MORGENSHTERN Download] [Xforce]

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About This Game

MORGENSHTERN: easygame is a dynamic fighting game in which you have to fight with different opponents using martial arts techniques. You are waited by ten interesting fights with absolutely unpredictable opponents.

Corrupt bloggers, rappers and other personalities will meet you during the game. Each subsequent fight is more difficult than the previous one. The number and strength of the enemy will increase, but at the same time you'll receive new abilities that can help win a victory.

Use different combat tactics, defend yourself or move away from strikes and attack, successfully choosing moments. Your opponents will constantly try to stand in your way or kill you! But this isn't a reason to stop, because strong-willed people (such as Morgenshtern) don't give up!

Features:
-Good music from MORGENSHTERN
-Full and realistic graphics
-Unique gameplay, worked out fighting animations.
-Various opponents
-The style of the main character
-Morgenshtern - the main character !!!

Title: MORGENSHTERN
Genre: Action, Indie, Simulation, Sports
Developer:
easygame
Publisher:
easygame
Release Date: 13 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Win 7

Processor: Intel Core 2 Duo

Memory: 4 GB RAM

Graphics: NVIDIA GTX 450

DirectX: Version 11

Storage: 2 GB available space

Sound Card: DirectX Compatible

Additional Notes: You may need to update the driver for your video card and sound card

English,Russian,French,Italian,German,Portuguese,Ukrainian

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Simple but very polished game. The game challenges your eye tracking ability and lightning fast decision making, easy to pick up but very challenging to master. The game proves that a simple but polished concept can shine among the varieties of ambitious games.. When I first started playing Sojourner, I was expecting a fairly typical jRPG made from RPG Maker. Instead I got a rather charming and earnest RPG with humorous writing, good gameplay depth, and a fair difficulty pace for newcomers and jRPG veterans alike. It's hard to believe the game was made by one man for the most part, and it turns out he's a really nice guy as well!

I even listened to him on some indie spotlight podcast or something, and Mr. Squirrel was quite inspiring. Maybe I'll try my own hand at making an RPG Maker game some day because of him.

The only real complaint I have is that a few of the enemy sprites look a bit odd for some reason, but doesn't matter much compared to how well written the game is.

The game is good, probably better than Mother 3. (says someone who's never played Mother 3). This game has an interesting system where you pick a character, then you get additional party members that vary (archer, priest wizard etc.). You can also chose a skill to begin the game with. The combat is nice and has a 90's final fantasy feel to it. There are lots of characters to chose from (main characters) and the main enemy is POWERFUL overall a good game and the translation is quite good.. The aesthetics of this game are the best thing about it. The rest of the game feels just slightly off at just about every point. Slime-san seems to pull a lot from Super Meat Boy, yet it doesn't have the same tight level design. They have the art for the level path zigzagging downwards, yet the actual way you navigate through the levels is counter to that of the art. You can customize your character, but it's a static sprite on top of it. Basically, this game is missing the final polish step that I'd expect from a well developed game. It's better than mediocre.. the reason why i recommend yes is becuase that some people like this game for destruction or fun. allthough i love destruction! :D. The release of Ep. 3 is an amazing present for this holiday season. To all of us who waited this long, rejoice!

This episode is a spectacular conclusion. After playing non-stop after release, I finally hit the end to an epic journey. The beautiful yet insane world of the lunar surface is the ideal setting for Hal's final showdown. A society filled with human greed, wit, struggle, and love.

Pros

Another hype-inducing opening
Great references to plot points in ep 1 & 2
Meaningful backgrounds for crucial moments
Exciting moments like ep 1, with the character growth of ep 2
An answer to: Hagana please?

Cons (potential Pros)

Still a lot of inner monologue
Many investment terms casually tossed around
Lengthy economics discussions and explanations
Last episode (I need more)

At the end of the journey, I can say that I loved World End Economica. All of it. Even though it wasn't perfect, seeing the characters grow and mature was incredible. The dreams of children transformed into the ambition of young adults. The pacing was good, though when the game slows down, it reaally slows down. Overall, I liked the story's interesting premise and the following themes:

Low risk, low return- Light victories also mean light losses.
High risk, high return- One moment's decision defines the rest of your life. For better or worse.

WEE wonders: Maybe the giants who live unimaginable lives gambled everything they had to chase their outrageous dreams. Humans may use perfect math but their actions are downright irrational.

For an objective, some characters betray their comrades, act against their conscience, exploit the weak, etc. Is it a sign of evil? Maybe. But that motivation to cast away and move forward, is something Hal fears and admires at the same time.

Ambition is achieved through great loss and great success.

For the expectations I had after the first two games, episode 3 was the emotional payoff. My only regret is that with more CG, full voicing, and more writing, WEE could have shined even brighter. I do want more but if this is how it ends, I'm glad it happened at all.

Thank you Sekai Project for the delayed but awesome finale.
Also another thank you to the developer, Spicy Tails and the writer, Isuna Hasekura.
I expect great things from your upcoming project.

Neat little game that's a lot of fun with 3-4 players. My only complaint is that is a little lacking in content.. The Orb Chambers original was a revolutionary concept that I personally enjoyed thoroughly! However, The Orb Chambers II, still being in early stages of release with promised updates, is even more - a true gem among indie games. The mechanics and level design combine to form a unique and challenging platformer experience. Primo. D4nk20Memez 420\/10. Comes with 4 songs that are very fun to learn. Definitely reccomend.. So much fun! This is exactly the kind of game I love. Casual but challenging with a great sense of humor. I haven't been adicted to a game like this since Faster Then Light. Just get it!. Was uncomfortable. Good story. Would experience again.. the worst ui & start screen ever. mario's start screen and ui better.

make a good game, sell 2 dlc, and do not touch this ui... omg..

i think they make that with using notepad...

that font... OMG! terrible..

game? game is good. typically heroes. lot of heroes and races, fight eachother.. but that ui...

...

OMG!. I STILL have this CD. One of the first games that got me hooked on the City Builder genre as a whole. Designed before people thought of pushing the conventions of how people interact with mouse and keyboard, but once you get the hang of it, worth the effort.. Pretty much your standard point-and-click adventure game. The story is decent and the characters are pretty strong. The humor is hit-or-miss but I was still entertained. It's fun if you already like point-and-click adventure games, but I doubt it'll change your mind if you don't.