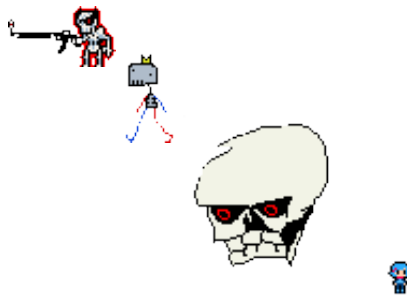

SUPER BENBO QUEST: TURBO DELUXE Download] [torrent Full]



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About This Game

THE GATES OF HELL have opened, the Infinite Skeleton Hell Army from Hell has began the *Ultimate Invasion* World leaders come together to combat the Skeleton Menace, you stand alone... The Last anime of a time long passed Use your ULTIMATE PUNCH and send the Evil Giant Skeletone Head and his army back skeleton hell



BENBO QUEST indie retro anime pixel platformer that all the cool kids are talking about. Smash your way through a handful of levels and defeat all of the bad dudes, look trust me when i tell you this,

Hot Features:

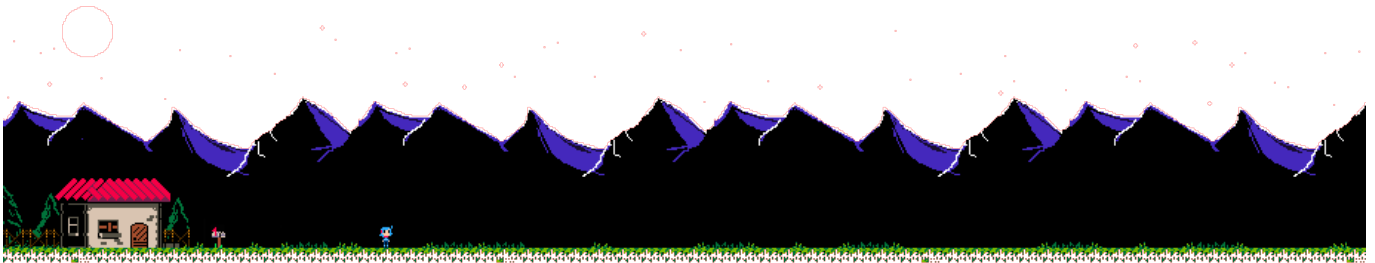
- *Hot Features*
- Engaging world full of Cool Skeleton Enemies.

-
- A narrative-driven, single-player action platformer, with a charming cast of diverse characters and a touching story of self-discovery.
 - Find the hidden guys??
 - Fight the Super Skeleton(s) with your ULTIMATE ATTACKS.

"Dazzling pixel art just like your favorite super nontonder gamers tat you played when you were 24" ~ Vine2D

"Dude put me in the steam page" ~ BaconPal

"????????????????????????????????" ~ Sakurai



Title: SUPER BENBO QUEST: TURBO DELUXE

Genre: Action, Adventure, Indie

Developer:

Thumbtack

Publisher:

Thumbtack

Release Date: 8 Mar, 2018

a09c17d780

Minimum:

OS: Windows XP or later

Processor: 2GHz

Memory: 256 MB RAM

Graphics: Any

Storage: 50 MB available space

Sound Card: Any

Additional Notes: no

English

Showdown at Willow Creek

by Alana Joli Abbott

Show Stats

Restart

Menu

You encourage your horse to his fastest, and you're soon within close enough range to see that these men aren't Utes—they're definitely white men, though you can't tell if they're from Willow Creek or just bandits. As soon as they realize how close you are, they split up.

Winslow is still well behind you, so you follow the rider you think you're most likely to catch. You're almost on him when you hear gunfire, and a bullet ricochets off a nearby rock.

- I shoot back!
- I shoot his horse out from under him.
- I trust my luck to get me close enough to unhorse him.
- Retreat! I've got enough information to clear the Utes; that'll have to do.

Next





I got this game on sale for \$0.49. Since it was so cheap, I had low expectations. There's not a lot of content, but that's fine. The game is pretty simple, but that's fine. I would have written a positive review, except the game is broken. It's very common to set a path correctly, but the guy dies when he reaches the intersection, as though the path were set wrong. There's one mechanic in the game, and it doesn't work correctly. Not worth my money or my time.. This game is one of the best ways to waste money, besides "nether". If you have 11 Euros and don't know how to waste them in the most useless way, buy this game.

There's no survival, except for the boredom you have to overcome to play this more than 10 minutes.

There's literally nothing to do in this game, besides collecting parts that are all over the place and are found within 5 minutes. then you have to search for the welding table, connect the wing parts, install them onto the plane and yep -> you're done with this game.

In this state of development it's clearly a nope and looking at the concept of this game I don't expect more to come.

There's not even a day/night cycle, if you haven't eaten a long time and your food-meter is down, you fully recover from one banana and so on. Save your money on this game and give it to charity or the local animal shelter.

. <https://youtu.be/WWoIYomDVc4>

So the idea behind the game is solid - basically it's an escape the deadly dungeon, inspired by the SAW movies.

However the execution is pretty dire. First the game is made on the free FPSC engine. Expect multiple crashes just trying to load the game. This would not be so bad if the load times in FPSC were not longer than an ice age. As it is the FPSC engine expect pretty ugly graphics as well. At least the 'video filter' effect is not overblown like on so many of these games.

Then there is the UI - it is cumbersome and glitchy - in fact how often you will get stuck in menus is a trap of its own, and in game FPS is pretty choppy with a lot of lag.

The gameplay itself quickly devolves into a game of learn the correct path the developer intends you take, as there is often no warning that the door/switch etc you are about to use is certain death. You can die about five times then it's game over and you are forced to play the lottery of trying to get the game to reload.

Really this is one to avoid unless it's part of a bundle package.. tl;dr version- Charged too much for a poorly balanced phone port.

Full Version-

I haven't had a good SRPG fix in a while and I was, to say the least, disappointed by what I was presented with.

It looked cute. Animation looked a bit stilted, but overall not too bad. The music is inoffensive, at least.

Then I started playing and realized it was a phone game port. The mouse was merely an analog to tapping.

The camera controls are sticky, and the menus large and intrusive. If I play a game with a neat aesthetic I want to be able to see it.

I got into the combat and it only got worse. The Bonions were either overpowered or useless. Overpowered when they were set up from the start to be taken advantage of. Useless when it required baiting enemies into their range.

What finally broke me was the first boss fight. I had given up on the Bonions and fallen to normal SRPG strategy of just sending the heavy guy up front to wail while my others did whatever support they could.

Then the boss summoned reinforcements not only right on top of my crew, but these new troops also got an extra turn.

If I want XCOM-grade \u2665\u2665\u2665\u2665\u2665\u2665t like that, I'll play XCOM.

Got my refund after wiping on the fourth map to a scenario I could not have known about and did not have any chance to react

to.. i like the game wondering when the other nights after night 2 will be added. Day 2: Still no grandmas.

Best game, 10/10.

Oh god... anything but the grandmas Q-Q. This is not uplink. It's a side grade.

It's not frantic at all. It's not that deep and there is barely any lore or content.

However if you want a computer hacking game that isn't out to overwhelm you this is it. It's more about how you complete your missions than how fast you can do them as password hacking is always the same no matter the difficulty level.

The interface is significantly more usable than uplink mostly due to the comparative simplicity. It is almost completely one button mouse controlled. It looks nice and retro. You never need to click and drag tiny bars to get things done as the commands are in a drop down menu.

One of the key game element is simply not ever getting a trace on you while on the job. If you try to race the clock you are almost going to lose. Why? The game goes not let you multitask, your computer is decidedly not advanced which also means it does things slowly one. at. a. time. You are almost always better off disconnecting and aborting the job instead of trying to complete one racing the trace.

Another very nice thing is not having to deal with proxies like Uplink does. You don't have to string a web of proxies to build up time for your hack. That was easily the most obnoxious part of Uplink. Here you upgrade and buy more proxies to extend your trace timer. If there is ever a sequel or a scriptural one to uplink this has got to be fixed.

The game over isn't all bad, you get to keep your money in the bank so you can leapfrog from your last attempt getting you to higher levels faster.

However the bad part is it is a little too simple and has nearly no lore. There is no reason to ever hack just for the sake of hacking. There is nothing to read, no bank accounts to pillage(Uplink went wrong way with this allowing you to break the game in 15 minutes), no jokes or call backs. There is a single thread story which surprisingly went in a different direction than I expected but there is no post game content.

However if you want a hacking game that is bordering on relaxing this is it. Once you hack in without setting of a trace you can take all the time in the world. But beware of the lack of long term content. Not a bad game to get on sale.. Airport looks beautiful just like in real life. However I don't recommend the investment if you don't have a good computer as your frames will be shredded. Refunding as the looks and price aren't worth the trade off in performance. If you can handle a low frame approach and take off, or have a top tier graphics card, then it could be worth a look. I run a Ryzen 7 1700 and gtx1060 6gb.. I Love this game!! The graphics are clean, the controls are simple, and the music is great!

The music builds as you progress forward. There is a rhythm to this game. This game can be frustrating, for me at least since I have NO rhythm.

In the end it's a good buy and a fun addicting game!. Pros:

- A nice f*cking variety of 8 f*cking weapons in the f*cking game.
- F*ck
- VERY f*cking smart AIs, even f*cking smarter than f*cking the AIs in f*cking Half-Life!
- F*ck
- The f*cking Prices in motherf*cking Pawn-O-Matic are f*cking cheap! (sarcasm)
- F*ck
- You have the goddamn f*cking decision to act f*cking nice to the f*cking NPCs or be f*cking nasty like an a\$\$hole to them.
- F*ck
- Probably one of the f*cking first 90's FPS f*cking Shooters to have f*cking Cutscenes!
- F*cking f*ck
- F*cking dead rats can f*cking turn into motherf*cking hamburgers.
- B*tch.

Cons:

- Needs more F*ck

10/10 would f*cking recommend it to f*cking everyone who likes f*cking FPS Shooters like f*cking this one, and it also f*cking motherf*cking fun to play, if you are a f*cking man who likes to f*ck around all day f*cking long, buy this f*cking game before i f*cking stick it up your f*cking a\$\$, B*TCH!

F*ck Counter: 41

A short game about finding true love and happiness...Interesting topic for casual gaming. You need a few playthroughs in order to get all the endings. Overall, for a few cents, worth a play.. gt;Out of 10<

>Story=5

>Controls=7

>Graphics=6

>Playability=6

>Optimization=6

>Maps/Atmosphere=6

>Developers/Company=5

>TOTAL Point= 6.0

>Personel Note= Quest must flow for RPG makers. Wild West Waifus. What's not to love about this?

773 V 5.

P.S: I'll do a proper review once i'm done with this, but so far the game looks great, music fits well (nothing out of extraordinary, but it does its job), the characters don't seem as bland as usual, and the story/world feels nicely built, natural. Also, I've no issues with the translation so far, as it's blending with the setting quite well. No memes spotted either, except for the main char being named after JoJo...

As expected, the comic boobs style makes it more immersive/engaging than usual.. Great game, easy to play, Bladerunner like. Runs fine even on my laptop.. This game is amazing and super satisfying! Only wish we could have conveyerbelts for balls so we can make infinant running ball machines. literally unplayable. I stayed at the loading of a match for 10 minutes and never loaded. I loved this game when it was on browser, I'll just wait until they make it playable. I dont understand how companies take years to release a game and then they release it full of bugs and issues. This didnt happen back in the 90's

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