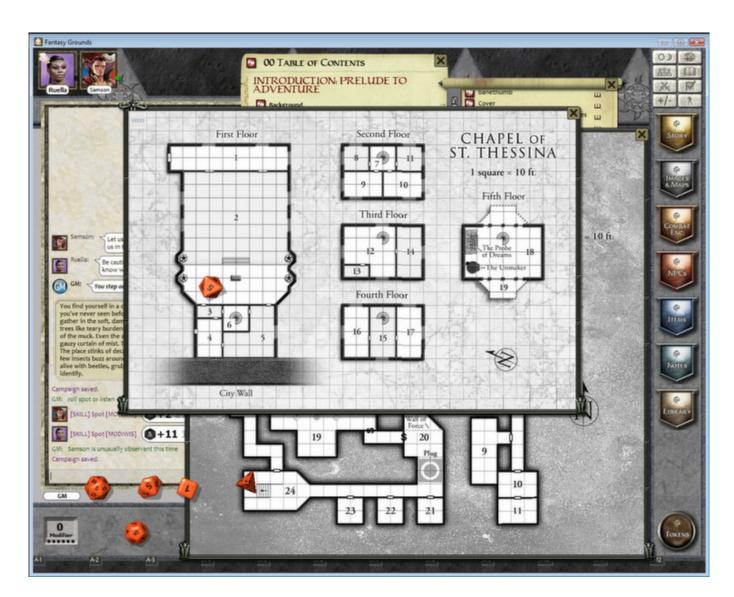
Bloody Glimpse Download Xp



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About This Game

WHAT IS BLOODY GLIMPSE?

BLOODY GLIMPSE is a chaotic first person shooter that confronts heavily armed players with the most horrifying night creatures - Gargoyles.

THE SETTING

The world of Bloody Glimpse is set during war times, in Africa, with wide range of weapons available at your disposal.

THE PLOT

The story starts somewhere in the middle of the desert, when during the night recon, your whole team just disappears one by one. As the only survivor, as soon as the sun goes up, you set on a mission to find your missing buddies.

FEATURES

Variety of creatures to shoot and dice, ranging from small, thorough medium up to tough as hell Gargoyles and derivatives.

Multiple bosses to defeat with huge arsenal of weapons.

Bloody Glimpse will take you on a immersive journey through bloody and dark world, the one that you always dreamed of.

Title: Bloody Glimpse Genre: Action, Indie, Simulation Developer: Racing Bros Publisher: ANPA.US Release Date: 4 Oct, 2017

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English



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Superb bassline. Not massively challenging, but certainly massively satisfying.. This game is surprisingly good as a sport simulation, with a large space for improvement.

When I bought the game I expected a wii style game but it is actually different. In wii you just need to reach the ball then hitting back is basically automatic with a flick of hand but in this game you will need to do the full real-life movements. In the game I preserved most of my play style and weaknesses from reallife table tennis so in terms simulation I would say it is the most realistic simulation game I have played.

The top and back spin are pretty decent but there is no side spin in the game.

What I would complain about in the game is that for a serve the tossing and hitting are done with the same hand. It is really hard to get used to.

I think the Following can be improved:

Serve : a serve should be done using both hands, one to toss the ball and the other to hit it.

Spin : side spin should be added to the game, it is a major part of pingpong.

. love this game, very fun. Keep up the great work!. A great time killer, had a blast playing it. A throwback to some older games from the same genre. I hope you'll add new levels in the near future.. This game is dead. And full of bugs. There is no optimization. There is no customer support.

Why do they do this in the first place?

This game was awesome, one of the best at its time. I've played this for a $\forall \forall \forall \forall ing long time a decade ago.$ Loved every grinding minute of it.

But if the publisher wanna revive it and operate like this then it better stay dead.

Terrible.. A virtual turkey. why not . Updated 2017-08-19:

All of the issues from my original review seem to have been fixed. In particular, the controls are much better as you can navigate the menus now.

Thank you to the developer for fixing the issues quickly.

Original review:

Pros:

+ The game is really cool and I'm glad I finally have a chance to play it after all these years.

+ The extras are also pretty good. I watched the doc and the interview and found them both really enjoyable.

+ Resolution wise this seems to be the best version of the game (based on watching the interview which showed the Sega CD and this version side by side)

Cons:

- Control is really, really bad. Playing the game with keyboard and mouse will make you want to cry. I had to restart the game over and over because there was no way to navigate between menus.

For example I entered the options using the mouse. There was no way to go back to the main menu. The only prompts on screen were PS4 controls. Clicking either did nothing. Same if you go to the Basement.

When you click the video screen to pause the game, the Quit button doesn't work when you click it. Yet the resume button works fine.

Plugging in an XBOX controll allowed me to navigate the menus but that is just clownshoes.

- Many achievements don't seem to be working. I watched the entire party scene with Megan as well as the Documentary and the Interview in the Basement and none of the achievements were granted.

The developer has already relreased one patch so I am hopeful that the rest of these issues will get resolved. For now I would hold off on buying. I can't play.

The settings menu is extremely "minimalist" Graphics looks good but game lacks content For now it's a no Not as grueling as Travel Puzzles: Greece. TP: India is of more relaxing to play. Good traditional music of India, good challenging puzzles, powerups are really good. Unlike the Greece game, TP: India includes a timer to make the game more of a challenge. There are a few levels that will have you pulling your hair out cause they are so difficult. Very good Match 3 game. Two thumbs way up.. Will make you think about perspective.. Very good and challenging platformer for players who strive for perfection!

Every level is about 5 to 15 seconds long. It is in fact a bit like "10 Second Ninja", but then a bit more different.

You have to hit them buttons timed and fast to beat the pro time of the level and to collect all squares meanwhile. What I don't like here is that you can seperately beat the time and in another run collect all squares without the pro time to get the full progression achievement. There is NO reward for beating the pro time AND collecting all squares in the same run.

What I also don't like is that you can complete the level with a very bad time and without collecting any squares, in short: being awful at the game and still progress to all levels in the game. Players who're not up to this hard difficulty can play through all levels with caution. But in my opinion they won't have much fun. This game is all about getting the best time out of a level by 40% skill (concentration, reaction), 10% wits (creativity and intelligence how to get the best time) and 50% endurance (repetition and memorising).

What I could critisize here is that you literally imprint the level into your fingers for muscle memory and after several tries finally succeed. There is no possibility as in other games that, once you have the game skill you have all you need for what is coming, no, you won't be able to beat the pro time at the first try. Firstly you cannot look that far to plan your way and secondly you have to analyse the level to find out how to save time. For example and this makes the aspect of memorising even worse is that some levels have timed lasers which you can only pass at the right time. The clock starts when you pass the start line, but the lasers are spawned before the clock runs. So, in some levels in fact you have to wait about 0,5s to 1s before the start line, then run furiously into the level to have the laser at the end of it timed right that you can pass. If you don't hit the right waiting time at the start you either get burned or you have to wait while the clock is running. In both cases don't get the pro time even though you performed a perfect button hit series.

Memorising is even more important for the speedrun mode which activates after beating the 9 levels of a set. In the speedrun mode you run through all levels of a set in a row and try to hit the best time. Here the effect of memorising gets an additional big impact on your result. Just imprint these levels into your mind and fingers by repetition and finally succeed. This aspect never appealed to me as I find this to be more work than fun. For me this a waste of time, but for others maybe the real challenge.

I'm not saying that these reasons/arguments make the game bad. I'm just saying, that this game is not for everyone. But if you like difficult challenges and speedrun perfection in a platformer like me then this game is for you!. More like Jaggy Lines: Bad Graphics and Gameplay. I highly recommend stealing this fantastic game while on sale for under five bucks. Grid Legion has a great tutorial system and the developer put up helpful guides already. It has custom deck construction, eventual Steam matchmaking, and nine different domains of cards to pick. While I do purchase Early Access titles, I have never reviewed them before this one. I am looking forward to its development.. The campaign maps in siege are better than the ones in the main game and ranger expansion, but the diffuculty is not even comparable. You dont have any luxury of some units for valuable trades. Every map you are against powerful units and outnumbered in siege situations with rivers around castles and elite-defensive units guarding the quest markers. The maps are really nice, but the difficulty of this expansion is not enjoyable.. For the price you cant go wrong, looking forward to more maps.

Red Wake Carnage 500 Keys Giveaway:

Hey All

This is just a remainder - There are still some keys left!

Here is a little giveaway for your entertainment!

http://steamcommunity.com/groups/anpaus#announcements/detail/1656632235964323176

Cheers

ANPA.US. **Update Patch 2500819**: Hey People

This updates fixes some issues with main menu controls, adds multiplayer mode and fixing other bugs that were reported.

I hope this will improve the overall gameplay experience.

Thank you for your support.

Cheers

ANPA.US. **Item drops patch**: Hello All!

1. This patch adds inventory items and drops.

2. I am testing a bundle store for my games, where you will be able to find limited time offers with keys, if you would like to take a look, just go to:

https://anpa.us/store/upload/

3. If you would like to request custom achievement, you can now do so through the store: <u>https://anpa.us/store/upload/index.php?route=product/product&product_id=54</u>

Enjoy

ANPA.US. **Contest with 150\$ in prizes!**: Boring Saturday? Do not be troubled!

Lets do something together and lets give it a boost!

The best marketing slogan for Dinosaur Hunt can get up to 100\$ worth of games as a gift from me

Post with details is <u>here</u>



Enjoy!

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