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About This Game



The protagonists this time are three young girls from a magic academy. In the Sea Empire Cadiaden, there is the most advanced mainland magic academy. Firoro, Mirumiru and Kukuri are students from this academy. The protagonist Firoro, makes an extremely bold decision because of a very common matter, causing an irreparable serious consequence, and a great adventure to escape on the edge of life and death is

embarked.

After the end of "The Legend of Bean"

The mercenaries Kaim and Asal are unable to get used to the court life, so they give up their lordship and continue to wander around, living by eating grass as mercenaries. But their boring routine is broken again. They would meet the three students from the magic academy. What kind of story would be waiting for them?





- Magical Girl + JRPG
- Lovable, addicting characters
- Exciting story full of twists and witty or hilarious dialogs
- High-quality maps, monsters and graphics, along with a lush music score enhance the experience
- Turn-Based
- Over 30 different monsters to fight, each with their own strengths, and modifiers for them as well for even more variety.

the prequel? The Legend of Bean? <u>https://store.steampowered.com/app/764430/The Legend of Bean/</u>

Title: The Adventure of Magical Girl Genre: Adventure, Casual, Indie, RPG Developer: Windward_Birds Publisher: XNZONE Franchise: Windward_Birds Release Date: 21 Jun, 2018

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Minimum:

OS: Windows XP/Vista/Windows 7/8/8.1/10 (32bit/64bit)

Processor: 1.6 GHz

Memory: 1 GB RAM

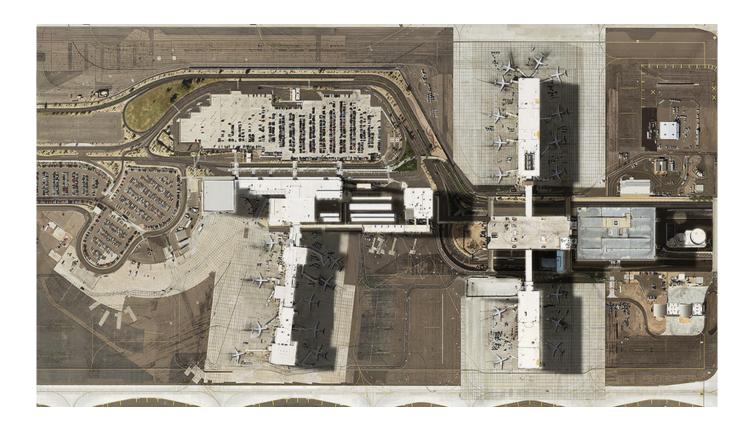
DirectX: Version 9.0

Storage: 253 MB available space

Sound Card: DirectX 9.0 Compatible Sound

English, Simplified Chinese, Traditional Chinese







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10V10 would totally recommend. Just beat the game. A decent platformer with pixel art style. Mostly about running & jumping rather than fighting.

Like:

Good arts, some cyberpunk and some cult, reminds me of some old horror games in dos. Fast paced and intensive, played for 6 hours straight, died like 200+ times, not feeling tired. Has an attractive backstory. (Just found out from the achievement, it's actually 1000+ death, lol)

Dislike:

Some control feels weird, why can't I fly a hoverboard with up and down? (fixed in the latest update) A little bit short, I mean story-wise. Expected more in the home, like balcony or photos

7.5/10, recommend when discounted.. i wuv 8BitMMO. This Game has a lot of potetial even though it does look very simmilar to Banised. But the game is a long way from being complete. Bad animations, all houses look dull and quite simillar to each other, no roads to provide vilagers with a better orientation and speed. The ESC menu is overlaping with the game so if you accidently press ESC while you in a building management window you might close the game or restart a level. Dont buy this game just yet its not worth a cent.. I'm on the fence about this one. On the one hand, you get a very decent shmup. On the other, execution is lacking and the game just doesn't feel as polished as many others.

My gripes with it are: No d-pad support (come on!). It's made with Unity, so performance is really bad. Level design is meh. I didn't really like the soundtrack.

The game does have some good things going for it. The aesthetic is just gorgeous. You do get some interesting patterns, especially in the last bosses. Overall, I had fun and will probably play some more when I get a new PC.

So, buy only if you are really in need of a new STG. Waiting for a sale seems much more reasonable (or few polish patches).

more like dynamite hack. Arcadecraft has a lot of potential to be a good fun game, but unfortunately a great idea with a poor execution. The idea of having your own arcade is probably a fun idea for a lot of us that enjoy playing video games and this is supposed to provide a good fun simulation of it.

Unlike another similar store simulation game, Recettear, Arcadecraft unfortunatly suffers from almost all aspect of what you should NOT do in this type of game. The idea sounds simple, buy arcade cabinets, set a price and hope you will make a profit from it. But in this game, it seems none of what you do matter and all it is becomes a repetitive dread of hitting spacebar, tab, and enter.

Unlike Recettear, there is no point in choosing which cabinet to buy or to find an optimum price or placement of the machine, despite what the game tells you that it does. All you need to do is to save up enough money to buy one of each cabinet, set it in the store, and start smashing spacebar to collect money. Any price/difficulty other than the default will result in an un-optimum pay rates and it seems like cabinet placement gives little incentive/consequence to how popular it will be.

Unless you are aiming for a high score to compare to other people, there is really no point or incentive to keep on playing the game. If you can surve the first year with any profits, then you can't possibly lose the game if you just sell the old machine and replace them with new machines. There isn't even any reason to decorate the store as it makes no impacts to the store's popularity.

TL;DR, Arcadecraft is repetitive and boring, if you want a good store simulation game, go buy Recettear. This is a really fun game :)

. Made it to lvl 12 in one sitting, trying to get as high as i can in the leaderboard is where most of my time went.

Runs smooth 10/10

Gameplay was different to me and very fun 10/10

Wallrunning was interesting to get a handle on but once i got it down it worked like a charm 10/10

All the words are bundled up, while I consider myself to be a light reader. Only managing to complete Across the Nightingale Floor in a couple hours. This kept me confused throughout the entire ten minutes I played. Then I was given a variety of choices.

I mean a variety of choices. It kept changing with a minimum of minimalistic descriptions in the form of three choices. To complex sentences in multiple choices.

If you are going to make these choices different, at least stay dedicated to one style. Rather than, "Damn, that hurt!" "Damn you to hell, this gives me great physical pain." Of course it is dramatised and these don't actually come up in the game.

It does get pretty difficult to stay attentive.. If you like the Virtual Villagers games then you will enjoy Gemini Lost. Fun little simulation game that you can play for only a few a day.. A rough around the edges gay sci fi comedy. It's enjoyable and it's getting a sequel.

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Happy Halloween!:

Happy Halloween!. Wild Ranger: Gun X Dragon by XNZONE:

Wild Ranger - Gun X Dragon -

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