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## GundeadliGne Download For Pc



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### About This Game

Reload for more shooting action with GundeadliGne, the 2nd title in the Gundemonium Collection - this anime-style side-scroller brings the intensity of the 'bullet hell' shooter genre to Steam. Take your place as a mercenary and assist in the effort to prevent the annihilation of mankind by the demons of the underworld. Grab a friend, lock and load your guns - play online together in co-op mode! Choose from two player characters, and fight to unlock the third! Four levels of difficulty will make your experience an intense battle. As an added bonus, choose from 6 Matrix Masters with different abilities to help you along your way.

### Key features:

- 5 levels of bullet hell craziness
- Sweet old-school retro anime-style art
- Two playable characters and an unlockable third
- 6 Matrix Masters to choose from
- 2 unlockable mission modes
- 11 Steam achievements

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- Local two-player multiplayer mode
  - Steamworks two-player online multiplayer mode
  - Full online leaderboards
  - New arranged soundtrack by DM Ashura

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Title: GundeadliGne  
Genre: Action, Indie  
Developer:  
Platine Dispositif  
Publisher:  
Rockin' Android  
Release Date: 27 Sep, 2011

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English,French,Italian,German







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Note: this review is based on the GOG version.\*

Flawed but Fun: 3/5

For starters, a piece of important advice: **CHANGE YOUR MOUSE REPORT RATE.**

Many modern gaming mice report 500 to 1000 times per second, and this is too fast - motion will be jerky to nonexistent as information is dropped. I've heard reports of values as high as 250 working, but I set mine to 200 and minimum DPI, and that worked very nicely.

Visuals:

The game looks good - decent geometry and detailed textures prevent it from showing its age too much, and it's perfectly happy to do 1920x1200. Weapon effects look nice and are varied enough to distinguish at a glance. In a heavy firefight, you can lose sight of a distant target in all the flash, especially if you're throwing a torrent of glowing bolts from a Plasma Gatling - for me, this was a bonus, emphasizing the hectic nature of a crowded 3D battle. Enemies and allies are visually distinct, with each faction employing ships sharing their own unique style - and some of the ships look pretty cool!

Controls:

Gameplay is a mixed bag. The concept of free 3D motion in an environment that has a definite floor and ceiling (unlike open space) is rather neat (and provides an opportunity for interesting visuals), but the execution could have been better.

You have 5 degrees of freedom in movement, but unlike most space-based 5DOF games (such as DarkStar One), the dropped element is roll. You can yaw (you actually bank left and right, but automatically come back to upright when you stop turning), pitch, strafe horizontally or vertically, and accelerate/reverse. This arrangement guarantees that the seafloor stays on the floor, and the vertical strafe is tremendously useful in some situations . . . but it also creates one of the most irritating limitations of the system -- there is a fixed vertical axis through which you cannot pitch. If a target passes above or below you and you've been pitching up or down to track it, once you reach vertical you have to spin around to continue to track.

The other unpleasant limitation is that many missions have a very low (and invisible) ceiling. Thousands of meters of vertical space from which to launch surprise 3D flanking attacks, and you can't use it. It was a real joy to have that vertical freedom in the one mission that involves escorting a rising buoy, but normally the low ceiling limits your firing angles (really irritating when trying to hit small targets on top of several nasty enemies), traps you behind just-barely-too-high mountains (usually not a huge issue unless exploring outside the main mission area), and turns what could have been a game of true-3D tactics into something where battles and defenses are dominated by 2D positioning, more constrained than even a terrestrial flight sim.

Story/Acting:

The story is fairly typical fare, predictable but sufficient (if you can ignore the ridiculously bad science driving several plot elements). The writing is merely mediocre, although the monologues for the movies are over-long, overwrought, and underestimate the player's intelligence. The protagonist mostly re-hashes recent events in a slow near-monotone, offers some stultifyingly obvious "insights", then delivers a faux-philosophical wannabe-warrior-poet musing. Over time, this becomes less irritating, although I'm not sure whether it's due to getting used to it, or the writers running out of time and padding the speeches less heavily.

The voice acting, however, ranges from bad to terrible, with a healthy sprinkling of rage-inducingly painful. The most grating element is Lt. Bonham, with her whiny voice, strangely off-tempo delivery, obsession with grade-school fun science facts (not all of them correct), and tendency to ramble. It's bad enough in the "talk" sections in port, but those are skippable / can be read with headphones off; the worst bit is that she talks during missions. It's a bad sign when my reaction to failing a mission is not "dangit, all that wasted effort!" but "Oh NO, I have to listen to my wingman again!!" instead.

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### Difficulty:

Initially, the unusual controls may be an issue, but they're fine once you get used to them - the only real problems I had were the slow ascent, low ceiling, and occasionally the vertical pitch limit mentioned above. Those used to flight sims will lament the lack of a lead indicator. Long missions with distinct, cutscene-separated sections can be frustrating to re-do from the start when you fail, but I mostly found it to be a nice challenge that enhanced the tension of later stages. Where an unexpected Scalar Howitzer to the face might just prompt you to return to a save from two minutes ago in some games, here it creates an adrenaline rush as you struggle to stay alive and complete the suddenly-desperate mission. The final mission did become frustrating, but finally beating it at high difficulty gave a nice feeling of accomplishment. At higher difficulties, strategy matters, and you need to think about tactics in the harder missions (hint: you \*can\* consistently hit Headshax with guided missiles if you do it right; look at what allows them to go into that failing orbit). Fortunately, you can change the difficulty level any time in port.

As with many games, some missions make certain ships invincible so that you can't derail the story. Fortunately, you'll realize rather quickly and can avoid them. More frustratingly, there are a couple occasions when a ship you know you want to destroy is marked non-hostile; if you're not paying attention, killing it fails the mission. Just watch the color!

### Levels, Strategy, and Other Elements:

A customizable Single-Player instant fight would be nice, but the 4 included arena fights are at least interesting, particularly the you-vs-an-army "Asylum" (hint: you can retreat and recover as much as you like, it's neither timed nor an escort mission). The game does get points for crowded, hectic battles, including the final level and the 3-area defense against the crawler assault late in the game. I found the latter unfortunately easy even on max difficulty, but it was still fun. It also earns points for genuinely varied weapons: the EMP gun is a bit forced (useful only in missions requiring non-lethal assault), but all the weapons have a useful tactical role at some point. You can trade in your guns, hardware, and ships at purchase price, so you can change load-out every mission, to anything you can afford. In addition to providing some fun variety, that choice can matter a lot, particularly your missile mix.

### The Verdict:

Overall, the game has a neat concept, looks good, has decent controls with a few limitations, gives you freedom to try and switch between all affordable load-outs, and provides weapons varied enough to suit a variety of tactics; this would earn it 4 stars, but numerous irritating flaws drag it down to a three - the voice acting, the tactics-limiting low ceilings, a couple situations in which missiles should not fail but do, and the frustration with multi-part missions, although I'm of two minds on the last one because I usually liked the challenge.

I feel a bit bad giving it a 3, but it just hasn't earned that 4. Still, it convinced me to buy Aquanox 2, which addresses most of the flaws and is definitely worth trying.. I love the idea of it, the classes, the skills, the builds, the weapons, the enemies, but there are just too many bugs. I ended up fighting to level 30, getting to the final mission, gaining my FIRST TWO legendary guns, only to experience an unresolvable game breaking freeze bug in the final battle, with no way to either win the battle or even abort mission. And message board searches state the devs could never figure it out. So I get to load my save and stare at my two new sweet guns without ever being able to upgrade them or even see what they do, let alone finish the game and progress further in harder difficulties. I'd rather it be a junk game that I know I should quit early than it to get my hopes up and make it so far only to break.. A fun little old-school point-and-click adventure game.. this is a good game even though i liked the first one more but still a nice funny game :). Oh my God I love this game so much! Yes it's short, but it's also priced accordingly. If you ever played a CGA adventure game you will absolutely love this!. One of my favorite games, hands down. Nearly 400 hours and still rising every so often. If you like having the ability to customize your ships in Galactic Civ II or something along those lines then this is the next step up. There (were) also some excellent mods, at least two total conversion mods that added tons of weapons and the like but unfortunately those have become outdated. I hear, however, that the modding is easy (relatively) so that is another plus if you like messing around with your games.

Unfortunately, it does have some problems though. I am not 100% certain the weapons are all balanced and the diplomacy system is... lacking.. to say the least, but I still very much enjoy playing and still do.

If you liked this game, you should check out the sequel they are working on!. Amazing game would recommend to anyone. Story is very deep and character development is unparalleled.. Got into the game found an oversized resistor



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blew "player 1" into the Elder Scrolls Oblivion

10/10

11/10

25/10? you decide. i'm addict basketball fan, so i buy this game and regret it very badly

Knowing some awesome game of simulation of sports (Football Manager), this game rise you hope up.

About 30 mins played you know all functions of the game, you dont have THAT control of the team, you can only setting up you trainings and selects you players to start, and that it, no more interactions!!!

I will not comment about the graphics and things like that because i dont care much about this.

If this game have some more options of managing or more environment of basketball could be a fun a game.. I've reviewed about 5% of the games I own. These reviews usually only happen when a game stands out amongst others of its kind, which I mean primarily in a positive manner. That said, Nadia Was Here fits the bill, and the lack of good reviews present at this time is criminal.

I've yet to complete the game, but I know enough about it to tell you that Nadia Was Here is a fantastic take on the RPG's of old: It's not the same old 90's RPG you've played before, especially in terms of the turn-based battle mechanics. Rather than pressing the "attack" command over and over again as fast as you can, or timing a button press with the action on screen, each encounter represents a unique, strategic, and frantic series of movements and actions. Each of the 3 members of your party have their own strengths, but you as a player are responsible for determining how effective those strengths will be. There's a demo on steam for you to see what I mean, though I never tried it myself!

The main idea here is that each of the characters will only use their ability on the enemy they are across from in battle (for the most part). As an example, I'll describe a battle.

You come across an enemy that is invulnerable to magic, which means your magic user will be useless if he's positioned against that enemy. However, that same enemy may have a new spell that you've yet to aquire (because in this game that's the primary way of aquiring new abilities. Think the "Enemy Skill" materia from FF7.) and so you want to keep the magic user positioned there for a chance to learn it. But, uh oh, the enemy that your thief character is trying to steal a useful item from is about to knock her out, and your magic user has all the healing power - but you can't change his spell right now, because he's trying to aquire that new spell! The enemy's attack bar is almost full, and you've got only a second to decide. (You can pause the battle if you wish, but I prefer not to !) Better pull up that item menu and use a potion before that happens! Okay, so you stole the item and healed the thief with a potion, but now that same monster is about to attack again, and you're out of potions. The magic user failed to aquire that spell though, and you really need it, so he can't heal the thief. Better switch the defender and thief's battle positions so the defender can tank the damage...

And that's how every battle is going to go. Even if you encounter the same enemies more than once, each time feels like a chance to perfect your strategy against that enemy. It never feels like a grind - because there is no grinding. Like I said, aquiring new skills is up to you. You have to keep an eye out for enemy skills or weapons you don't have yet. No leveling up in sight - strength comes with time and new abilities.

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Okay, that's enough about the battles, but that's the main draw here. The story of the game is interesting enough, but nothing mind blowing. That's not to discredit it at all - it's a well written story from what I've seen, I just haven't completed it.

Lastly, the time you don't spend battling will be spent exploring the world, and puzzling. A LOT of puzzling. These puzzles aren't your typical press a switch to open a gate type of thing either. Honestly, some are on par with Ocarina of Time's water temple in terms of difficulty, but without the awful water everywhere to slow your progress. Definitely go into this expecting a challenge, is what I'm saying.

But most of all, give Nadia Was Here a chance! It's well worth the money, and you'll enjoy it a lot if you like the old Final Fantasy titles, Legend of Zelda series, and the rest of the 90's classics. You even get the game's soundtrack free, which is pretty good in its own right!

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Yuri is Love  
Yuri is Live

we need like this. Nice little puzzle game

Positive:

- + Not too hard, not too easy
- + Short levels
- + Lots of achievements

Negative:

- Very repetitive music that quickly gets annoying and that you can't permanently turn off (it will turn itself back on every time you restart the game)
- No windowed mode
- No level skip

Time to complete while playing quite casually: about 1h. Not impressed by this game, not at the current price.. The graphics are interesting, the cardboards talking to you..the sounds are meh.. the story is the most interesting thing in the game but it's a bit wacky..

<https://www.youtube.com/watch?v=XWmidJbGnDc>. this product has a 100% rice securing rate. Saw a trailer for this yesterday and bought it as soon as I could.

Played 4 levels of it so far and absolutely adore it. so fun.. its okay so far but needs more lots more. The Snail empire has transended!. I LIKE THE GAME ITS FUN. Simple game, where cooperative is one of the most important thing.

- + Oldschool graphics from Sensible world of soccer :3
- + Simple and easy game

- lags :c

My opinion is 7/10 :). "*Play for fun*", - this phrase isn't about this game. If you're really wanna to have some fun, trust me, - this game isn't for you.

It's unbalanced and very difficult game. It's almost impossible to win against human players, which play this game for a long time, or against donators, 'cause they have the best and strongest minions in this game. Closer to the 50th level the difficult of the game jumps to the impossible level. Also, if you have a high ping, there're no sense to play this game.

It's recommended to play only if you have the steel nerves and resistant to shock computer mouse.

But, this game is interesting, in general, and was made in a very professional level...

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