MONMUSU * FIGHT! Crack Download Pc Kickass



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# About This Game

**\* 99% Translated. Only the "2D Fighter Maker 2nd" engine's system interface (i.e. key / gamepad configuration) is not translated.**

An Action Game containing monster girls, extreme battles and nonsensical fun!

Half dragon, magical werecat girl, harpy, mono-eye, minotaur warrior girl,
dark lamia magician, dark elf beast tamer... and more!

- No difficult input commands! Perform your fabulous combos with ease!
- Special moves are one button commands! Perfectly land your Monsterific Skillz!
- Fully voiced with a main story included!

Simple Controls Explanation
A: Consecutively Press for Combination Attack
B: Knock Back Attack, Select the direction with the arrow keys.
C: Skill. Use the arrows keys for different kinds (Uses Skill Gauge)
D: Monster Move. (uses SUPER Gauge)
E: Not Used
F: Displays Fighting Moves
Counter: Press the opposite direction to your opponent with the arrow keys

Title: MONMUSU * FIGHT!
Genre: Action, Casual, Indie
Developer:
StudioS
Publisher:
DLsite
Release Date: 22 Apr, 2017

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English,Simplified Chinese,Traditional Chinese

IN GAME CAPTURE

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A hidden gem of indie game industry.
Unlike most games made on RPG Maker engine, this game focuses on actual gameplay rather than storytelling. I find this game very interesting, as it is in many ways very unusual for the genre.
The main thing that makes this RPG unique, is that there is no experience or gold as such. You power-up by exploring the world, finding secrets and solving puzzles. Therefore, power-ups are limited, so you can't just mindlessly invest your time into grinding if the upcoming boss fight is too tough. And it means that you need to think very carefully what skill, stat or piece of equipment you are going to take next, read and read over the manual with open damage formulas, which the author kindly provided you with.
The game is very challenging, even on the lowest difficulty level. Make sure you have investigated each corner of currently available world before you enter key boss fights. I am a kind of gamer who enjoys hard games, because you can always come back to them. Moreover, this game has lots of freedom in customizing your character and selecting gaming style, which again, means high replay value. The battle system is deep, yet not too overcomplicated. I've just beaten the game for the first time (as a mage\/techmathurgist), and I'm sure I'll come back to Celia's Quest someday to experiment with different character builds or play it over on higher difficulty level. The game took me 33 hours, by the way, considering I had to start it from scratch once because of a dumb decision I made in the beginning.
The story, like I said before, is here mostly to drive the gameplay. Nevertheless, I enjoyed the way it is introduced, its humor, and the atmosphere of an absurd fantasy world. The only possible downside of the game I can think of is a bit rough difficulty curve. In my opinion, the beginning should be slightly easier. The first serious boss fight is too hard unless you do everything right. Mid\/endgame, on the other hand, are balanced much better.

I recommend this little game to hardcore gamers, especially those who dislike random encounters and mindless grind. Totally worth playing and money spent.. If I could leave stars, I'd give this one 10 out of 10. It perfectly captures the atmosphere it intended, soundtrack rocks, and the controls are fluid and smooth.

It adds special nostalgia for me as I used to play titles like this with my roomates in my early years.

The hard part with a game like this, is the screenshots really don't do it justice. I loved the animation and effects throughout, and felt it perfectly captured that old school feel while giving it a nice upgrade "in the right places". The sound and music match and feel right to me.

Note: Still playing so will com eback and update. After years I wanted to play another good JRPG and since I do not mind older gen graphics I decided on starting with this series of games. About 57 Hours of gameplay later I have reached the end and bought the follow up title right away.

This game is a slow burner with lots and lots of dialogue to read and a cast of interesting and likeable characters. The story so far is great, it just takes a long time to unfold.

The vast majority of battles are fairly easy to handle on normal difficulty. I have not tried the harder modes, if you like a challenge you should consider playing above normal. I like that you can save pretty much anywhere with the exception of combat or in story cutscenes.

The game does not have that many dungeons and the ones that are there are pretty bare bones looking. This does not make it easy to see where you are\/where you have been at a glance. I do not know why there is no dungeon map, you get a map in outside areas of the game...

The music in this game is alright, plus a couple of standout tracks here and there. A bit more variety in music for different places would have been nice.

Technically I had almost no problems (only 1 CtD) with the game on Windows 10 64bit, R5 2600, Geforce 1060 6G.. I regret spending money on video games, but if you must . . . I mean, you shouldn't, but . . . What I'm trying to say is, it's never a good idea to spend money on something like video games, but sometimes when you really want something . . .. hmm cant say I didnt like it... another game I got cause it would play on my ex gf mac(see other reviews)... enjoyed it in a simple way very short though which was good at the time.. It's presented in a colorful way and with a lot of humor, but don't be folled - it's a legit and

challenging tactical wargame. If you are not afraid of going against all odds from almost the beggining and feel that you've got what it takes to bring your platoon through the Normandy and back home in one piece - you can't miss it. Highly reccomend.. Really fun. A horror game that has solid gameplay

We were playing duo and have completed 3 chapters within 3 HOURS. I died several times ONLY because some toxic saliva or nasal goo was one-shotting me. We once emerged from a tunnel and mer hive tyrant with all skills in cooldown. If you are playing this game alone, then you are playing in wrong. Same for playing at any but the highest difficulty.
In my opinion, game requires a bit more agile enemies to make it kinda scary and something like glory kills (like in SpaceMarine at least) to get more enjoyable gameplay. Technical issues I had - freezing for 10-15 seconds (3 times during 7 hours) and 2 network errors. Not a single time this thing crashed so far. Yes, it might look like boring crap, but only if you play in unorthodox way, heretic. Singleplayer though... Well, yeah. Singleplayer is boring as hell. And better buy it with a discount, 30-40$ is overprice.. A stunning remake of a great strategy game. Eclipsed only by it's successor, XCOM reignited the turn-based tactics genre almost singlehandedly. Worth playing, no matter a sale or not.. You know how it's a really cliche statement to say "blank is the blank equivalent of the room" or something like that? Well no ♥♥♥♥♥♥♥tting, no cliches, this is ansolutely the video game equivalent of plan 9 from outer space. Now before I review this hot pile of garbage, there is something admirable about this game: it was developed by 3 people with no budget, and the people apologized to the criticism. No matter how bad something is, getting off your♥♥♥♥♥and making something, and then taking the criticism are two things that I admire. Bear in mind, however, that this does not make the game any worse. I can't even describe how bad this game is, just watch a let's play of it and find out for yourself. It is CERTAINLY better than spending money on this, even if it's cheaper than dirt.. The game is pure rogue-like bullet hell eye-candy, the graphics and physics are both awesome but can get repetitive quick, mainly because of the permadeath factor. An important thing to note here is that your progress does not get saved.Also, I really don't like the tank upgrade, I would gladly skip it if I could. But no, I must have it at all costs and then become slow like a slug while being stormed by kamikaze fruitflies ships and whatnot all around, hoping to get the laser. Honestly, I don't know if there are any further upgrades, because I never could get beyond that point. Also, the bombs are pretty hard to avoid.

Another thing to note is that the game is infuriatingly hard, so now I can kinda see why it's called Furious Angels! Cause the game makes us furious while we fly.

I also like the game, because it's one of those game that looks beautiful, plays beautiful and I can listen to videos of people talking stuff in the background without missing anything since the sounds aren't really the best. Although it doesn't really matter in such a game, you can listen to whatever you want to, while playing the game and this is more of a bonus to me. I recommend this game to anyone, but be aware, it's repetitive because it has permadeath and it's hard because it has mechanical fruitflies!. Needs bug fixes badly, had multiple instances of crashes and times when the UI just disappeared alltogether making me have to quit out.

The concept is good, just needs to leave alpha state.