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## Airstrike One Addons



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### About This Game

You have an unique opportunity to control a deadly fighter. To break through temporary stretches and destroy as many enemy combat units as possible. You can use a high-speed machine gun and homing air-to-air missiles. Pick up the powerups to add armor and ammo. Use the time slack to avoid direct hits in a dynamic hot fight.

- Hundreds of enemy aircrafts and helicopters.
- Incredible special effects.
- Addictive gameplay "Kill them all".

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Title: Airstrike One  
Genre: Action, Adventure, Casual, Indie, Simulation  
Developer:  
LillyWelland inc.  
Publisher:  
Bitlock Studio  
Release Date: 25 Sep, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** DualCore CPU

**Memory:** 2 GB RAM

**Graphics:** GTS250/HD7770 or better

**Storage:** 100 MB available space

English

# NEW GRAPHICS

OLD :

NEW :



OLD :

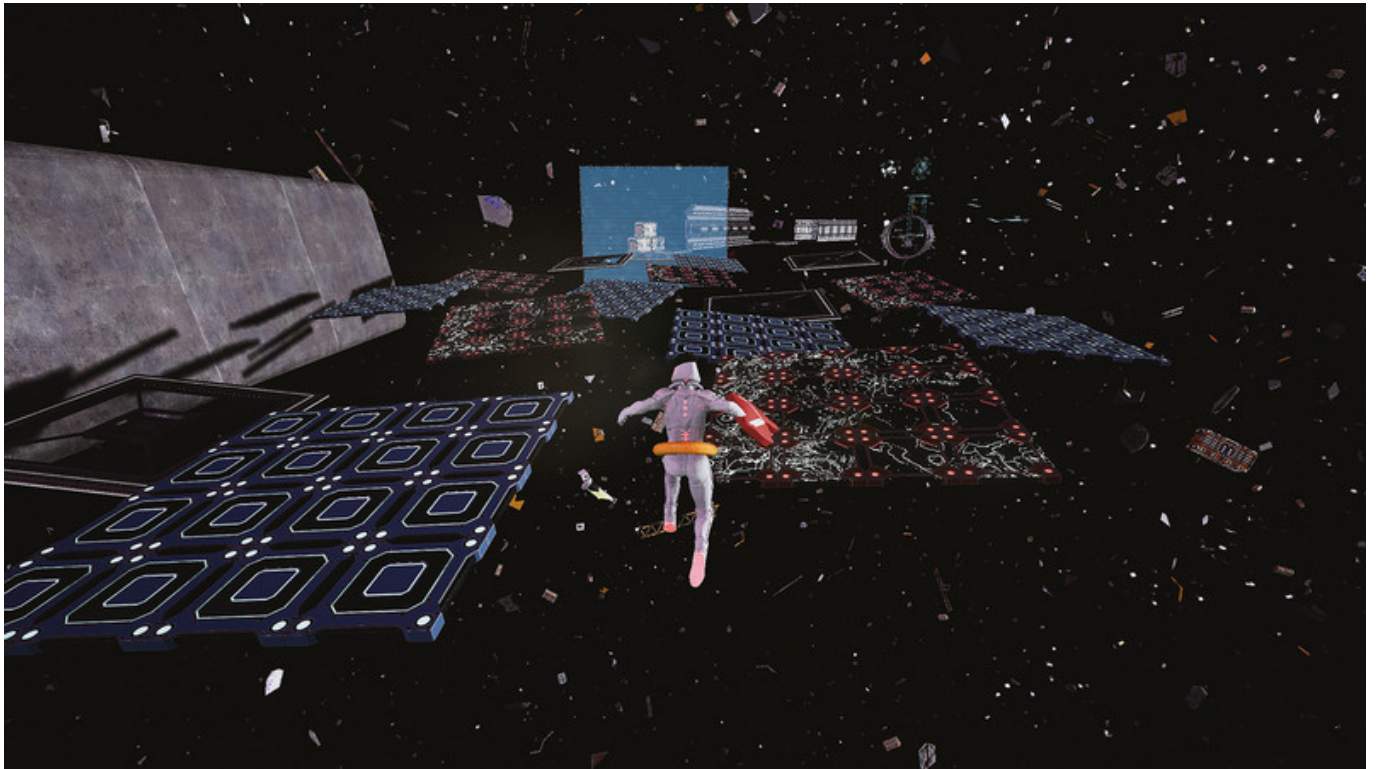
NEW :



OLD :

NEW :









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Strongly advise against this game unless you are a diehard strategy fanatic. It has an extremely steep learning curve and is completely unforgiving. The tutorial is ridiculously long and yet teaches you very little of the game's actual mechanics.. I played a very old version of this game. It's basically a truck parking simulator. It's fun, but it gets old fast.. I am very impressed with Congo, congratulations to the team who worked on this...I would highly recommend it.

I will certainly re-visit this game and look forward to playing it often.

Give it a go...

Gail. Was way looking for this game, Lord British. I played so much UO back in the day hoping this would bring back some memories. The game doesn't hold you hand with quest, I am a big fan of that. That being said something is missing in the game and I just don't know what. Ive read other reviews and they said this game had a good community. I would have to disagree, everyone I met in game and in streams will get very offensive if you say anything about the game.. Awsome game!. Honestly, a pretty good game. The price is just perfect for a 6-8 hour game.

Amusingly mocks everything dumb and fun about the internet while presenting some good little puzzle and exploration.

Would buy again.. Multiplayer in this game has dead community and all, so it doesn't have anything to interest normal players outside of introduction of Solo Survival. They are divided into two categories: "survive with limited lives and time" and "beat boss\level with limited lives and time". And well, while limitation of lives make it more interesting than trying to run multiplayer survival with 1 player slot and achievements give motivation to beat them, they aren't too different from multiplayer. Just not infinite. Still got Multiplayer speed, can't select difficulty, can't select Tarot Cards.

And to be honest, solo survival doesn't fit to Painkiller. Even if it can be hard, it still boring. Takes too much time. I mean, the main game itself feels like solo survival, as you have to survive hordes of enemies in each closed arena. And now you have to do that, but either by being in same spot of map for 5-20 minutes or by killing much more enemies in each arena, making it quite a dragging experience for Single-Player experience.

I mean, no one likes Painkiller Redemption. Or Recurring Evil. And some maps feel like that. Well, especially seeing how both Redemption and Survival use multiplayer maps.

Oh, yea, and you get Tarot Card that makes you start with 666 ammo. DLC doesn't tell you about it.

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It's really a shame, this game had potential but the way it was executed ruined it. The game was more frustrating than fun and the reason being:

- grinding excessively
- crafting new weapons and building your base to the max could of been fun if it was easier to find specific items and not just have things randomly drop from enemies or chest/breakable object.
- The map rearranges itself everytime you die or quit the game.
- This game needed a simple castlevania back dash to avoid enemy attack but instead your given a foward dash which only helps you progress faster through the room.
- most of the main and side mission were about finding items, certain mssion also required me to find blueprints and upgrade.
- Certain doors\shaft are locked which require a key to open them but if you die the map rearranges itself, forcing you to find the key again.

Its been a awhile since I encounter a game that truly me off, I should of stopped playing after 2 hours but I gave it too much of a chance.. Its a alright game. This game is absolutely adorable and heartwarming. This game forced me to have quicker reflexes and better timing, so kudos to the parry system. I hope that the DLC gets translated into English soon because this game has to be one of my favorite JRPGs. It does suck that there is no written guide or play-through of the game, if someone ends up getting stuck at some point. The fighting system is pretty simple, so that's a plus. The one thing I do dislike is the fact that you do not know the health bars of your enemies and bosses - I'm over here spamming the Holy Arts forever in order to kill something. Overall, the game is beautifully drawn and rendered. The soundtrack is so peaceful and calming. I definitely recommend this game to players who enjoy maximum cuteness. Also, don't get confused but the story is broken up into two acts. The first act is Mylne and the Forest Gift and the second act is Mylne and the Strange Cavern.. I keep having my game crash at the area just in front of the cottage when going outside to solve puzzles. I have no idea what to do there, as no parts of this puzzle light up. After looking at it for maybe 15 seconds, the game crashes every time. I'm not sure I can advance past the first part without completing this puzzle and not sure how to fix the game repeatedly crashing? Bummer, because point and click puzzles like this are my jam.... NOTE

\*\*\*OCULUS TOUCH CONTROLLERS ARE NOT SUPPORTED\*\*\*

I haven't been able to play this on my Oculus Rift so this review isnt about gameplay...its about incompatibility with Oculus Rift and Oculus Motion Tracking. I can see why some have felt the reference to 'Tracked Motion Controller' being supported on the store page is misleading

Even tho the store page shows 'Track Motion Controllers' as supported i'm now guessing/realising this relates to Vive and NOT Oculus Touch Conrollers... :(

Bought this on sale and was really looking forward to playing it.. but... It repeatedly crashed on the start screen whenever you press a controller button to 'Start'. Looked on fourms and it looks as tho its an issue with 'Touch' that the Dev doesn't intend to resolve (if what I read is correct). I cant even imaging how immersive it would be without Touch so its an uninstall and refund request for me.

No i'm not angry... just disappointed.... good but not great.  
not worth in full price.. So...what can I say about Dungeons and Darkness?

Well...its a fun dungeon crawler, it reminds me to Kings Field in someways.

The graphics and the music are...acceptable, the music may not be memorable but it has its charms. The graphics look like a "remastered" N64 game but those are not important. The gameplay is good, the dungeons are well made but after you complete certain quests, you will find that area of the dungeon empty. Regarding the story...I feel its a bit forced when they give you the quests to enter the dungeon...but meh, the whole point of the game is exploring dungeons, so I dont really mind if its forced or not.

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Either you love the game or hate it. I suggest that you try the demo first. The good thing about the demo is that it includes the first dungeon, so you have enough time to get a hang of the game and see if its for you or not. Regarding the bugs...for now, I have not found any serious or gamebreaking bug/glitches. There are some but are minor and can be annoying but are not serious to threaten your gameplay.

So... I can say that Dungeons & Darkness is a good game, not the best but does what a dungeon crawler does...exploring every corner of the dungeon to find treasures and kill monsters!...so i say that the game deserves a 8/10. Give it a try, seriously, its fun!.

. quot;A short immersive Virtual Reality experience placed somewhere between Jupiter's moon Europa and Jonah the biblical story."

Ask yourself in all seriousness if the above statement makes any sense to you whatsoever, whether rational, logical, philosophical, literal, or even common sense...

This is part of the story of Jonah, found in the Old Testament of any King James bible.

Now the LORD had prepared a great fish to swallow up Jonah. And Jonah was in the belly of the fish three days and three nights.

(in other words... you're Jonah in this VR demo. Here's what happened inside the belly of the fish...)

Then Jonah prayed unto the LORD his God out of the fish's belly,

And said, I cried by reason of mine affliction unto the LORD, and he heard me; out of the belly of hell cried I, and thou heardest my voice.

For you had cast me into the deep, in the midst of the seas; and the floods compassed me about: all thy billows and thy waves passed over me.

Then I said, I am cast out of thy sight; yet I will look again toward thy holy temple.

The waters compassed me about, even to the soul: the depth closed me round about, the weeds were wrapped about my head.

I went down to the bottoms of the mountains; the earth with her bars was about me for ever: yet hast thou brought up my life from corruption, O LORD my God.

When my soul fainted within me I remembered the LORD: and my prayer came in unto thee, into thine holy temple.

They that observe lying vanities forsake their own mercy.

But I will sacrifice unto thee with the voice of thanksgiving; I will pay that that I have vowed. Salvation is of the LORD.

And the LORD spake unto the fish, and it vomited out Jonah upon the dry land.

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Europa is one of many names of mother goddess/queen of heaven worship. Inanna. Isis. Semiramis. Ishtar. Today's versions are Mother Mary, Liberty (like the statue), and Easter. To get to the point: this is demonic worship. Satanic. Lucifer. Think of a demon womb that births demons through its v@ginal entry. This worship is worshipping that womb and passageway.

The only conclusion I have where that game description makes any sense to me is: Virtual Reality is the Europa/demon womb whose passageway will lead you into the belly of hell. The mouth opening at the end of this demo is the v@ginal entry. From your perspective, its the exit out of the womb and into the belly of hell.



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VR is a crafty way to get you by the neurons and drag you to hell. Don't worry, the trip is surreal and wonderful and lovely and you'll probably come in your diapers a dozen times before reaching there. But that's the destination. Enjoy.. Absolutely adore this game. There's three different level types with two characters for each.

- Action Stages for Sonic and Shadow
- Shooting Stages for Tails and Dr. Eggman
- Treasure Hunt Stages for Knuckles and Rouge

The game takes some getting used to for those new to it, as some features haven't aged so well. However, the gameplay smooths out as you go through the levels, and the player eventually adapts to it. The story is actually quite interesting, and the characters are fun to listen to despite the cheesiness. The Chao Garden is fun and offers a lot of replayability for the game, and provides player incentive to revisit levels even if they aren't going for all 180 emblems. Boss fights are well constructed (mostly) and fun. I strongly suggest this game.

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