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About This Game

Your grandfather has disappeared! The only clue he left is a cryptic message about a game show that no longer exists. Can you overcome the mysteries of the Millionaire Manor and stop the macabre machinations of a madman? Can you uncover the secrets of your unhinged host? Take on the challenges of The Hidden Object Show once more and save your fellow contestants from a gruesome fate!

Game Features:

- 25 Stages of Play
- 12 Exciting Modes
- 75 Detailed Scenes
- Hours upon hours of gameplay
- Fast-paced secret bonus stages
- A gallery of zany characters

Title: Millionaire Manor
Genre: Adventure
Developer:
Gogii Games
Publisher:
Strategy First
Release Date: 17 Dec, 2010

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English







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I wanted to like this game, but it's horrible. Needlessly complicated, zero instructions. You are left to figure it out on your own. I'm against holding people's hands through games, but this is a "chopping them off and tossing them into a burning pit" kind of difficulty.

Also, the game's user input isn't encoded correctly.. Meaning you'll have to relearn the location of all special characters, such as: (), [], {}, ", etc.. I got this from a friend, so I figured I'd burn through on a lazy Friday evening. I really didn't have much expectations going in, honestly, and I'm still pretty unsure of how I feel about it.

Obviously, as a self-proclaimed comedy game you're really either gonna click with the writing or just kinda endure it. I was unfortunately in the latter camp, so I ended up just grinding my teeth through a lot of campy dialogue. The character writing as a whole is unfortunately pretty shallow otherwise-- there's no big character arcs packed with emotion. At best the characters are realized, but they rarely step outside of their boxes. I realize the intention was never to be that deep and poetic, but I dunno. The cast was likeable enough for me to wish there was more to them, but nothing more ever came.

Gameplay is fairly box standard for an RPG Maker game. The beginning starts off uncomfortably boring, with next to no real strategy to employ and if you're familiar with RPGs at all there's no mechanics to learn, but by the midpoint you start assembling a proper party and get a substantial range of skills. Needless to say, figuring out how to properly synergize your characters is key to the late game fights. I really feel indifferent about the whole shebang; there's enough to be interesting enough but there's not enough to be truly engaging.

As a side note, this game makes heavy use of stock RPG Maker assets. This isn't necessarily a problem depending on who you are, but as someone very familiar with making RPG Maker games, it came off as a bit... shoddy, for lack of better word. Original assets have zero synergy with the rest of the game, and while I can completely understand why this was, it was a bit disappointing as I felt like a strong art direction could've made this game a thousand times more charming. The lack of flavor text was also a big missed opportunity, as the item descriptions were the perfect time to squeeze out some easy jokes instead often left to hamfisted comments when chests are opened.

Ultimately, though... Despite all my criticism of the game, I did actually end up liking it regardless of how many times I rolled my eyes. The game definitely has heart, and by the time I beat the final boss I oddly found myself wishing there was more. So, if you're part of the niche this game is catering to (that being the strange stoner-metal-RPG niche), you'll probably find this a pretty fun jaunt. Otherwise I'd say you're better off saving your money.. I enjoyed the DLC, but as I prepurchased the game, I did not have to pay for it. It is rather short, but if you loved the main game, you will like the addon. I would only get it on sale due to the length. As other's have mentioned, your party is thrown in jail and loose all of their gear. What do you expect to happen though, when you are thrown in prison?? Especially with some of the most legendary weapons in the realm? Do you really think they would just throw them in a chest and leave them there? More than likely the ruler, would give them away to

their trusted warriors\spellcasters. So basically deal with it and have fun.. This is a good game, I am impressed with the graphics for a new developer. Although there are inevitable bugs (my first run I couldn't recruit certain ships) and the UI needs a little love and to be simplified slightly while adding some more options. Some ship customisation would be great also.

I would say to people if you really like to try games by new developers I would highly advise this game.

Good luck to those that have helped create this little gem.. The game looked promising in the beginning and it does have potential, however the last update was back in mid 2017. Almost positive the developer has given up on it. Do not invest in this game. Also better versions of this game out on steam now.. Very nice set for the city, comes with a lot of inside details for modern settings.. PLEASE GOD, I KNOW NOT WHAT I DO!!!!

1V10. NOTICE: THIS IS A "LIMITED REVIEW" AND DOES NOT COVER ALL FEATURES OF THIS PRODUCT*

Back in the early '90s when I was a kid and playing my dad's old Atari/Commodore 64 games from the '80s, "Lode Runner" was one of my favorites. I loved pretty much anything from the old Broderbund catalogue, and have been hoping Steam would bring some ports of those games onto their platform for years. When I saw this game, I didn't hesitate to purchase.

Unlike the recent "Choplifter" remake, this game actually manages to capture the spirit of the original. This review will not cover the modern "remake" part of the game, so if you're interested in that, read another review. I personally am only interested in the "classic mode", and since that's the only mode I've played, that's the only mode I'll be covering in this review.

The classic mode gameplay is pretty faithful to the original game. They've inserted some unnecessary 3D graphics effects to appeal to the youngsters, but other than that, the level design and gameplay is satisfying.

You control your "runner" solve puzzles, outsmart your pursuers, and collect all the treasure on the map to advance to the next level. Just like you remember.

Gameplay is fast paced, the puzzles are simple, yet some can be challenging, and the controls and mechanics are easy to pick up.

Overall I would recommend this game to all of you who remember playing it as a kid. While they've added unnecessary graphics effects, the core gameplay, and level design is exactly what you remember. As far as the non-classic remake mode goes, well... I'll leave that for the youngsters to review. I'm perfectly happy with the game as it was 30 years ago.. A short simple minimalist puzzle game where you knock a square around the map from point A to point B in intellectually stimulating ways. Nothing more, and nothing less... except the over a thousand achievements that come with this title. Be careful not to let the sheer volume of achievements compel you to slave away at completing the sixty levels available to play; I fell for that, and I missed out on the problem-solving experience of the last quarter or so of the game. I don't regret anything as I now have newfound tools to deck out my profile, but everything comes at a cost.

Would recommend to casual puzzle gamers on a budget.. I feel like the people who greatly dislike this game either aren't a fan of puzzle games, or don't understand what Bob is trying to do here. It's a WIP so obviously it isn't going to be perfect, although I've been having a lot of fun with it for what it is. Keep up the good work Bob! :)

Game good, but need more content. I told all. OR more like BORE. Thy Sword is a nostalgic nod toward classic arcade gaming. The retro vibes are all there, and the CRT emulation is a particularly wonderful touch. Random level generation helps to mitigate the stagnant designs of old, and the ability to block, shoot arrows, and use abilities shakes up the combat nicely.

It's just a really fun little game, perfect for the aging nostalgics of a bygone time.

. just a copy of clash royal. This is game is so interesting, hilarious, AND FREE! no reason to not check it out. I WANT THE NEXT CHAPTER, PLEASE :D. Don't mind the whiners. This game will appeal to those who want the REAL experience. This game is a simulator. And it's an ambitious one. It's a space civilization simulator, a universe warfare simulator, a complete capital ship simulator (think Picard in command of the Enterprise), a weapon and tactical simulator, a weather system simulator, a planet environment simulator, and MUCH MUCH MORE. The scale of this game is amazing. It's horrendous that it's received such unfair reviews. You name it, IT IS HERE. If you want to live in an alternative universe and be a starship captain, where whole alien empires clash, then THIS IS IT. The people who claim that the game is a "failure", are the ones who were too lazy to spend the hours needed to read and learn the manual, because if you don't do that, you probably will be going nowhere fast. You need to be committed, you need to want to really be the captain of a large starship, and you need to really want to be in charge of all the systems it would have to offer. This isn't Star Trek Online for kiddies. This is the real deal. There are no second chances, and there is no easy dumbed down mode for the whimpy. You either know what you are doing or you are caput. Can't be afraid to start over. This is Dwarf Fortress for starship captains.. Press G to win btw. I really want to like Panthers in the Fog but honestly this game feels almost identical to the 1990s Close Combat titles. It lacks a large number of essential quality of life features that makes playing the game almost feel like groping around in the dark. There is no elevation mapmode, forcing you to guess whether your vehicle can effectively engage another or if your machineguns can hit an enemy unit. There is no line of sight indicator, again, forcing you to guess and check whether a tree is a line of sight blocking tree or just visual decoration. There are virtually no tooltips in the game, forcing you to guess, which is especially frustrating when you're trying to figure out things like which of the air support icons is used to bring support in the battles and which bombs your own troops on the campaign map (that's not a joke, I never actually had the air support hit the enemy." As well, non-combat capabilities of vehicles and weapons are poorly explained, such as what a vehicle is capable of towing. As well, there are no terrain indicators. This was huge as it's perfectly possible to deploy a vehicle in what looks like a shallow wall or thin hedge and discover it's now stuck for the entire battle.

I've been playing Close Combat since the second game. It's honestly a great series. It's just frustrating that key issues that have plagued it for over two decades are left out in an era where that can be easily patched.

Worth it on a 75% off sale. Otherwise save your money.. Needs lots of work. It is early days though but this is no sandbox, frustrationbox maybe. It does have promise; we will see how it develops at which time I may change my review. Till then this isn't one I can give the thumbs up to.

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