
Dodge Download For Pc [Torrent]



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About This Game

Dodge is a simple skill-based game powered by Game Maker Studio 2 where you have to avoid cubes to survive as long as you can setting the highest score possible. In Dodge you can train your reflexes and also challenge yourself trying to improve your score. Enjoy and please let a review of this game.

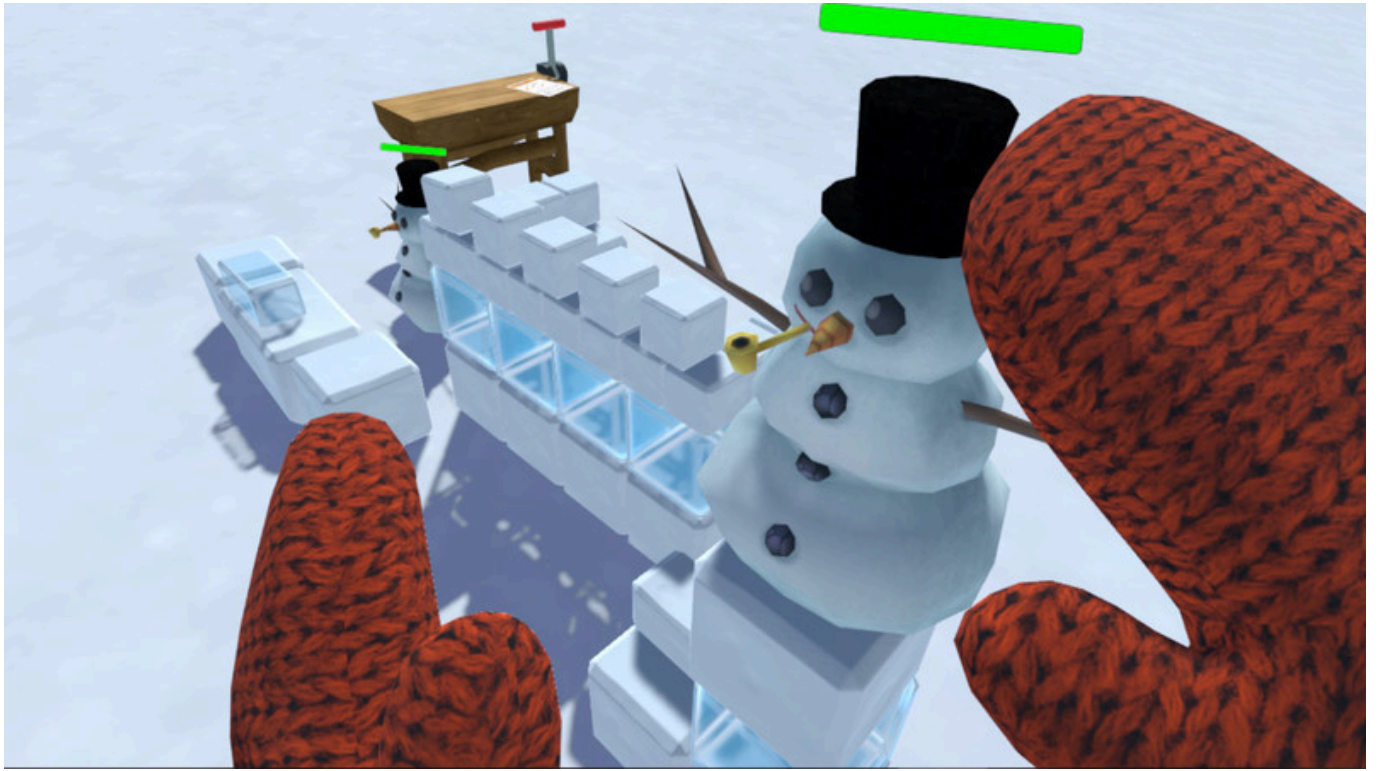
Title: Dodge
Genre: Casual, Indie
Developer:
GabryGa
Publisher:
GabryGa
Release Date: 9 Jan, 2018

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English







i smell pennies. Ok, this one ties into the first one (obviously) except you're playing VS. the original cast of gun bullet children. Nice!

VERY WELL DONE. Fixed fps, smooth gameplay, very tricky

(no spoilers, but this one's a bit unique!)

decent storyline, very fun!

good soundtrack, good graphics (for this type)

I'm 100% impressed by this for a bullet hell.

(plus, being able to whomp the good guys from the first one is a nice spin)

excellent sequel.. **DLC verdict: Don't get it**

Comment:

It does not add a new upgrade, it simply unlocks the pistol upgrade already present in the game. It makes no sense to pay so you can play the game LESS and finish it quicker. It also is NOT part of the GOTY edition.

If you liked this DLC review you can find more in my [Review Corner.. A really mediocre beat-em up with really bad dialogues.](#)

Pros:

[- three characters](#)

[- different stages](#)

[- chickens breathing fire](#)

Cons:

[- it looks as if it was not finished](#)

[- short](#)

[- graphics are kind of ugly](#)

[- no Demo of this game on Steam](#)

[There are many better beat-em ups here and there, go play them instead.](#)

[For anyone interested in joining in on completing your own backlog; check it out here -](#)

<http://steamcommunity.com/groups/completingthebacklog/discussions/5/530645446320364338/>. I'm liking this game. It really does feel like a lite board game RPG. Bonus for the option for playing at my own pace, and the easy multiplayer.. Only done the first 11 levels, but I saved the dodos!

[Actually looking forward to saving more, not bad for a game at this price.. just fun when u got friend to play. Yes, it's a Flatout game. Problem is;](#)

[-Soundtrack. All songs are from a band called "Dead Glitter." Don't get me wrong, list is not that bad but when considering old titles like Flatout 2, wow, this one doesn't have any legends like Fall Out Boy, Yellowcard or Rob Zombie.](#)

[-Characters. They are all out of context, same skin with different makeup, totatlly random generated names. Flatout 2 and Ultimate Carnage's characters had their personality and diversity. Again, this 4th game is so bad at it.](#)

[-Cars. It doesn't have any good cars. Seriously.](#)

[-Maps. Well they are half good.](#)

[-Physics. SO F*ING BAD: Crashing a car should make you feel better just like in F2 or F:UC. In this one, you try not to crash because you'll flip.](#)

Opinion:

[Bugbear. Please, hear me out, take this "flatout" name back and bring us Flatout 5 with old characters and soundtrack of your choice!. This game uses UPlay, after attempting to launch it and putting my headset on about three - four times only to take it off and see Uplay again didn't launch the game, I can't give this a positive review. I got the game working eventually, but the fact that we are required to use the garbage that Ubisoft calls Uplay WHILE launching the game through Steam. No, just no. Steam is already a good store/game platform, I don't need 20 other ones just to](#)

launch into a game.

The other point is, when I'm trying to launch a game, I expect to be able to launch it while having my headset on, having to take the headset off just to launch the game is extremely jarring, especially when I'm immediatly returned to the Steam House after launching the game.

Let UPlay die already Ubisoft, no one wants it, no one needs it. How many negative reviews related to it must be written before you get the picture!. This game is a haruki murakami story with Takeshi Kitano directing. Or vice versa. I can see it either way. It may not be as "oddball" as murakami, but it has his charm, subtle humanistic characteristics that drive an appeal to the player to all the characters. It has Takeshi's gangster vibe, without being overly violent. It is like they made the perfect child.

The above description is how I imagine it being and it makes me all the more happy to play it, however, the game does have some flaws too. Some moments seem to be very important but seem forced or shoehorned in at inoportune times, especially when a glitch causes you to be unable to leave a cutscene or move after one, etc (I made a pose and a cutscene started and I couldn't leave the fold arm pose).

A lot of the characters seem great, but also 2-dimensional most of the time. I am still playing the game and after 9 hours, i really wish to be able to get to know them more. I would love to see a certain sidestory go on with a character's development other than RIngo's as you interact with them more. Ie, interact with a girl, it becomes a romance story. Interact with the friend that is a fighter, you have a fight redemption story, seeing the dreams of another friend fulfilled, or even the coming of age for all of them as a group with a buddy-buddy Outsiders type finish.

There is a lot of poetry waiting to be had here and some of it works well.

Don't expect this to be like Scott Pilgrim or River City Ransom (though heavily influenced). Think of it as an indie movie with a lot of relatable emotions and situations.

I think it is worth it and would definitely recommend to support this developer.

this game is the starting of a super great thingi will stay on board as long as this dude keeps on making this game ...i hope it stays true to what the guy says in his small promo vidand dose not turn all pay dlcs and pay to win
ing garbage as some games havepayday is an example as r many more that started out for the gamers then turned into a lame cash grap for the people whom sell the game.....this game is just supper so far and i am so so so hoping it wont just stop being made as many games have lead us gamers on sadly and just no produced anything but great hopes and a masive letdownplease keep on mking this game come to life its great
!!!!!!! i want more more more oh so much more of this game please make it so.....! A true GE icon that shoul be a must purchase for any American train simmer. The only problem is the sounds as they are reused from the Kuju Es44ac but that can be fixed with a sound mod from Railworks America that gives the loco accurate sounds.. Box your enemies in to destroy them and get upgrades.

It can be entertaining, but is fairly shallow. Can't hold my interest long.. I really wanted to like the game, and have played it a while, but the controls are too bad, to the point of making playing the game very infuriating. For example:
- Cogs and spheres don't rotate properly with your mouse cursor, they randomly switch to other direction for no apparent reason.
- Mouse clicks in some puzzles make a bunch of connected items move, and you have to wait until they settle to click again
- Puzzle pieces that you have to slide have jerky movements, and often get stuck in other items of the puzzle, requiring you to fiddle back and forth, instead of focus on the puzzle.
etc.

Additionally, there's barely a compelling history. There's a handful of letters that are supposed to involve you in a mistery, but they are repetitive, and there are no new clues or story development in subsequent, just the story over and over.

There's also moments of frustration because instead of solving a puzzle or thinking, you have to search in a whole room for a tiny scratch in a badly lit corner, that reveals a small hidden compartment. There's no reward in finding such tiny clues, and they waste a lot of time.

I've tried several times to go back to the game and see if I can finish it, but after 5 minutes of frustration I quit the game.

I believe this is not a polished game that passed any sort of QA.

Update: forced myself to play the game, checking walkthroughs to overcome boredom. The end is as disappointing as the whole game.. Doesn't feel like it has a lot to offer in terms of replayability ... after one or two failed attempts I felt like I'd seen everything the game had to offer, and it wasn't very intriguing.

There just doesn't feel like there's a lot of depth to the game... having only one character to control instead of a whole squad makes things proceed in a fairly simple matter: walk up to dude, empty your clip, hope you don't die in the process. Repeat. Repeat. Sometimes you pick up things to help.

How you manuever your character relative to enemies has very, very little effect on gameplay... if any. If you sneak up on a character who is facing away from you and fire your gun, well ... in that same instant, the enemy manages to spin a full 180 degrees and land a bullet in your chest armor, so positioning and manuevering in this game means nothing.

Kudos for trying a simultaneous move/turn system, but the end result is that you have all the enemies moving the same speed as you, and most of them have the same range as you. The end result ends up being that once you're engaged in a fight, there is little-to-no hope of disengaging from the fight to set up a defensive position or do a tricky manuever on the enemy, or whatever ... you just both continually fire on each other, hoping that the enemy dies first.. No idea where to start in this review...

The game started nice and after that it went completely weird and unplayable sometimes (read: nearly dying but screen was so red of blood i could barely see anything).

So the game is like you start in a happy 3d mario world and ending up in a horror game.

Consistency is hard to find, even in the story details i got at the beginning of the level.

Who is the girl covered in green? Why am i helping people on a strange planet? Why do i have a choice to stay or go back to earth?

Anyway here is a Let's Play video (completed the game by going back to earth with a surprise...):
<https://www.youtube.com/watch?v=7zHfQQd-ioQ>

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