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About This Content

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Wood's Queen

Information:

- Name: Wood's Queen
- Theme: Fantasy
- Production year: 1976
- Type: Electro-mechanical (EM)

Features:

-
- 1 playfield
 - 2 flippers
 - 3 pop bumpers
 - 1-bank spot target (6)
 - 6-bank spot targets (1)

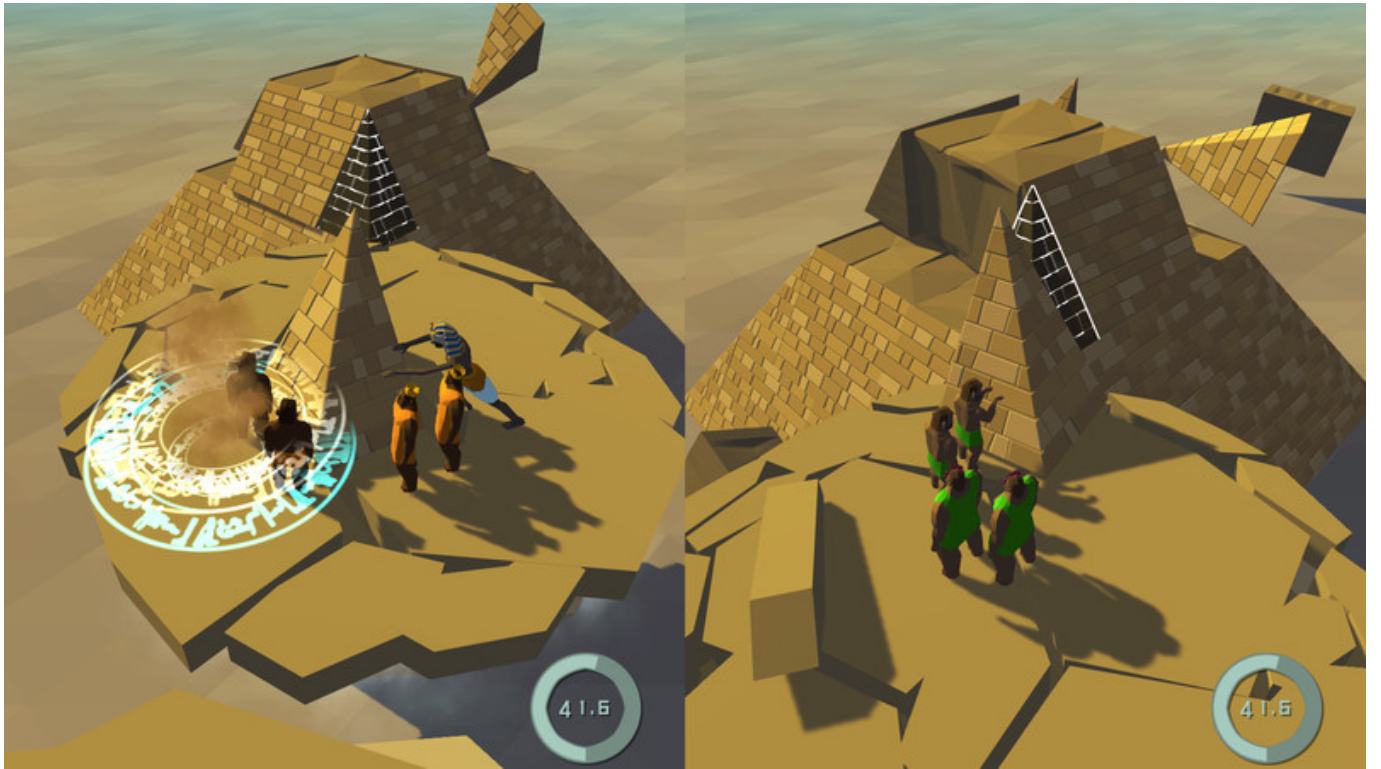
Title: Zaccaria Pinball - Wood's Queen Table
Genre: Casual, Free to Play, Simulation, Sports
Developer:
Magic Pixel Kft.
Publisher:
Magic Pixel Kft.
Release Date: 16 Jun, 2016

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English







You get what you paid for, 5K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money. This is not a game, it's just a way of distributing achievements.. *Space Live - Advent of the Net Idols* is a futuristic/Japanese idol visual novel that tells us how humanity has abandoned reality and now everyone lives in a digital world. This new future is divided into five factions and each one has an idol to represent them. Every four years there's a competition between those girls to see which faction will prevail and win more followers, and that competition is a simple idol contest where millions of people will watch and cheer up for them.

First off, there are a few important things I feel like pointing out before sharing my thoughts on *Space Live*; this is a *kinetic novel*, meaning that there are no choices to make, you only read the story. There is an interesting point tho: there are no male or female potential partners here, you'll see the girls and ONLY them interacting directly. There's a part near the ending a bit different, but the main focus of this novel isn't the romance between the girls and a male/female reader. I found that aspect enjoyable to be honest. The last thing is that this title is completely unvoiced. Usually, I don't mind that all. But I could feel myself wanting this VN to be voiced... The characters sing a lot and are very charismatic, so having to play this game unvoiced kinda ruined the fun in my opinion.

From what I could understand, each girl's design is based on a web browser: most scenes happen from the point of view of Ai E (Internet Explorer), from Macro Space. She's a sweet girl, a bit like your cliché protagonist anime girl; we then meet Sarifa (Safari), a very classy and busty lady from Ai Space. She looks pretty confident, but she has a cute side; G Chrome (Google Chrome) from Goggle Space is our next idol, she looks cute but rarely shows sign of any other expression other than her usual "blank face"; At the contest, we get to know Higitsune (Firefox) from Mosaic Space, a short(heh)tempered fox girl that really wants to win the idol contest. She's haughty, I usually dislike characters like that, but for some reason she became my favorite; And then there's Tsukikage (Lunaspape) from Luna Space. It seems like a current joke in the game that people aren't very interested in her (at least the host of the contest isn't since he never asks her many questions and he's very quick to ditch her lol).

I could say that there are five chapters according to the challenges that the girls must face: a singing contest, a swimsuit contest (which by the way shows a bit of uncensored nip slip), a "costumes and confessions" (kinda like a theatre), a race, and finally, a "final battle". The third chapter has the closest description of a "romance" that the reader could experience in the novel. About the technical details, the art style is amazing! The developers are the same from other great titles like *Da Capo* and *Dal Segno*. BGM was cute and catchy, but it got repetitive after a while. It also took me almost four hours to read the entire novel.

6/10. I highly recommend getting this title on a 50% off sale since it looks expensive for a game that begs to be voiced and it isn't. Overall, *Space Live* is a cute and generic visual novel that might be the right choice if you're in the mood to read something simple and that has its share of fanservice. There's no R18 patch here, meaning that this is the official version of the game.. Highly recommended!

This game is quite addictive, couldn't get enough.

My friend and I were browsing for a new game, when we saw the trailer we were laughing so much we couldn't not try it.

Funny, very intuitive gameplay, bows feel very nice.

We liked the interactive traps and barriers, it adds so much to the player's strategic.

Even when you die, the skeleton throw a party, it's kinda fun to die.

I guess a little bit of sound balance will do great to this XP.

Looking forward to the multiplayer update!

Thumbs up!. This was probably the most solid escape room experience for VR I've had yet. It was a lot of fun and there were many puzzles that added to the challenge of the game.

The ending was a bit meh, but it does allow for sequels to be added so I commend them for that.. Interesting game which demands good strategy to keep your company flourishing.

The scenarios vary from easy to challenging. In some you only need to make some profit on one oilfield with 2 or 3 pumps and a few other buildings, in others (or in a free game) you need to manage a multitude of oilfields on different continents with dozens to hundreds of buildings and a well managed schedule of delivery contracts.

The game is still in early access but progress has been very good so far. There are only a few minor bugs I encountered and most of them have been fixed soon after reporting.. It is like darkest dungeon type game but difficulties is easier. So if you like party dungeon RPG like darkest dungeon and you want easier game play, you may like this game.

Thanks for making this tiny but nice game to us.. love the game played it for a year still fun

Another chapter in the Hero Siege experience. More of the same, nothing special. If you enjoy playing Hero Siege, I recommend you get this, but with the reservation that you don't pay full price. It's not worth \$6, especially since the other DLC act also costs \$6. Buy the whole bundle on sale.. Is this a Montaro clone? Yeah, kinda. Is that a terrible thing? No. A few things are very similar but come on, they're both 2D runners, not a deep gameplay pool to start with. Having a set goal of unraveling a whole outfit is a nice added challenge, though the endless run "Fantasy Mode" isn't quite as engaging as a time killer. I do like being able to use the keyboard here instead of being forced to use the mouse.

All in all, there's enough fun differences to justify having both, especially at these prices.

The only changes I'd suggest are:

(A) The BGM, it's not too bad, but the loop gets grating after short time, but that's already slated to be changed in a future update.

(B) What, no cute anime girl squeal of embarrassment when the gal discovers her outfit is disappearing?

(C) MORE GRRLS! Even with the progressive difficulty it only took me ~ 90 minutes to unravel 'em all (and I suck at this stuff). More girls/outfits would be a nice motivator to keep pulling on loose threads!

(D) The endless run "Fantasy Mode" could be more interesting than just seeing how many consecutive outfits I can unravel. This is probably the least likely addition I'd like to see, but having something a bit more connected, like an irate girl chasing after you in her pretties while naughty Meow plays keep away with a ball o' yarn would be hilarious! But that would require a lot of animations/sprites etc., so probably not a practical expectation for the existing game. But even something smaller like passing the new little sister on the path would be a nice touch to just having a new "little sister" pop up in the window.

. this game may get boring and feel repetitive if you play too long but it's still a good port from mobile game. I very love it :D. Plenty of characters with fascinating stories; meaningful leveling system; lengthy, enjoyable storyline; Tony the Tiger says, "Grrrrreat!". I've been on the hunt for a modern version of oldschool RPGs that would remind me of my dear FF 3/6, but most of them on Steam are short, 10-12 hour games littered with broken English and poor plots. Every time I played the Great Gaias, I felt some measure of surprise that it was a well done, and fully fleshed out game with an interesting storyline that unfolds purposefully.. Really good game for which 3 people develop it. Has a lot of potential - keep it up!. Espetacular... Melhorou tudo em rela\u00e7\u00e3o ao anterior! GOTY com certeza!!

. This should be at least a few bucks and labled stress relief It's incredible how it relaxes and opens your mind.. I wanted to play through more of this game before I reviewed it but sadly that doesn't seem to be an option right now.

This game has at least one game breaking bug were your character can't jump, this makes part of level 2 incompletable as you need to complete a jump puzzle to progress.

The gun play is okay, but the aim system needs work with most of the guns shooting high when you look down sights.

The movement is actually pretty nice, it feels like an old school FPS

The HUD needs a lot of work, it's hard to keep track of ammo and health because of how small the numbers are.

Speaking of ammo there seems to be multiple guns that take up the same slot but don't necessarily use the same ammo, this is never explained and makes the MP 5 halfway through the first level something of a trap.

Speaking of explanations expect none, this game has no in game tutorial and no dialog or introduction to explain who you are, where you are, what you are doing, or what you are fighting.

The controls aren't hard to figure out but a few on screen prompts would be nice. the story desperately needs some exposition, the first level finds you in an abandoned space ship infested with robots and the second level jumps to a forest. I'm guessing you crashed the ship into the forest, but now the military are after you?

In any event it has some good stuff and for the price I can overlook some of the quarks with the hud, story and start of the game. But the jump bug needs to be fixed before I can recommend it

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