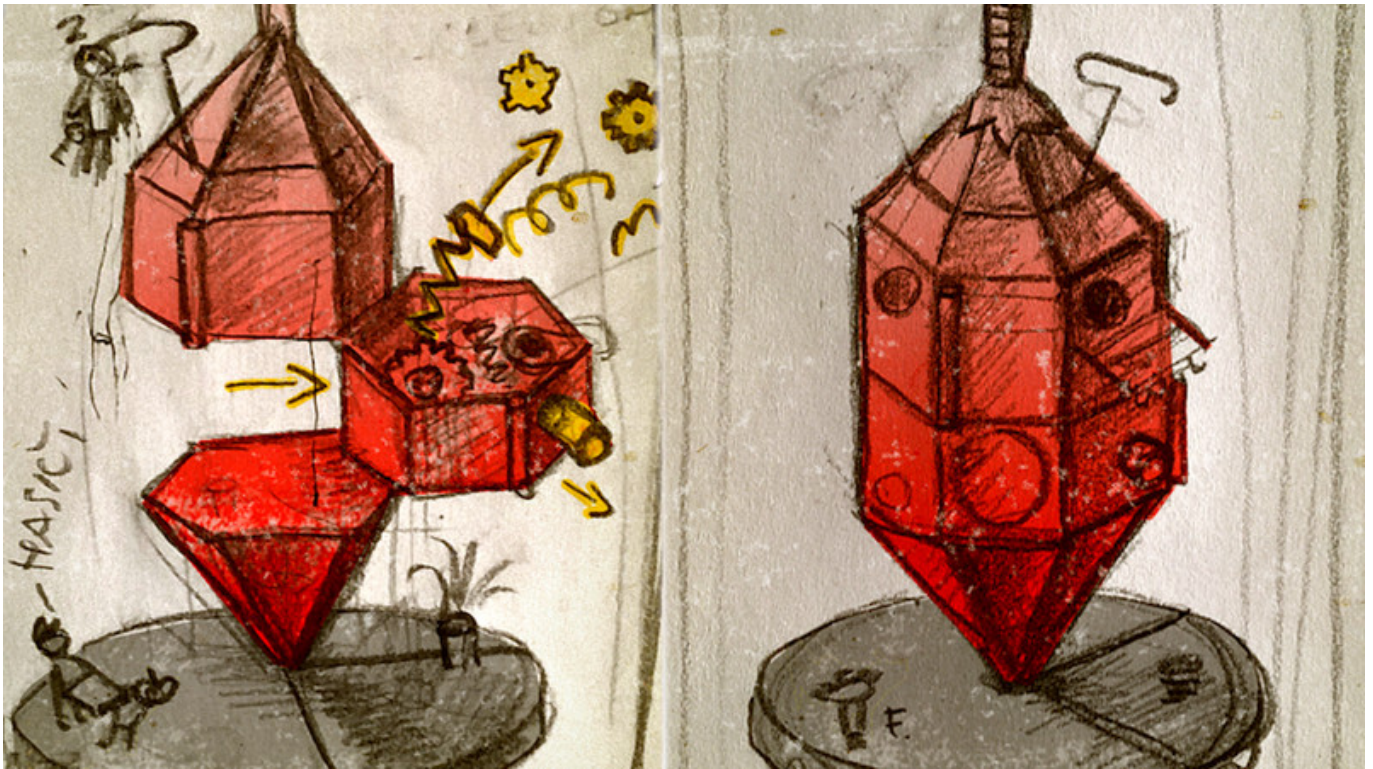


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NALOGI Download For Pc [Keygen]



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## About This Game



**NALOGI** - bright satirical game in the genre of RPG. Classic combat turn-based system as in JRPG. Beautiful anime characters, humor, a lot of dialogues and stories. Casino, church, gangsters, bureaucracy and arbitrariness of the authorities. Win and destroy the system or pay taxes!

### **Features:**

- Turn-based combat system
- Unusual plot
- NALOGI
- Combinations of tricks and spells
- Beautiful and juicy anime girls
- Achievements!
- + Trading cards (after Valve approval)

**ПЛАТИ НАЛОГИ!**



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Title: NALOGI  
Genre: Adventure, Casual, Indie, RPG, Strategy  
Developer:  
CUTE ANIME GIRLS  
Publisher:  
Tranquility games  
Franchise:  
CUTE ANIME GIRLS  
Release Date: 17 Mar, 2018

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**Minimum:**

**OS:** Windows 7

**Processor:** 2.0 Ghz or faster

**Memory:** 2 GB RAM

**Graphics:** OpenGL 3.0+ Compatible Card

**DirectX:** Version 9.0

**Storage:** 1 GB available space

English,Russian,Ukrainian



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I love this game, so much. I've grown up loving it, I play it often and I recommend anyone to try it. When I saw it on steam I immediately had to grab it, so many years of enjoyment. I still get goosebumps hearing the Here Comes The Edsels from the NES version, heh. So many memories, thank you for bringing it back. :). All the pictures worked great, cool.. There are a lot of these action arcade retro style shooters on Steam now, but this one is the BEST one in my opinion to launch on Steam to this point, and to see this game launch at under a dollar is a treat to see, especially with so many asset flips and low/no effort garbage coming out these days in the same price range.

In January of 2016, I highly praised a similar game to this in BitBlasterXL, another 99 cent indie gem much like this one. However Aliens & Asteroids out muscles that amazing little game in almost every way and outscores the 90% score I gave to BitBlasterXL when it first launched.

Watch my "First Play on Launch Day" First Impressions Review video for this game [HERE](https://www.youtube.com/watch?v=WhKF11OOz8Y&feature=youtu.be):  
<https://www.youtube.com/watch?v=WhKF11OOz8Y&feature=youtu.be>

[This game offers a bigger playing area then BitBlasterXl with a screen that scrolls up, down and side to side. It offers more power ups, more collectibles, and way more aliens and enemies than does BitBlasterXL did! It does with with a very similar gameplay style and full options to adjust screen resolution, seperate music and sound sliders, customizable keys for controls, and an awesome little store where you can spend collected shards to increase probabilities of power up and items drops.](#)

[This game scored an impressive 92% with my unique scoring system, and gets my rare "MUST BUY!" recommendation! ..Don't miss this one people, it's an amazing little gem that offers a helluva lot of bang for a very small price!. Absolutely disgraceful.](#)

[The bus is alright but the map is bland, unstable and a downright insult at \u00a327. AI traffic is either not there at all or causing insane traffic jams. The supposed heart of the map, the Placa d'Espayna, is soulless and lacking in literally any detail. Not worth your money.. Nice good old game. It just crash a little bit too frequently during missions :\. This game is just all over the place. It doesn't know what it wants to be or what it is about - half of the mechanics don't make any sense at all.](#)

[So... you start out and pick the tutorial, where it throws 15 screens of text at you explaining the buttons instead of walking you through gameplay like most titles. No biggie though, the game mechanics aren't too hard.](#)

[There's an intro. A guy is leaving you in charge of his video game store for a month. If it earns enough money, he'll give you the store after that.](#)

[Then the game starts out and you pick the merchandise you want to sell. It's a resource management type of thing. You have to physically put that stock on the shelves, too](#)

[Next you open the store. It puts you behind the cash register and throws as many customers at you in one minute as you'd see in a real Gamestop in a day. You've got to scan stuff, answer customer questions from memory about the review scores on your games, and at the same time make sure no-one is stealing anything. This seems to be the primary focus of the game, such that it has one, and it was far too fast moving to be fun for me. I know I wasn't going to catch any thieves. All that might be personal taste though.](#)

[You can hire employees. So if I don't like working the register, I can pay someone to do that, right? No. The employees are not for your shop. They're for a video game development studio which for some reason, you are running at the same time as you manage a brick and mortar gaming retail business.](#)

[I don't know what the deal is with the video game development part. I know how to hire employees for it, I know how to assign them. What I don't know is why I'm performing tasks like that as a video game store manager, or what happens if I do well or poorly at them.](#)

[You also have a family at home. Each of them have heart symbols representing their love for you. You need to continually pay them or their heart symbols drop and eventually they leave you. As someone who actually has their own family, I can assure you that it doesn't work like that IRL.](#)



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But even if the family does leave, it doesn't matter as the game still goes on and those family members play no role in winning or losing. AFAIK it's all about impressing that one guy who talked to you at the beginning of the game. So I don't know what the whole point of the family is either.

I'm assuming this went through some playtesting before release. Any tester worth his salt should have said.

"Look. The family doesn't add anything. Get rid of that. The whole game development studio aspect doesn't make any sense and has nothing to do with managing a store. Get rid of that, too. Make the financial part deeper. Keep employee hiring a thing but make it so they can help you with the register and/or stocking if either of those things aren't fun for the player."

If this game had actually kept to being a shop manager, it might have been OK. But it didn't. It tried to be more and became less.. Nice addition to freshen things up. Now all we need is more new buses.. It's hard to play but it's fun, but I don't know what developers want to say.

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This game looked promising at first.

But the translation is bad, some of the textboxes aren't translated at all.

I also had to edit the game with my rpg maker to add and exit to one of the first dungeons, because the exit simply didn't spawn in. Currently I'm stuck in a forest, because I walked out of bounds and can't get back in.

Do not buy, great idea but terrible game.. It's Frank Klepacki.. *Swiftly tells an exciting story with a deep message and a surprising twist at the end: you buy a game for 0.49€, and it turns out to not be good.*

*It's not as obvious as it might seem, though. I got Super Meat Boy for 0.69€ and it has since become a proof to me that "cheap" doesn't have to mean "bad". Even if SMB's case remains an exception more than a rule, I refuse to treat uncouth games any differently from all the other ones. I expect, at worst, a fun distraction that lasts way too short, or something of this sort.*

*Swiftly, in any case, is a non-descript, generic game in the hardcore-platformer-with-minimalist-aesthetics genre. It has no story, worldbuilding or joke to it. What you see on the screenshots is black square, spiky wheels etc. is all you get. It's super basic, and nothing changes during the game either; no new mechanic appears, even the background and the music remain the same throughout. (In fact, the single music track is looped, and there are no other sounds.)*

*If there's one distinctive element to Swiftly and maybe the one thing that could have saved it somehow it's the focus on physics. I should, however, put "focus" in quotes here because it really only is lip service. While the game makes the notions of having some very physics-y stuff in it (e.g. you "add force" by pressing move buttons, according to the help text), there isn't any actually to be found. What's more, you shouldn't even expect the most basic physics to behave correctly. Some of the things that happened to me when playing Swiftly:*

*I strafed in the air.*

*I jumped in the air. But I think it only works when you're falling.*

*I jumped in the air when hitting a bouncy platform and got rocketed into the sky.*

*I also got sent into the sky because I moved between two different-colored segments on a platform.*

*I got stuck to the ground.*

*I got locked in between two blocks with no way to restart from a checkpoint. (In fact, there is no pause menu; you just exit to the main one.)*

*And many, many more surprising situations. Or, as one might call them, bugs.*

*To make things better, the game explicitly includes wall jumping which I guess was added just 'cause it's cool so much for the "scientific approach".*

*For what it's worth, Swiftly is relatively challenging, so at least one of its claims is true. (Although maybe I should say, relatively unchallenging, since while it was somewhat hard at certain points, the game doesn't come close to the difficulty of VVVVVV or SMB, or many other titles.) At least it is short, so you won't suffer too much if you do buy it (took me 2.8 hours to beat). I can't recommend getting it, though.. Release the 10 v 10 maps for singleplayer. As an Arma/Project Reality player small maps are extremely boring to play. Gigantic maps make me happy. Also, I'm very disappointed this game turned down realism for balanced gameplay. The balance comes in numbers, not limiting what units are capable of doing in real life. Please give us at least 1 realistic wargame Eugen.. This is simply fun. Engrossing, you get to challenge yourself against the leaderboard, there's co-op, there are unlock in and between games. An excellent shoot-em-up which I wholeheartedly endorse.. The Hisoutensoku of floaters is a proper way to call it. I would even go so far as to call this the best Touhou fighting game yet. Antinomy was a major step up from the Urban which in itself was a really fun game. This one however did not only improve in the roster of characters and soundtrack (which is utterly amazing) but also did some major improvements to the gameplay itself.*

*The game plays much more smoothly than its predecessor and has tweaked most of the characters resulting more fast paced battles. The somewhat annoying occult ball mechanic got removed and got replaced with more interesting possession mechanic. Now the*

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game also, when it's faster paced, rewards the aggressive playstyle more meaning that you just can't hug the wall and suck all the damage with your block, which is awesome.

But despite it being a really good game there are still some flaws. The biggest one being that there are glitches since the game has just come out. The online play could use some tweaks. But for me the biggest complaint is that while most of the characters are well balanced Mokou, Yukari and Reisen are still too powerful, especially Mokou. And Kasen, even if she was buffed when compared to the last fighting game, still is just too weak.

But all and all I'd recommend this game to anyone wondering should they buy it or not. High skill cap, fun gameplay, awesome soundtrack and great visuals more than make up for the few flaws this game currently has. 9-/10. I really wanted to like this game and everything is great besides the most important aspect in my opinion.

Controls.

I've read a lot of reviews about it, saying stick with it.

But In my own experience, the controls are the only hurdle in this game, and I'm left questioning "why?"

Its a very basic layout but seems that it was made purposely difficult.

People seem to associate this difficult control layout with the insanely fluid physics, like one couldn't exist without the other, quite honestly I see it as the only real roadblock for this game.

Examina wants to make one on one combat tactical and challenging but making the character harder to control is not the way to go, at least not for me.

Like so many reviews, I wish there was a 'mixed' review button. Besides the controls, I couldn't find an issue with the game and if that is not an issue for you then I suggest you try it.

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