
Monster Hunter: World - Gesture: Pop Star Dance Download Utorrent



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About This Content

Enjoy a new, amusing gesture you can use when interacting with other players in the game.
Add a new gesture to Monster Hunter: World.

Title: Monster Hunter: World - Gesture: Pop Star Dance

Genre: Action

Developer:

CAPCOM Co., Ltd.

Publisher:

CAPCOM Co., Ltd.

Franchise:

Monster Hunter

Release Date: 24 Jan, 2019

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Minimum:

OS: WINDOWS® 7, 8, 8.1, 10 (64-bit required)

Processor: Intel® Core™ i5-4460, 3.20GHz or AMD FX™-6300

Memory: 8 GB RAM

Graphics: NVIDIA® GeForce® GTX 760 or AMD Radeon™ R7 260x (VRAM 2GB)

DirectX: Version 11

Network: Broadband Internet connection

Storage: 30 GB available space

Sound Card: DirectSound (DirectX® 9.0c)

Additional Notes: 1080p/30fps when graphics settings are set to "Low"

English,French,Italian,German,Arabic,Polish,Traditional Chinese,Japanese,Korean,Russian





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Light and Shadow

Size: 10 X 10

Premium 27



Enter Trial

Check

Menu

Beautiful pictures, Relaxing music, Good puzzle game
All ships from Wind of Luck: Arena :)

11/22/2018>>>> It's been 3 years and more than one update! Would have made a 4K UHD version!

10/10. This game is very poorly made.

The controls feel incredibly sluggish. Looking around feels "off," as if there's mouse acceleration, and movement is fairly floaty. Passing through a doorway causes the game to grind to a halt for a second to load the next area - not necessarily a huge issue, except once the loading is done, it eats your inputs. Every single time you pass into or out of an area, you find yourself not moving anymore, you need to let go of W and press it again. Checking for your inputs after a loading screen is basic stuff, and combined with the slow movement speed, it just eats away at one's nerves.

All of that could be forgiven if the puzzles were good. They're not. The very mechanics of the game are bad, to the point where I don't actually know how you're intended to solve half of them (I managed to exploit almost all of them - we'll come back to that). The game starts off with you placing and removing blocks to platform, basic stuff, but satisfying. Before the game does anything interesting with a mechanic, about a fifth of the way into the game, the entire concept of placing blocks is completely abandoned until the very end.

The majority of the game is spent using green "blocks." The gimmick here is that you can't actually interact with the blocks, but turn any collection of your placed blocks into pipes. This is where the entire premise of the game falls apart - the pipes themselves are subject to physics, making them completely unreliable. And the game expects you to rely on them. You need to make pipe bridges and cross them, without them falling over, or bugging out and falling over, or without you sliding off. You need to jump up pipe pillars without them toppling, or without them bugging out and toppling, or without you sliding off. Making pipes and pushing them around is a major mechanic here (I think), but pushing them is a trial of misery. It's a physics-based puzzle game where you have little control over the physics.

In one level, I made a seesaw with an L-shaped pillar at one end. It was perfectly balanced. Apparently the player has no weight, so it was stuck. Until I pushed the pillar at the end, at which point that side sunk down. I was pushing the thing I was standing on and moving it around. Because physics.

Towards the end of the game - I'd say the final fifth - you get the ability to place antigravity pipes, which are exactly the same, but they go up. Quite frankly, this is the only point where the pipes came close to being enjoyable - the fact that you could use them as elevators made them much easier to work with, and there were some good ideas involving using both sets of pipes. Ideas that would have worked MUCH better if they were blocks, or if they had at least followed less realistic physics that followed more predictable rules.

There's also another white blocks section thrown in the middle of the red pipe section, as if the developer suddenly remembered they had them in the game. I believe there is only a single puzzle in the "green section" that had white blocks, and it only had a single one. There's basically no puzzles in the game that actually take advantage of combining the white squares with the pipes - presumably because they'd be too easy to exploit. This game is actually terrified of letting you "cheat" - you can't jump and place a block under you, nor can you peek over the edge of a block to place a new block there. Abilities that are arguably as standard as jumping, and the game restricts them. Which, like before, wouldn't be a problem if the solutions to the puzzles were logical - but I don't have the slightest idea how you're "expected" to solve most of them. I ended up solving most of them by cheesing them, sliding pipes into awkward positions and making tight jumps, often ignoring most of the space I was given to work with.

Were those actually the intended solutions? Possibly. But while it can be liberating to solve a puzzle in a way the game didn't intend for, it's not really gratifying when it doesn't feel like there was ever actually an intended solution. Ultimately, the real crime here is that the game takes away player freedom to prevent players from breaking the game, yet the game is still easy to break, so what was even the point?

And a minute to talk about the final "puzzle" (if you're willing to call it that). You have to build an elevator to go up a long

tunnel. So, naturally, the game gives you tons of antigravity blocks... and green blocks, and even white blocks. Why? Are they useful here? Am I missing something? So I made an elevator, and it immediately went topsy-turvy. I guess your player model actually does have weight. I made an elevator with railings, and made it a bit higher before falling out... just before the elevator passed through the ending trigger and disappeared, taking its precious blocks with it. By the way, the game has no save feature, you need to exit to the menu and reload whenever something like that happens.

Brief mentions about bugs: aside from the physics being terrible and the loading being a pain, I've had pipes spontaneously jump into the air upon placement for no reason, I've had the ability to construct pipes completely disappear and require a restart, I've fallen through the world (and as far as I was willing to check, there's no killplane down there), and been able to grab blocks through the phase fields when you're not supposed to. Also, if you press the mouse buttons during the credits, you can hear the sound effects of your gun. (Speaking of which, the train in this game has the goofiest and least-fitting sound effect ever).

Oh, and the puzzles in the second and fourth-to-last screenshots don't seem to be in the game.

This perhaps became more of a rant than a review, but I was extremely disappointed by this game. I hate judging games by their price, but there is absolutely no way this game is worth close to the \$13 pricetag. It wasn't even worth the less-than-three hours it took to complete.. This is a phenomenal game!!! It is like an old school rpg. The art work is great and the story is good (3 possible endings). And its free! It has a crafting system, it is great and simple. Definately a must play. Only annoying thing, the English translation could use a bit more work.. build the full game, her indoors loves it and would buy all day

. Tepid recommendation. The graphics and settings are very good, and the voice acting is great. The overall immersion is well done. All objects can be manipulated, a big plus for VR.

The puzzles are repetitive to the point of irritation. When you have to repeat the same very basic shape matching puzzle over and over with a voice in your ear saying "very good" everytime you match shapes like a child, it gets old fast. The pace is slow and lacks the sense of mystery that the game should evoke.

Recommend on sale because of the immersion and graphics.. Fun little board game.

If they didn't have to option to speed up your game, this would be incredibly boring.

this game will crush you if you don't play to your characters strong points and weaknesses.

I was lucky enough to get for \$1 during golden week, but even if I didn't get it on sale I'm sure it still would have been worth the money. I think this game is really nice, although I only just got it.

But I do think I needs a little more, and I don't know if the developers are working on more mechanics, but I'm just gonna suggest some stuff?

-Maybe there should be bird customisation? So you can change the colours of your birds and everything.

-Unlockable birds? Maybe if you fly through those hoops a certain amount of times, you could gain points to unlock different birds (or if a new game mechanic was made that would have a system where you could earn points by doing something).

-Gamemodes? I see that the only gamemode is just flying around and it's meant to be calming, which it is, but it'd be nice if there was another gamemode where you could be able to play and earn points (as I previously said) to unlock birds.

These are just some suggestions and things I think could impact the game just a little more so there's more content for future players of the game. I'd like to hear back from you (which ever developer). Thank you if you read this, keep up the good work. Wonderful game, although I wish there were a bit more options available, like being able to select the active runways and being able to open and close (change) them during the game.

10V10 Not smart enough to play still good game.. This jetpack is so annoying.. Interesting game. You are Tomoyo (Tomo) and you have just been asked to take over a resort complex for your grandmother. She is testing you for possible inheritance, and she's... getting close to passing on. The resort is filled with pretty girls, of which six are very interested in you... though at least a couple might not be the... most conventional... Anyway, through your actions you hopefully will make the resort successful and find a new love.

This is supposed to be the first of a trilogy, but I shall have to see how... inclusive the other two parts are.. Rough. Very Rough. The tavern runs itself once you get a starting cook. No one needs you. It's incredibly disconnected. Your guests are your quest givers who occasionally vomit on floors. That's it. Adventuring costs you money in health potions. The difficulty grade of quests only changes the amount of maps you have to run through till you reach your goal. Notice "run through" as you cannot realistically fight and expect to survive. Each time you die it takes 10 points from your max health, ensuring your next death comes that much quicker. You can forage for ingredients sure. But the items you pick up are worthless for vendors, eliminating that route for early game cash. Leveling only allows you to use the next tier gear and is pretty much a joke. The most cost effective way to earn money is to sit on your hands and do nothing while the clock ticks over into another day. I wanted to like this game. I like simulation games. This feels like a rushed, unbalanced, grab at fans of Stardew Valley. Save your money and wait. Hopefully, with some work, this will be a good game. But right now it's not worth it. Full of glitches and errors. It's all fine until your inventory bar completely disappears and won't re-open!. Pretty fun at start, but getting bored when I've been the biggest boss...

That took me about 10 hrs. After watching the trailer and reading positive reviews I was expecting a well-developed fighting game. I was wrong.

Pros.

- 1) Good-looking cartoonish graphics.
- 2) Branching storyline. I haven't reached any branching point though, 'cause I've shut it down after about 20 minutes.

Cons.

- 1) Clumsy controls: low responsiveness.
- 2) Primitive hits, low variety.
- 3) Idk, maybe it's a bug but - no voice acting, just text. You have to bash buttons to read through it.
- 4) The texts don't look good. This game's font choice is very arguable. Text balloons are not animated, just black patches with white text.
- 5) You can move sideways but can't dodge, can't roll, can't properly jump-hit. I.e. even lower variety.

I don't want to play a bad fighting game just because it's cheap or made by an indie dev. Requesting refund.

Can't recommend.

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