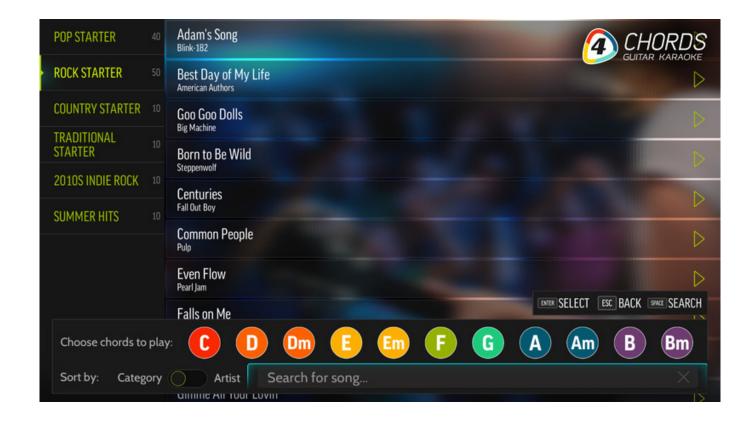
Title: Flight of the Icarus Genre: Action, Indie

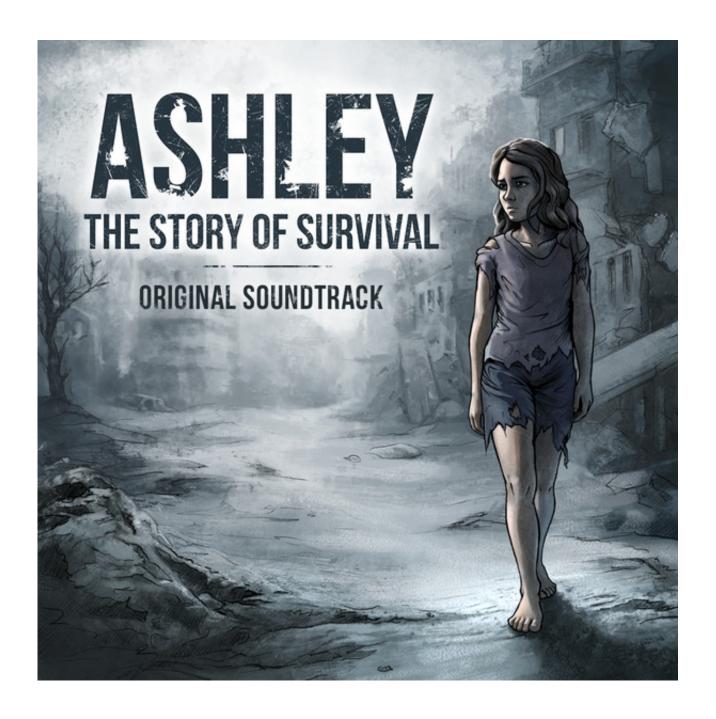
Developer: Muse Games Publisher: Muse Games

Release Date: 12 May, 2010

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English







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Waste of money. I lost 19,99 euros on this game. The controls are AWFUL! I need my money back. Why would they put a big price on an awful game like that????. Moero Chronicle is the second in a series of games (the first being Monster Monpiece), that deal with monster girls. As far as I can tell there are... minimal connections to the first game in this one, aside from there being monster girls and the method of capturing them/leveling them up involves... rubbing them in sensitive spots...

Your protagonist is a rather depressed young man named Io, who... well, is starting to have fantasies about girls... and is extremely worried about this. He doesn't want his best friend to think less of him, if she were to find out... and then because he hasn't done much of anything for the town, the elders decide to nominate him to be the one the village sends to check out this little problem of monster girls going crazy... basically, because they don't care if he returns or not.

And then he discovers that his "desire" can be used to help the monster girls break free and power their attacks...

Anyway, if this fits something you'd like to play... buy it.. As of now I cannot recomend this game. I will change it when i see fit but as of now there are only 3 levels, about an hour od gameplay. When the dev's add actual content to this great concep and visually appealing game that has so much potential, i will be 100% for it. Try the demo however, it is really fun and thats all you really get from purchasing... It feels like a demo.. I went into this game expecting it to be one of the worst games I have ever played and in that I was disappointed, I am a bit of a Masochist when it comes to games and I do seek out bad games as well as good ones.

The other user reviews on this game plus TB's "Why do I own" video made this one sound like that would be that bad it would make a great video. So when it came on sale for 1\u20ac I grabbed it.

The game is average. It does not do anything well but doesn't suck at anything to badly nether. It is what it is. If people really need tips on actually bad games they can feel free to drop be a line because this is not it.

Would I recommend this game? if it's on sale for a euro or two I guess why not but not at full price. but note it's just an average game with nothing that really stands out it doesn't do anything to wrong but nothing to right nether.

For those who want a hot tip on a game that far worse than this and to prove my point. Get "Dark Apes: The Fate of Devolution" Play that a while and this game will seem rather good :P. Its an interesting game but it needs a lot of work theres bugs/refinement needed everywhere.

1) Lots of just general bugs as follows: Branching quests can be easily bugged by attempting to satisfy both branches, example the Frozen Assets quest where you help the Union or the Corporation got bugged out and became incompletable because I chose to get the Kira girl the promotion after I had already agreed to kill the scabs for the Union side, which the third guy you need to convince requires you to apparently do 2 Union quest or 2 Corporate quests to finish the whole quest, but because I eventually killed the guy I could sort of complete but it never left my book as complete because the 3rd guy still wanted me to pick a team. Docking bays are buggy on bigger ships several times I had to redesign my ship to move the boarding ramp to a different side because my ship clipped over the ramps. Occasionally placed items on the ship will reorient themselves to block access to the hallway they are in (example gun panels for wings will move into the middle of the hallway for some reason) have to rebuild the ship to remove this issue. Some weird issues in docks where your quest pointers from the ship dont go away when you go to control the pilot so you see the ships quest pointer from the pilot side looks weird but doesnt interrupt gameplay. Weird loading bugs where it doesnt reset what you've done on quests, example I completed the mainquest but screwed up fight "The Ace" so I died and reloaded back, the ACE was still sending me crap talking insult messages and the main quest line had disappeared. Required that I had to restart a new game and just not screw that up to make it work.

2) Travel is a bit awful unless you use "F1" to mess with the time scale so your not traveling forever even when you use the super cruise function. Would be nice if the Super Cruise was faster to avoid the monotony of all the travel thru blank space and not require the prebuilt "Space Super Highways" to do the same thing.

Other than that they have a lot of interesting mechanics with building your ship and the combat is okay for this type of game as well (however being able to assign your own weapon groups instead of them only grouping together with other weapons of the same name would be preferable).

I cannot reccomend this game at its current phase in Early Access, I would only reccomend this game at release assuming the issues I mentioned above get fixed/resolved.

. Great game. very fun mechanics for combat. very similar to dark souls. lots of secrets to find.. Awful? Yes.. for some reason i cannot launch the game. whenever i press play it brings it up but says game balance loading or something like that. Absolutely amazing. This game is so much fun! I hope the devs extend this a bit more, because it could be so much better!

Good concept, good music, nice art.

Was a lack of controller support originally, but dev added it in fairly quickly!. Th15 15 4 v3ry 5h0r7 8u7 fun g4m3. It's easy to get going and a lot of fun, the kids enjoy playing it just as much as I do! You can tell that the developers have invested heavily in the look and feel as you can juggle with the bombs as well as rocks lying around and why not swing a pinetree to knock those last bricks down?!

Pure fun!. Not a bad little horror game for it's price! The damn werewolf is pretty scary and moves more as the game goes on. https:\/\www.youtube.com\/watch?v=oGp75z TrNE. Galimulator is a game where you don't really have to play actively as a player, instead you can watch the progress of multiple civilizations. Of course, there are several ways to influence the game actively.

For me personally, watching the game is the most fun. I can run the game on the side and see my Galaxy evolve. What bothers me personally is the UI of the game. It is missing any scaling and is very awkward to use and requires more practice than necessary.

So I can only recommend the game to people who like to do something else on the side.. hurls an anti tank grenade at you* HAIL TO THE REVOLUTION. Its a really awesome game one of my favourites but it should really be made multiplayer.. it loads then enter the map were i can play then nothing....

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