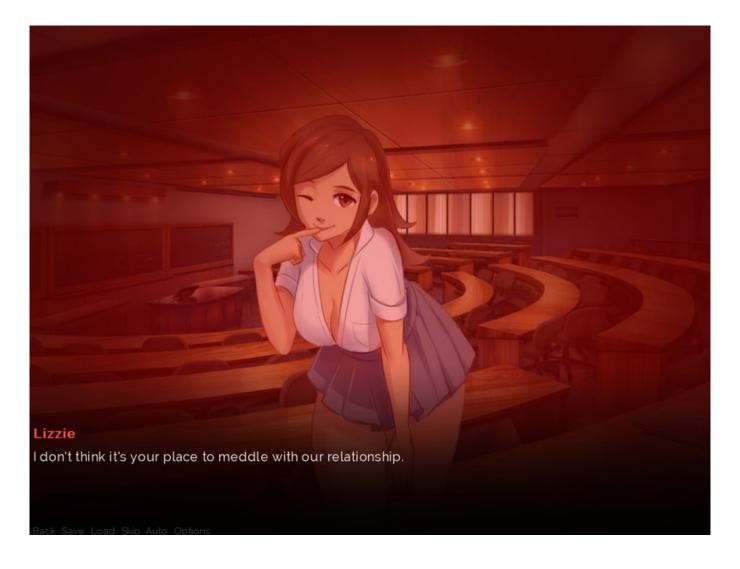
Hustle Cat - Soundtrack Usb Download



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About This Content

The Hustle Cat Soundtrack features 9 original tracks by Samm Neiland, a Karaoke version of the title song L U V, as well as commentary provided by the artist himself! All tracks are presented in high quality MP3 format.

Title: Hustle Cat - Soundtrack

Genre: Casual, Indie

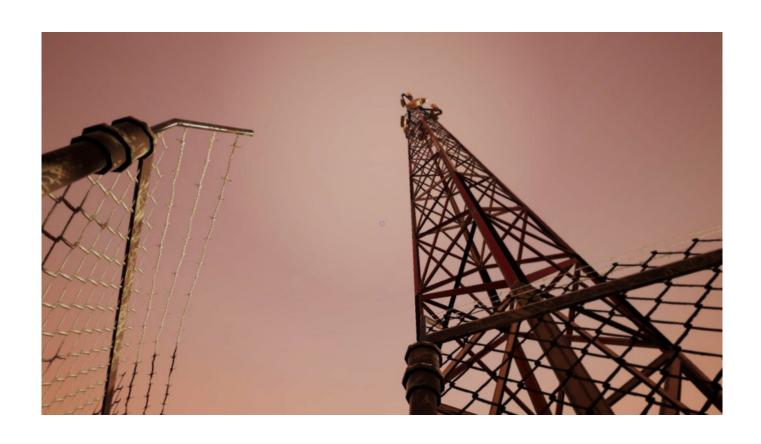
Developer: Date Nighto

Release Date: 15 Mar, 2016

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English







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I dont care about the negative reviews. I am enjoying it and i think its a decent game.

The only thing i want to mention that bothered me is the price, its a bit too high in my opinion.. Its a really fun game in all but to give it a challenge, put pc gamers with pc gamers and mobile gamers with mobile gamers.. Hovercraft racing with extra make it fun! If you dont believe me try the demo they have on there page!. I owned the half of the map with enough cash and I was broken because of the interesting luck.. I wish could rate this game under 0. Was good for a chuckle though.. I accedently bought the game and I need a REFUND!!!!. Adorable characters in a classic point-and-click. Putt-Putt might actually have some true heirs here.. great trash adventure! a few bugs, a lot of trash and all in all a great trash adventure! did i say trash? yeah trash but great! \u00b0_\u00b0. Pretty well done Stepmania\u00b0! -like rhytm game with amazing chiptune music (and great UX\u00b0_\u00b0 along with it). Right now the major downside is a lack of an editor\u00b0 composer for custom tracks, as the "standard" library is pretty limited, and I'm pretty sure the community would do wonders in this regard.

Some other minor nitpicks I noticed:

- The game doesn't remember the last song played when returning back to the song picker, and jumps back at the beginning of the list. This is not a big deal right now, but might become one when the library grows.
- The loading time of the song library is a little bit longer than I'd expect, which might, again, cause issues when Vif the library grows.

Challenging Retro Space Adventure

I really enjoy this game. It took me a moment to get the controls down, yet the developer has now added some in-game instructions, so that is great. Once I had the controls down I was off to find blue gems so I could travel to the next world and explore. I will say at first, before leveling up your character, the game is quite challenging. Especially if you go to a level 5 area right away. You will get killed. But then you will level up and get some cool special items.

All-in-all I really dig this cool, pixel art, space adventure game. The music and atmosphere is great. You can't beat this amount of content for \$2 - Give it a try!. Honestly this game appeared out of nowhere for me, I went to the store page, looked at the screenshots then I noticed "twin stick shooter", so I said "why not" and bought it. I do not regret my purchase, Demon crystals is a very fun top-down casual shooter. I highly recommend this game to anyone that like these kind of games, a must have for your library.

Gameplay is fairly simple, you have your WASD to move and LMB to shoot, sadly this is it. There's no dodging, weapon swapping, or any specials to cast. Which is why I labeled it as "casual". All you do is run around in a small-medium sized area shooting enemies and trying not to get hit. But there are a handful of weapon pickups that augment your gun that shoot in different patterns which is nice. There are also item pickups that give you special abilities. All of these are limited and don't last the entire stage.

You have 4 different characters you can choose from. They each have their own unique weapon that they use. The weapons look different, but they all shoot the same except in different colors.

There are 2 modes, arcade and survival. In arcade you move from stage to stage. To do so you have to complete challenges. How it is set up there are a number of hordes, within each horde you have to finish a specific objective in a given time limit. So far there are only two types of objectives, "defeat X amount of enemies" and "collect X amount of crystals". Survival mode is straightforward, you pick a stage, and fight off enemies until you lose all your health.

There is also local co-op, so you can have a fun time with friends and family.

One gripe I have with this game is the time limit in arcade mode. I honestly don't like time limits. After playing a bit of this mode, I really don't see a point in it. It would've been much better to defeat X number of hordes in a given stage without being timed, toss some in some super enemies within each horde, before we can move on.

The game is very fun, from a price to hours ratio, you will get your money's worth. I feel the game is farily priced for what it is and what it has.

I hope this review helps you decide whether to purchase this game or not.. There are tons of better lego games. This one, to me, was boring. It felt like in most levels there just weren't really any enemies. If you want a good lego game, go with Lego Starwars I or II, or Lego Marvel. Those are easily the best lego games.. I've got no idea why everyone here is saying bad things about VirtualHere. Yes the price is astoundingly high for a small thing but this was made by 1 guy who needs to make a living... Anyways this works PERFECTLY with my PS3 controller and joystick.

I explained my setup in a guide that you can find in the guide section for this software.

I've been playing Assassins Creed III from uplay (it's free right now) with my PS3 controller from my couch (steam link). This tool works but it's not very easy to work with unless you know what you're doing, it does not crash or anything and it works just fine with my joystick for FSX... I hope you guys read this and give this tool a better review instead of trashing it. Yes the price is crap but it WORKS. Oh and it works well for when I want to play PCSX2 games so I can play Kingdom Hearts II FM and MGS 3 from my living room.

Great piece of software but it took me some time to get it working just right, 7/10. Would've scored better if I didn't have to do so some digging and trial and error to get it to work just right but that's usually what it's like to use custom software or mods on PC.. This is my first game review on steam, so I'll try to be as articulate and fair as possible.

Positives: Immersive storyline, good character builds, fair amount of options, great art design. As far as the game itself go, for a visual novel its pretty good. Kept me intrigued as to what was happening next, and the accompanying music just added to the

atmosphere. Some chapters have also been improved along the way.

Negatives: Even though later the developer did apologize, I don't see why I had to pay full price for a game that was far from finished. I purchased it awhile ago, only to realize there was only one chapter. It was said that a new chapter would be released each month. Well, I've only played a handful of chapters, and its been well over a month since the last update was made. The developer should have promoted it as a very early access\alpha, and hired some testers to work out all the bugs. Then once all the chapters were created, then sell at full price. At least we're not being charged per chapter. The developer has removed negative comments before, so I hope he takes this as constructive feedback. In its current state, unfortunately I can't recommend it. However, it has so much potential, so I hope this will change in the future.. Thea 2: The Shattering is a 4x strategy game, of sorts, with turn-based combat presented as a card game. The game has lots of flavor text, events, and writing (the walls of text generally have "TLDR ME" options). Thematically, it is a fantasy\approalyptic story with lots of mythology (generally slavic), but it isn't afraid to throw in pop culture references and easter eggs throughout the myriads of events.

Do you need knowledge of mythology, slavic medieval life, or Thea 1 to enjoy this game? -NO

How hard is the game?

-There are lots of difficulty settings, save scumming is allowed, as is event editing. However, the game is merciless until you learn the different systems. My tip? Treat it like a 4x strategy rogue-like and enjoy your adventures.

Is this game better than Thea 1?

- -Depends who you ask. In my opinion, yes. Thea 2 has so much potential (though it may not have tapped in to all of it yet)
- -Early Access had a lot to offer, and the team behind it care about their game and community. You can expect more content and updates, if their track record is anything to go by.

Recommended?

- -Yes, for those that like strategy games, 4x, leveling up characters RPG-style, mythology.
- -No, for those that generally dislike rogue-likes. The game is more unforgiving than say Civ6 or Stellaris, in some ways. And you have to PLAY to unlock more and more starting perks. (Though, in my opinion, the start of this game is way more interesting and fun than a new Civ5V6, Stellaris, Eu4, etc, game). Awesome immersive software:). UPDATE 2* It's been four months since my last update, and I've not heard anything about the planned balance release. This is starting to look like abandonware, which makes me sad, because the game is so close to being super good! It just needs a little love around balancing and maybe some play difficulty settings, and then it'd be super awesome!

UPDATE One of the devs has told me that they are working on a balance update. Once that update hits, I really expect to change to a glowing recommendation!

Overall, I love the game. It's funny, wild, and fun. The sort of game you'd play at a party with friends.

Unfortunately, the game breaking balance issues make this difficult to recommend in its current form. Some of the levels (I'm looking at you Airport level) are too difficult for a casual group to feel any hope of succeeding at, leading to frustration, quitting, and disinterest in playing in the future.

This is sad, because I really do love everything else about this game.

In the end, I don't currently recommend this game, but you really must keep your eye on it! What would it take for me to change that to an unconditional high recommendation? Only one thing: implement difficulty levels so that casual party goers can enjoy progressing through the story without hitting a wall and giving up.

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