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## About This Game

Follow the daily struggle of Hitoshi, a young medical doctor, who returns to work after a serious accident only to find out that things are no longer the way they used to be. Humor, drama and supernatural events ensue. Oh, and there's also romance in the air...

Get to know your coworkers and solve the dark mystery of **Lovefield General!**

## GAME FEATURES:

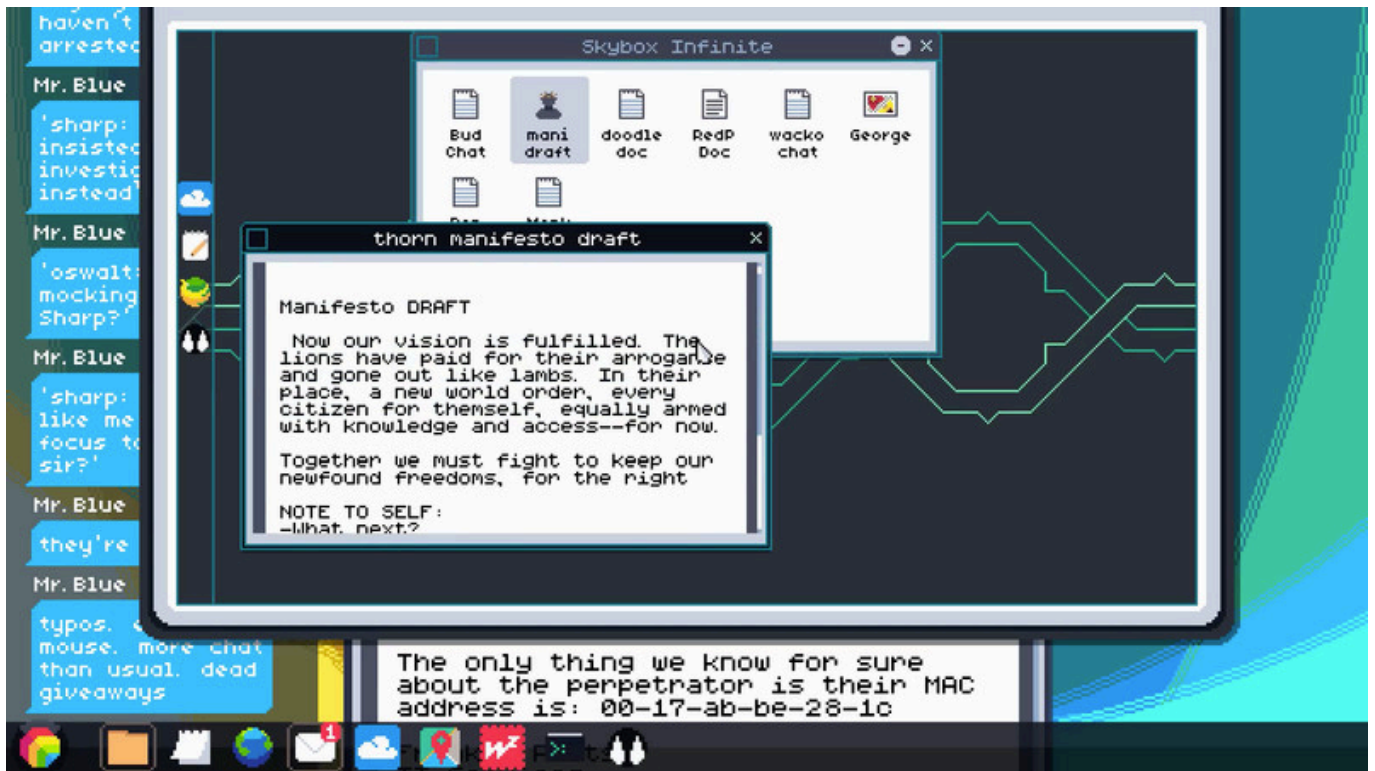
- male protagonist
- 5 female love interests
- 6 different endings
- 5+ hours of gameplay

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Title: Lovefield General: Back to Work  
Genre: Adventure, Indie, Simulation  
Developer:  
Pixel Purrfection  
Publisher:  
Pixel Purrfection  
Release Date: 30 Nov, 2018

b4d347fde0

English





### Character Customization

**Available Categories**

- Portrait
- Colors
- Head
- Voice**
- Pose

**Voice**

- Cocky
- Feisty
- Kind
- Mystic
- Noble
- Sinister
- Smooth
- Stoic
- Vox Machina - Grog**
- Vox Machina - Percival De Rolo
- Vox Machina - Scanlan
- Vox Machina - Shaun Gilmore
- Vox Machina - Vax'ildan
- None

Previous
Next

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**Sex & Race**

Male  
Asomana  
Island Asomana

**Class Selection**

Barbarian (Berserker)

**Attributes**

Strength	20	Dexterity	10
Wisdom	18	Charisma	8
Constitution	13	Intelligence	9

**Culture**

Is

**Weapon Proficiency**

**Customization**

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The game looks good but for gameplay it's not worth 0,99€ even with coupon for -90% (which made it 0,10). The main menu music is loud and i mean loud and in game the silence is annoying af. At least one gun sounds kinda like music when firing. Enemies do nothing but sit there while you shoot them down.. So buggy it's unplayable. Hitboxes are half a screen away (character runs into invisible obstacles).. So this model is based off of a pretty interesting aircraft, the D.iii. This plane is basically just the D.ii except for stealing the idea of a smaller lower wing on a different chord line, from the French Nieuport's . It was a cool concept, and made the plane a breeze to pilot, but the lower wing was getting way too stressed. Manfred von Richthofen scored quite a few kills in this plane.

OK so good and bad.

#### CONS:

It doesn't want to spin in an overspeed stall like wikipedia tells me it should, and it makes sense that it should with the sesqui wing (I couldn't get it fast enough with my realism effects, maybe turning off aircraft stress might emulate this... would be awesome to experience. Let me know if you get it to work, or can induce an overspeed spin from a dive. please.)

Obviously the wings don't break off from the insane stress from wild turns and the tail won't break in half if you slam it against the runway like it should.

The rudder SLAM is like WHOA (Actually sooo so fun)

#### PROS:

Flies like a baby Cessna with minimal instruments

You get to see the valve lifters all the time

Stalls and recovers as expected besides the high speed stall

You feel like a real pilot sitting in this thing. There is open air around you, your radiator is ominously mounted right above your head. Your 'big six' is now just two instruments, RPM's and an 'altimeter' I wouldn't bet on. Instead of trim, you can lock your stick in a certain position. When you're flying, you can hear the RPM's ramping up as you descend. The wood trim is something you'd expect from a Bugatti. The point the immersion ends is that you know the monocoque tail won't be breaking off if you accidentally slam the tail against the runway.

You taxi to RW 14, and push the throttle gradually fully forwards, holding the right rudder steady as you speed up to keep center of the runway. You can lift off quickly, but with no speed indicator, I'd recommend flying parallel to the runway for a bit before ascending.

So I flew a few rough patterns, the altimeter seemed off... or stuck, or wrong.... I know what 2k looks like and it was still saying 1k, sooo who know? Anyways, I flew two patterns, the first one I approached visually like I was in a Cessna, but I didn't get my tail wheel down quick enough (The angle of the wings with the tail wheel on the ground is what's going to slow your roll the quickest). I over ran the runway by maybe 10 feet (no brakes, no flaps, no pre reading, hahah) on a 6k ft rw. My second go I was able to exit rw about midfield, I slowed down in air a bit more and lowered the tailwheel as lift was diminishing.

The Rudder throws this little wooden plane around wildly. With some practice I think you could get some wild stalls with how powerful this rudder is (I think it would break the plane IRL).

I tried some stalls... in power off stalls, I was getting very out of control spins, although they were easily recovered with sufficient altitude. The super rudder helps.

I tried some power on stalls, the plane really favors rolling over left wing and stalling in a CCW spin.

I was reaching overspeeds before I could speed stall her.

So I only flew this plane about an hour, but I enjoyed some things about it, and disliked other things that can't be fixed in FSX. The plane is a joy to fly, the left tendencies on takeoff are fun, and learning the feeling of the landing could be a good thing to experience if you're into conventional gear aircraft. The plane is more fragile than FSX can emulate, and that's a real bummer, but not a complete deal breaker for me.

. Unfortunately you have to play on the same islands multiple times. So if you have any problems on one of these island in a previous mission it is almost impossible to win during subsequent missions.. Meh. The difficulty is nice but not balanced out with the rest of the gameplay. Not my cup of tea.. I don't know which game was earlier ikaruga or vampire REX. This game includes the polarity system as well. If enough energy is collected you can charge a very big laser destroying all bullets and

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enemies on screen, except for the bullets of you colour atm. More bullets than in the earlier levels of Ikaruga can be expected here. 5 stages and 4 different difficulties to play with. I recommend it for pure shmupfans down to starters.

PS: this is not the original edition exceed 2nd vampire. However as it is a Japanese shmup you should still buy it as it feels very classic and has the parts a good shmup needs.. If you don't buy, you are a fool.. Genuinely beautiful.. workshop W H E N. Someone should probably tell Fabraz that someone already made this game and did it a hell of a lot better: It's called Super Meat Boy.

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Eh, its a mixed bag. Do i like it? well, not really. I mean, the concept and inital gameplay is alright, until you realise you control both cars, then you understand, it kinda sucks, with an AI controlling the other car and just trying to outdo it, that would be far more fun, but instead, you have to fumble around with two cars, and if you miss a single dot, or hit a single barricade, you lose, i mean i thought the dots were for score, but no, they are Vital to the game, and it makes it unfun, i would rather have it be on the result screen have it show how many i missed to encourage you to do more. the audio settings DO NOT WORK. I cannot turn off the sound for longer than one match, so each match if you want it off you have to go into options, which is annoying. overall, sure, for 1.99 or .99 its a game, would I reccomend it? no. Unless refined a bit more, and adding AI and only controlling one car, i say its a solid pass.. Quite like it.It's a bit different from the game actually used,but still recommend for those who enjoy the game and the original musics.

Each musics have their own style and their own attractments.For me,the Dance Party and the Pier really catch most of my attention.The Pyramid is the one surprised me.I don't like this map much but the bmg is great,also stylish.

So,get this DLC and enjoy it.. Highly recommended. Can't wait for part 2. Positive to mention: proper story, theme and atmosphere. Items most often aren't just random clutter, but items that are logical in the hidden object's place. Negatives: Really short, 3-3.5h with bonus chapter, without rushing it. Consider this when buying the game.

A short, but really well done hidden object game from GOGII Games. The game has a unique concept to it that makes it special amongst HOGs: it has a mechanics to it that only lets one tounlock certain parts, items with time - here special signs marked the compartments and small doors that could be opened by ATOM, your robotic helper - upgrading him at a certain point of the game allows you to unlock a second tier of locks. As far as my knowledge goes, only one game had a similar feature: Theatre of the Absurd, which is another one of GOGII Games' games - when a dev's game is identifiable by a mechanics, I think they are doing something really well.

The game has a nice balance between easy puzzles and medium-difficulty hidden object scenes - one or two is hard to find, but doesn't the progression. Map, hint system is solid and helpful.

And finally, again a game with a story, a proper one! Our protagonist, looking for her parents end up an underwater hotel-complex which was taken over by some supernatural entity - a story not stranger for us, but even during the short (very short) gameplay time the protagonist, the antagonist, even some NPCs show more character than in almost any other HOG. In the bonus chapter there is a very enthusiastic hippie and a southern lady who both show a really intresting character even during their short sections. Really good to see that the storywriters used them more than just a tool to tell "bring me soda for item", and instead had a 10ish line long rant about comspiracies and overly friendly and trustworthy monologue from the hippie guy. Also the bonus chapter contirnues and expands the story, almost like a pilot towards the sequel - and I'm really curious if it'll get one, because it most positively deserves one.. i got this on sale for 2.51...

- theres nothing to interact with
- few secrets
- lovely music
- quick game
- wierd graphics

would i recommend this game for its full price? no and i do not even really care about its sale price either, this game has hardly any content, its just some nice fuzzy little experience at the end of the day. Wave shooter with a twist. It's not particularly challenging but it can still be a lot of fun. I cherish the screams of friends as they realize the things that go bump in the night are getting closer.

<https://www.youtube.com/watch?v=HoicBDpJEa4&t=87s>. I can't recommend this game.

[The whole thing about this game is to pay for extra time for playing.](#)

[You have only a little \\*health bar\\* and every time you try a HOG it drops....and it takes time to refill.](#)

[So if you are happy with playing only around 3 - 5 short rounds a day....you must pay for crystals to buy food that refills your health.](#)

[Also, there are some \\*quests\\* were you must trade with merchants....some you can exchange with items from the HOGs...but after that....play more or buy coins.](#)

[Add that you must play each HOG endless times again and again....and that the HOG's are low res.](#)

[NO, don't buy it.. I swear I havent been this happen after playing the games...](#)



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this is the biggest and bested bonus part of Seduce Me the Otome. Now, unlike the other optional DLC that only added a few skins and the kickass soundtrack, this one only adds skins. All I can say is that you should only grab it if you really enjoy the game and want to support the developer. I did it, because as I said in the other review, I really respect the fact that the developer unlocked all of the the Expansion content (save for the new class) in the dailies even if you DON'T own the expansion yourself - meaning you get to experience almost everything that people who bought the expansion do.

Such developers deserve support. Hence me buying the skin pack and giving it the thumbs up.. It's worth it. -

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