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About This Content

Go mountain climbing while watching out for ghost trains that suddenly close in! Blazing through this technical mountain-like route requires advanced control technique.

But beware ghost trains that take a shortcut and suddenly close in on Pac-Man if you pull too far ahead.

Be one of the first to beat this new course and then try your hand at getting the highest score in the world!

This add-on includes 8 modes: Score Attack (5 Minutes), Time Trial, and six different Time Trial (Short) games!

Add-on included in the All You Can Eat Add-on Pack and Edition.

Title: Pac-Man Championship Edition DX+: Mountain Course

Genre: Action

Developer:

Mine Loader Software Co., Ltd.

Publisher:

BANDAI NAMCO Entertainment

Release Date: 24 Sep, 2013

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English,French,Italian,German

You will be under arrested in 2.1s

Money: 1710000\$
Food: 0
Gasoline: 26.25
Vigor: 37.45
Endurance: 0
Tools: 0







The best point and click adventure I ever played,
AWESOME AS WELL AS EP 1
Highly recommended
Part 2 of an awesome game.. best game on steam

shoutout to nemo, john, frog man & shio <3. Quite a short stand alone for the NEKO-NIN exHeart focuses on the character of Nachi (I am useful, trust me...). There is not much to say, If you liked the original game, consider this a bite sized dessert. It's short, it's about Nachi and it continues where the original left us. That's more than enough for me.

Also, the 18+ is free this time around.. Fun so far, and appropriately priced!. gt;Get autism from pubg
>learn about autism from this game. I was hooked this weekend playing this RPG.

Pro

- FREE!!!!
- helpful community
- premium currency can be obtained from beating mobs
- runs on a potato
- full party available for free
- Casual

Con

- small community
- chat of helpful people is easily missed (bottom center)
- little advice by game about party size

Join the newest friend thread on the Discussion. Hope to see you there!. Concept 10/10

Standard of story GCSE/10

good idea, poor execution.

. I enjoy playing this game a lot. Combat is a little trickier than I like but it is also refreshing that you can't just blow through everything and you need to be a bit more cautious while advancing through the game. Magic system seems interesting and I look forward to playing through updates especially ones that make interaction with NPCs a little more intuitive.. A very nice game like all intoversion software a british indie compagnie they do a really good jobs

Doesn't get any lovin! The game isn't too bad.. Side-scrolling shooter in the vein of Gradius and R-Type. May be a decent shooter, but I wouldn't know because I'm sick and ♥♥♥♥ing tired of games that force analog control instead of allowing the use of the d-pad.. What can I say, it's good. Many people consider this the best VR sword fighter. I'd agree. Could this get any better? oh absolutely it could, but it wont - the developer has ceased all development. I bought it because i'd really into swordplay, but not everyone would consider this game enjoyable.. Good. Clumsy. Nice animations. Interesting theme. A few annoyances.

Recommended - but only when on sale.. The Good:

- Gameplay: The ability to speed up and slow down both the ball and your paddle individually adds a unique twist to the gameplay. The ball physics seem pretty good.
- Variety: There are power ups and you can hold two at a time. There is pretty good level/enemy variety.
- Genre/Theme: There really aren't too many games quite like this. There is an old sega genesis game called Devilish that this reminds me of in the sense that it's a break-out style game with a horror theme.

The Bad:

- Art: The in-game art is good, but the cutscene art could really use some polishing.
- Writing: The writing is also pretty bad as some other reviews have noted. Often better to skip through...

All together a decent game especially considering it was made by one guy.. Buka makes some very fun games and this is no exception. Nice graphics, good story, fun puzzles, and loads of fun for children and adults alike. That is right Buka, just keep spoiling me. Two thumbs up.. Really fun and challenging maze game.. Completion State:
Completed 103/104 levels, 31 with all three medals awarded (75% Steam achievements. 31 hours)

Comments:

I've never really played a bridge builder type game but do generally love building games so when I saw that Curve Digital were helping yet another small British studio get a game out in the wild I couldn't help but pick it up. And I'm glad I did though I didn't expect to spend quite so much time with it.

I assume most of the tools are at this point pretty rote for fans of the genre but for me the whole idea was pretty novel and interesting. The game essentially asked me to use a limited set of supports, ramps and the like to get my little skier from one side of the map to another.

The levels start quite easy with fairly straightforward structures needing to be built to perhaps support a chair lift or to enable a motorcycle to leap across a mountain crevasse but they quickly progress to a point where if I was trying to complete all goals set by the game I had to start to think a little outside of the box.

There are three goals, represented by stars, for each level. The first is awarded for simply passing the win conditions for the level (usually get n number of winter sports enthusiasts across the line and occasionally collect n number of specific collectables), the second is awarded for picking up all of the gold star collectables in the level (usually only one or two) and the third is awarded for completing the level using less resources (in currency) than the target. In most instances getting the first two wasn't that hard once I had worked out the best method but the third can be really really tricky and I have to admit I largely gave up on meeting these requirements on the later levels as it was simply more fun to just create a cool contraption.

Luckily getting all three goals is not in any way mandatory to move to the next level. Areas are instead simply gated by a total number of earned stars target which is pretty generous and allowed me to unlock all areas pretty quickly. In my case I unlocked all the areas long before I had completed even the third or fourth mountain.

It's a fun concept but I felt it slightly outstayed it's welcome in the campaign mode. I do feel though that's more on me than the game. It feels a little silly to complain about too much content as it's all ultimately good it's just that the way the difficulty ramps up isn't really quite what I'd like. It only really increases the complexity in a more of the same way rather than building on more complexity layers.

Overall I'd say I enjoyed what I played and it's a solid foundation for such a small studio.. If there was an option that says "Meh" I would've chosen it: (GO TO BOTTOM TO SEE OVERALL RATING)

Pros:

- Job Simulator sequel
- Smooth gameplay
- Funny encounters

Cons:

- No turning (Some parts are completely unplayable if you have a small/medium room)
- Repetitive gameplay
- Some boring tasks

Overall: Worth the price once further developed! :) For its current state... 6/10 at best... ;(

Good phrase for this sad "sequel" of Job Simulator: "Look how they've massacred my boy". STALIN APPROVED

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