
Hitogata Happa Crack



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About This Game

Shoot 'em up with the 3rd game in the Gundemonium Collection series. Hitogata Happa is considered one of the hardest doujin style shooters ever! – Unlike the first two games, Hitogata Happa is a vertical scrolling upward shooter, the action in this game is a visual mish-mash of weaponry that will give your senses a total overload. Threatened by an invading army who is terrorizing the land, Rosa enlisted the magic of a witch, Kreutzer – who has charmed her own army of magic dolls, each with extreme power and crazy weapons. Use these dolls to take revenge on the invaders as you blast through six, intense stages. Choose from twelve playable characters (four unlockable), each with their own special abilities, and unlock secret game features.

Key features:

- 6 stages of vertical-scrolling bullet insanity
- Sweet old-school retro anime-style art
- 8 playable characters, and 4 unlockable characters
- 2 unlockable special modes
- 13 Steam achievements
- Full online leaderboards

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- New arranged soundtrack by Woofle

Title: Hitogata Happa
Genre: Action, Indie
Developer:
Platine Dispositif
Publisher:
Rockin' Android
Release Date: 27 Sep, 2011

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English,French,Italian,German,Japanese

2000万人 104(282) 0(-147) 917(-48) 109% 182/210 1/10

愛知県総合

繁栄

- 総合力: 2526
- 人口: 1064万人
- 資金: 1092(31)
- 債務額: 30781(-370)
- 食料備蓄: 241(-77)
- 燃料備蓄: 313(-13)
- 工業力: 144
- 造船力: 11
- 電力供給率: 170%

軍事力

- 陸軍: 160
- 空軍: 54
- 海軍: 0

外交関係

- 外交態度: 戦争(2)
- 相性: 普通
- 外交官配備数: 3
- 影響力: 100(+40)





名古屋走りの恐ろしさを覚えておくことだ！

愛知県の外交攻勢

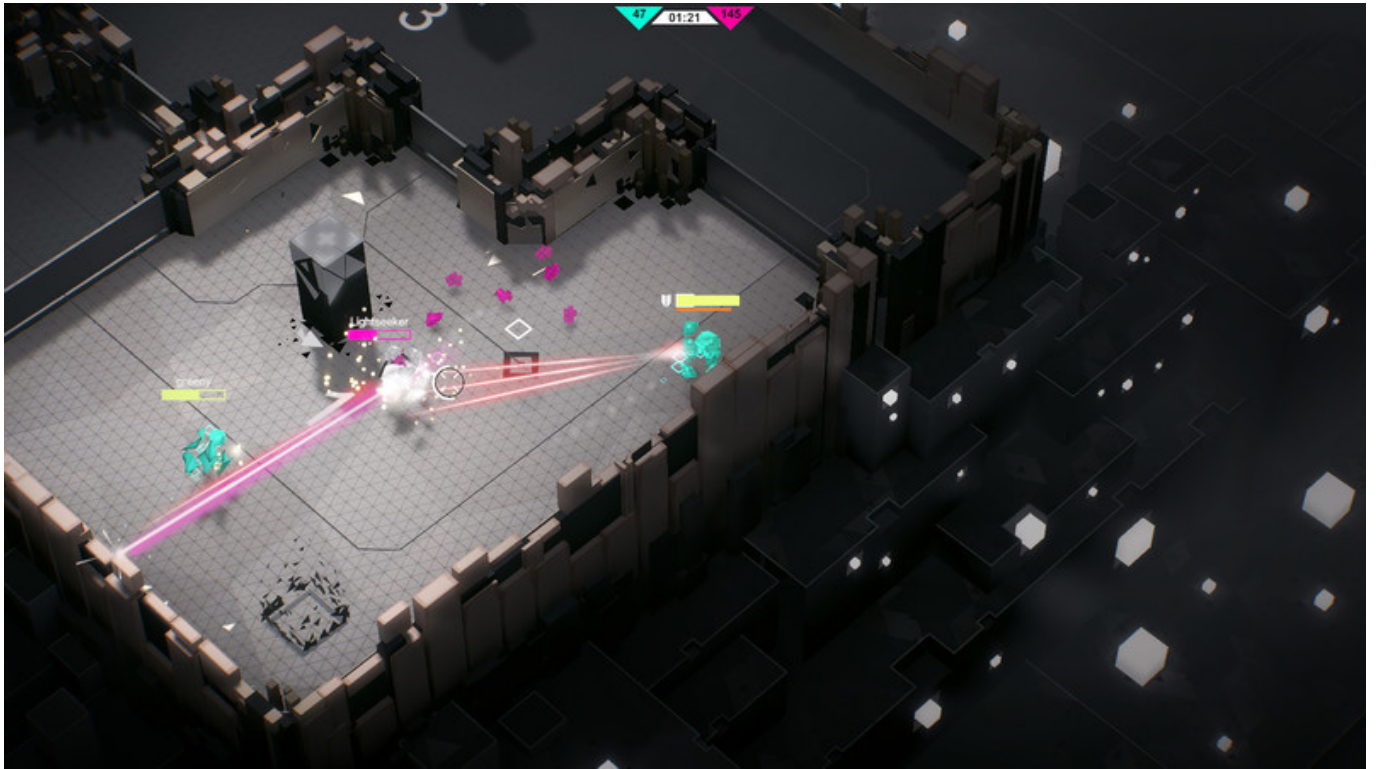
愛知県が影響力相殺を仕掛けてきた！

互いの影響力が100ずつ下がる。

保有影響力
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何だと!?





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A classic-styled run-and-gun that tries to be true to being an NES game from the graphics, the music, the controls, and even a useless score system.

There are only two buttons for both running & jumping, the D-pad for movement, and a pause button. Both KB+M and a controller are viable but you can't rebind anything; instead, you get one of those "control/keyboard scheme 1, 2, 3" kind of settings.

The aspect ratio of the game is on 4:3 and going into window mode sets the resolution to something less than 480p, so the game can look incredibly small if played that way. As far as I'm aware, there's no regular means to change that and you don't even get any resolution options, just fullscreen and window.

The graphics & music are indeed 8-bit. The graphics leave much to be desired in actual detail; there are even some times when you can mistake the background for a wall or a platform. The music, while not very special but isn't horrible either, loop terribly enough that you can hear where it cuts off to repeat the current song.

The gameplay's as simplistic as it makes itself out to be; run-and-gun from one side of the map to the next. You even get an automatically recharging jetpack that keeps you in the air for as long as you keep pressing the jump button and the meter has "fuel", which is also pretty nicely used for progressing through the levels. There are somewhat carefully placed health pick-ups as well as lives in almost every map, giving you infinite lives in a sense since every pick-up respawns. Losing all lives means you have to restart the current stage from the start.

Each stage has their own unique theme and, excluding the final stage, each one has two mini-bosses and one end-boss; all fairly easy once learned, save for one stage whose map just leaves far too little room to move around in.

It's a pretty difficult game overall, though not exactly in a good way.

Weapon pick-ups are placed in set places but what kind they'll be is completely random. They're fairly varied in what type they are, however most are worse than the rest. The pick-ups are also random as there's a good chance you'll pick up something that will be more hindering than useful for the situation, at least if you don't know what their image symbols mean, so you're encouraged to learn them in case you may come across something that doesn't even shoot straight ahead when you really need something that shoots straight ahead. Even worse, you can only have one type of weapon at a time.

When enemies capable of ranged attacks come on screen, they often fire fast shots as soon as they become visible, punishing you as a result for running at all. Even if you've got the fastest reaction time out of anyone ever, the shots are just simply faster than you can avoid. The only effective way of staying truly safe from that is knowing beforehand what's coming as you run or move pixel by pixel to stay safe. I think that these problems even exist to begin with is because the player character is set right in the middle of the screen as he moves along, making enemies appear faster than they probably should. The bosses don't have this problem as their entire maps are just the one screen you immediately see as you transition to their map.

There's a Challenge Mode that unlocks a set of challenges for every stage cleared. They're alright as they're really just extra stages to clear with a predetermined setting, like "one shot death" and "beat the timer". The challenges involving the jetpack are broken though; they'll say something like "jetpack disabled", but it isn't.

A Hardcore mode is available from the start which removes health/lives pick-ups, the jetpack depletes faster, your defense is decreased, and boss health is increased. It can be a major difficulty spike when you jump in from either Normal Mode or Challenge Mode. In some maps, it can become a complete mess of frustration for a variety of reasons until you figure out the sure-fire ways of getting through the obstacles with little to no damage.

The base game probably won't even take a few hours to beat. It's made by one person for the most part, the base price is now only \$0.99, and according to the Steam Store page, I think this game has been abandoned in terms of updates as there seems to state that there are still some coming soon. The game was released in 2014 and there isn't even a Leaderboards option that was mentioned on the store page among a few other things.

Terribly looping stock-quality music, random weapon pick-ups, most weapons are inconvenient for most situations, and an annoying kind of difficulty.

It may be an incredibly cheap game that's pretty true to the 8-bit theme, but it's kind of a mess overall.. Okay Nay Sayers... As others have said, this is a port of a mobile game.

That said, it is not bad for what it is.

If you can find it on sale, I think it would be an asset to anyones library that enjoys uncomplicated shooting, TD-type products. I think it is worth \$5 at most.

You actually play this with a single mouse stroke input to spin the ship in the direction you want to go. After that, its all about upgrades, upgrades and more upgrades, as in any other TD game. It is by no means easy to win and there are plenty of maps/Vmissions to play. It can get a little messy on screen when a crap load of enemy ships are exploding everywhere and it is easy to lose your mouse pointer when trying to find the right on-screen button you are looking to push. That brings me to the worst part of this game...unbindable keys. Er, that is to say, NO keys are available. If you dont want to do it with a mouse you are shitouta luck. It probably will never be updated, either as the last message from Devs was back in 2017. Other than that, it is a finished prodfect without any bugs so far.

Sometimes you dont really want to spend all day learning a new game. Battleship LW is the sort of product you can play within 5 minutes of starting.

No muss, No fuss. Really, I would equate it with GOF 2, and that game seems to get high praise for a mobile port.. Ach, I remember those years, long time ago when I play this game. So splendid made Trading simulator, in Hanza. Buy cheap, sell expensive. At least try to do that. Build, trade, expand you can say. I spend in it masive amount of time but that was then. Today is same good hard game. Games are casual those days, then was a hard thing to be good. Port Royal 1 was very hard, second was easier and third one I don't must to even say. Same here, Patrician 3 was a refreshing good simulator of Hanza trader. It's history in here. Fourth Patrician is like always, easier. If you look in this days a good game that want you to think and trade/build your empire, this is it. Remember, this will not be a walk. And that's good in this game. It's good thing to say that you will need luck and a skill to made it. I remember I have been master of the Guild, plenty of ships, 20M of cash, own city and bein' a mayor of Lubeck, offices in all cities, and like all city of Mediterranean Sea was discovered by me. So yeah, I was men of success. Sad I don't have that save today.. This is♥♥♥♥♥♥♥♥. The game for SinglePlayer is good, but this expansion is not worth it.

Been trying to play multiplayer and you can't even do 1 room before the game crashes or kicks someone, it should state that this DLC is ealry, and is very VERY bugged for multiplayer, i do not recommend you to buy this DLC for multiplayer.. Beats most kana-learning apps I've tried - this game is a great way to test yourself on hiragana, katakana and kanji. It's a simple matchup game with no immediate flaws. Whether you're just interested in Japanese or are very experienced in it, I'd reccomend this game to you.

Pros and cons below. Good luck in your studies, hopefully the developer is as active as they seem to be.

PROs

- Simple design
- Standard, clear font
- Option to play with hirigana, katakana, both, or kanji
- The kanji has two different classing systems (one appears to be based on ability level and the other on complexity/number of strokes) so you can progress whichever way you prefer
- Option to play with all 990 included kanji
- Recent addition of *optional* highlighted mode assists you when you take too long (also a motivation to act quickly)
- Grading system is nice

NEUTRAL

- I don't know if the game makes the characters you struggle with appear more frequently

CONs (AKA improvements that I'd like to see)

- No persistance outside of your highest grade in the kanji levels
- No timer
- No option to change grid size. It is a fun game but the developer should really decrease the gravity a bit because water levels are nearly impossible at the end. Great game 420V69 would play again. Great Game. Played it back in the day. Still great today. Runs on my machine fine.

Geforce GTX 1060 6GB, INTEL(R) i5_4690k cpu, @ 4.20GHz O/C. 8 GIG DDR4 RAM.. If you have completed Commandos 2 on hardest difficulty, you won't be able to play this game.. Great game with subpar but beautiful graphics. It's fun to go around

from solar system to solar system, scanning everything you see and fighting huge monsters with a dinky little pistol. My biggest issues with the game so far is that sometimes the story doesn't give entirely clear instructions on what to do or where to go next, although i can usually eventually figure it out. Entering one of the capsule things where you can upgrade your armor, visor, and boots usually completely freezes the game and almost all the lag i'd normally experience on my mac with Morphite up is gone, even though it's still up. I have to restart the computer to force quit Morphite and start up again. I love seeing the little upgrade station but i'm now hesitant to enter one. Fix this please.

This is how I imagine Popcap would design a Katamari clone. It is fast, goofy, has often-questionable hit meshes, even-more-so questionable animal-to-world scales, and it's a lot of fun while it lasts. It is certainly no Katamari, nor shares the polish and budget of a Popcap title, but if you like a game that doesn't take itself seriously, you'll probably like this game.

The game is short - I finished in just over 2 hours. It is split into levels which chronicle the lives of three different aquatic animals as they grow to monster sizes. The game really shines when it drops you into a large body of water with a large variety and population of things to eat. This becomes very apparent as soon as you encounter the boring and frustrating oyster levels which there are two of. You'll know what I mean when you get there. There are also bonus levels at the end which offer some more fun after the campaign.

If you let yourself just steep in the ridiculousness of this title, you'll surely enjoy it while it lasts. Minor things like keyboard controls, repetitive (but often totally bangin') music, and those goddamn oyster levels might make you want to kill yourself briefly, but that's just a sign you've been playing this game for too long at a time. I finished my 2-hour playthrough in three sittings.

If you still want the game at this point, I wholeheartedly recommend it because it's downright fun for the price.. All about lesbians.. I paid for this?. Pretty fun game, but don't expect to play with Hardware Acceleration unless you have a BEAST pc.. This is a wonderful puzzle game with a beautiful, soothing presentation. The concept is quite inventive and there are plenty of levels to tackle. And it's no walk in the park either!. doesn't include anything that is promised. no skins, achievements or anything. this bundle thing is literally just a scam for money.. I don't know whether to recommend or not; I just can't play it, because the controls are too confusing for me. They are very simple - accelerate, brake, left, right. However, it is not easy to use these in a "relative" context - right/left with respect to the car, not with respect to what you see. So, you may have to press left to turn toward (absolute) up ... or to turn toward (absolute) down go

I would have loved "up, down, right, left" on a joystick or keyboard.

Played 20' max.. Cute but tough!. Waste of money. Get Company of Heroes 2, it's better in pretty much every way.

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