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About This Game

"Salutations. Would you like to attend a school for girls?"

This romance visual novel explores the question of gender integration at a private school.
A curious series of events leads to our hero becoming the only boy at a prestigious girls' academy...

But over 99% of the girls are against integration!

The girls are so sheltered, that they actually run away screaming at the sight of him!

Our hero needs to befriend them if he wants to stay, but the situation's looking grim...

The sole girl in favor of reform looks to our hero with hope in her eyes.

Thus, he must fight -- to convince the few neutral parties at the school, his childhood friend... and even those who show him open disgust!

The game spans a full year, divided into 26 "anime-like" chapters.

Colorful movies and SD illustrations bring the classic girls' school events to life!

Athletics festivals, elegant balls, swimsuits, love rivalries... and romance that would make a true lady blush!

Title: Princess Evangile All Ages Version

Genre: Adventure

Developer:

MOONSTONE

Publisher:

MangaGamer

Release Date: 27 Mar, 2015

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Minimum:

OS: Windows XP+

Processor: Pentium III 800 MHz or higher

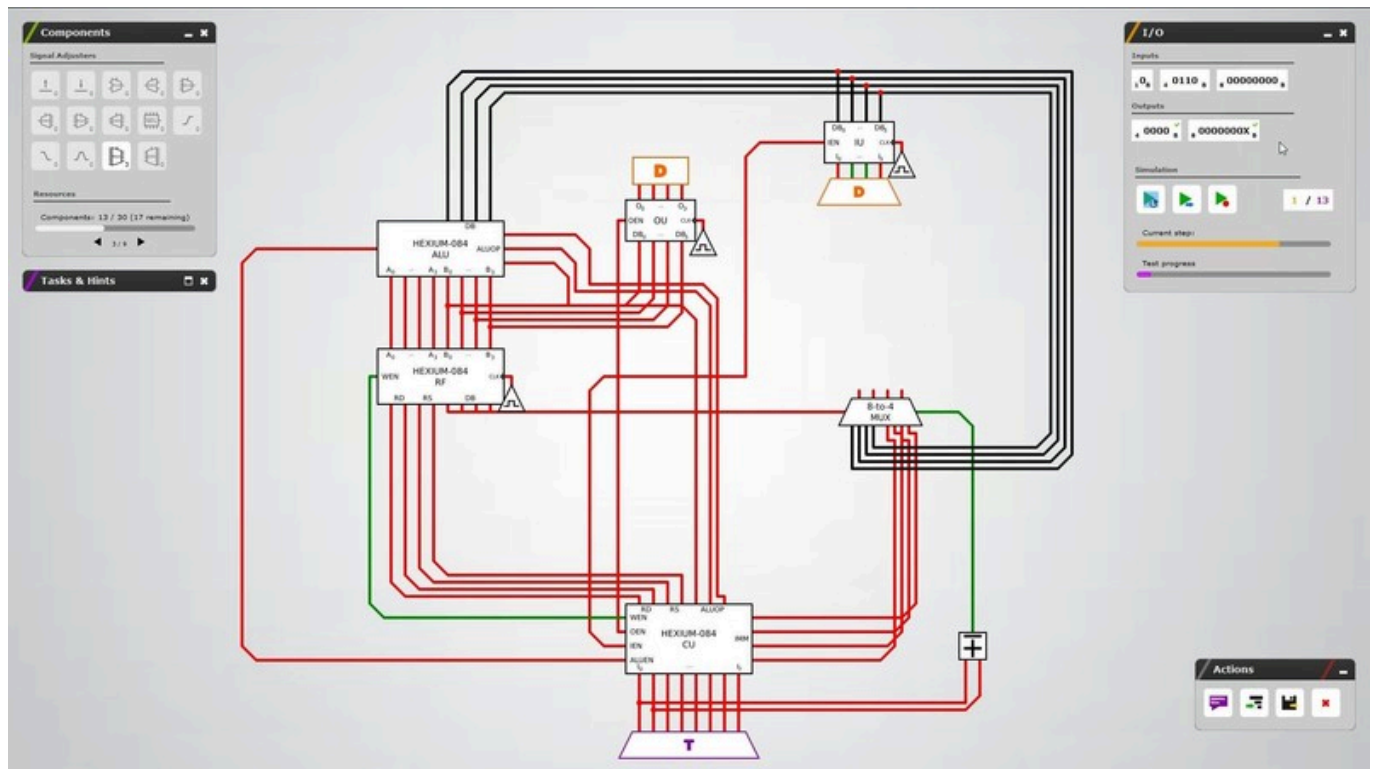
Memory: 512 MB RAM

Graphics: VRAM 32MB

Storage: 4 GB available space

English,Japanese







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Zu schwer,wenig erklärungen..wenn meine Gepanzerten Fahrzeuge mit einem Schuss sterben,und ein Schuss genügt 20 Reiter zu töten läuft etwas falsch..dazu muss man wissen das der gegner dazu eine größere Reichweite hat was Kanonen angeht,und man eine Begrenzte Anzahl an Einheiten hat. dadurch das der Gegner nur Sekunden zum Nachladen braucht kann man nichtmal nahe genug ran um ihn zu treffen,teils sieht man sie nichtmal und ist schon zerstört. This is an outstanding little game. Sort of a cross between COHV/Faces of War and Theatre of War/Combat Mission. It's heavy on historical fact and covers the Stalingrad campaign from the summer of 1942 and the drive on the city by Army Group South, right through to the battle for the city itself. You can fight campaigns for both sides too.

There is no skirmish mode and obviously the graphics aren't state of the art any more. Having said that it's graphically rewarding compared to some of the more serious games where you only move units on a bland map.

Just about every vehicle from both sides is represented along with all types of infantry squads. You move from battle to battle in a type of operations mode, each battle faithfully reproduced and historically correct. Expect to fight for fortified villages and river crossings early on, and later fighting in the ruins of Stalingrad of course.

You even get to use resupply halftracks and trucks, to re-arm and re-provision your tanks. A first for me. If one of your tanks is immobilised then it just has to sit there until you can repair it, often under fire.

Highly recommended, especially for wargamers who prefer historical type games.. Duuuude.....sweet.. I get caught up playing KMIA for HOURS, I have downloaded other airports and colors, real traffic...and I barely get to them. In fact, some DLC I still haven't played yet, i just get lost in time...and hours of it playing and getting so into what airplane needs my assistance next.

One thing I can say about this product, as well as the Tower!3D, and Tower3D!PRO, is the DEVs are quick to answer any questions you may have on the forums here, so they are in touch and get back quickly. That is always a plus!

I'm happy I bought this product.. To the norm: Gaming is Insanity... utterly Craze; Madness and Off Tangent - Losen Nuts! A bunch of inversely hopeless: garbages from acadmia; hopeless drop-outs and down graded "Junks" in the "Cyber-Cafes" Their communities, families and even them self had long given up "Hope" on them.

These "Obsessive"; "Impulsive" and "Rebellious" were classified last "Decade" as "Mental-Zoombies"

A groups of such "Youth" has proven the world wrong: even "Something" so "up-side-down"; "pervert" and "abnormal" can be a revolution sweeping the "World" like Cyber Tsunami.

Take a good look: a nobody can be a somebody one day!

Their "Hard-Work"; "Determination" and "Purposeful-Nature" pay!

These "Heroes" driven Telecommunication; Internet; and Online E-Commerce Industry the to "Peak" for global Economic growth.

They made themselves; families and Nations "Proud" of "Who they are with Passion in Gaming"!

Congratulation!

Share these Videos to all the children across the world: Gaming can be another "Avenue" of Love: Hope and Faith in Action towards Success in Life!

Thanks.

. Primena Džeims Bonda labai daug šaudo

This game is a bit sluggish on linux computers, but it plays just fine on a windows 7 machine. Void Monsters is an original game and one I like. In fact it can be addicting & I play this alot. It doesn't matter what character you play as because you can eventually be beyond their skills with another character. Normally I don't like match 3 games, but in this game I don't mind them because you can get runes that way. I just wish they made more games like this one. It's fun, addicting and time consuming. This game has alot of quests so you get your money's worth out of it. I got it when it was on sale for \$1.99 and if I knew I'd like it this much, I would have bought it at full price. I like games with new concepts like this one.. Memoranda is a point and click puzzle adventure, with a playstyle reminiscent of those point and click games from the 90's. Memoranda is very much its own game, and doesn't really ride coat tails, but the inspiration is apparent, in a good way. For me it recaptures the old head scratching style of esoteric puzzles and bizarre connections between items and characters. There are memorable characters, and their motivations will drive your progression through the game.

Bizarre is another apt term for the game. It starts off realistically enough – Mizuki has memory issues and suffers from insomnia. Memoranda is about her confronting these issues, and explores this through her interaction with her hometown and the characters within. Without giving too much away, this all starts becoming surreal rather quickly. I enjoyed the surrealism because it is accomplished in a fantastic way.

The graphics, and overall atmosphere in Memoranda is beautiful, consisting of beautifully painted backdrops and rich sounds. This comes together to achieve a strong ambience which complements the mood of the game well.

There are puzzles in the game: some explicit 'solve this puzzle here' style puzzles, and others which are generally about connecting the dots between items in your inventory and things people have told you. I found some of these puzzles rather challenging and even consulted a walkthrough to help me.

I believe Memoranda tells its story very well conveying humour, pathos and nostalgia beautifully through gameplay and exposition. It is not a very long game, but it accomplishes a lot in that time.

It was very simple and straightforward. The library puzzle hints were not that clear, and there're some minor bugs that needs to be fixed.

But besides of that, I liked it!

Recommended to those who want a short and straightforward "not-that-scary" experience.. Very nice application. I can have my cake and eat it too.. I'm a huge ship enthusiast, and this is definitely a grab! I couldn't get myself to stop playing after 14 hours, no game has ever done that for me in 7 years!. Disclaimer: i've just played this game only for 10 level, so it might be some misunderstood in this review.

Overall it's a good game. I think it is worth more than \$3 (price when i bought this game). this game reminds me of bastion (but still very different). It is come with original idea of puzzle game, the quality of graphic is good, sounds is good too.

pros

- + simple and easy to learn
- + good graphic
- + good sound
- + good idea of puzzle game

cons

- need more storyline in every new level

at first this game looks like it will provide a good story, but after 10 level, i dont find the continuation of its story (or im not far enough to see more storyline ?)

- too easy ?

I chose the hard mode, but I find it too easy to complete the first 10 levels of the game (I do not know how many levels contained in this game) - or, developers did make on purpose that 10 first level is to be solved easily :P

conclusion:

if you are looking for casual puzzle game with nice atmosphere and also good graphic and sound, buy this game.. Not for the easilly triggered... that's for sure! But overall this game is just as fun as it is frustrating, each level brings on a different challenge yet all of them want to make you pull you're hair out. \ud83d\ude00 Definetally get this game!. I think this is the easiest puzzle game I've ever played. Even though I got stuck for a bit on a handful of "What do I do next?" problems, I finished

this game in less than 4 1/2 hours, and that includes some "away from keyboard" time. The visuals are beautiful, the music and voice acting are pleasant, and the story is interesting. The puzzles are all easy. Recommended for an extremely casual, relaxing playtime.. This is a really fun game to play with friends and family alike. I love it.

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