
Groove Coaster - Spider Dance Xforce



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About This Content

UNDERTALE music DLC for Groove Coaster

Title: Spider Dance

Artist: Toby Fox

*From UNDERTALE

Difficulty: Simple 3 / Normal 6 / Hard 9

BPM: 230

Title: Groove Coaster - Spider Dance
Genre: Action
Developer:
TAITO CORP.
Publisher:
Degica, TAITO CORP.
Release Date: 25 Mar, 2019

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Minimum:

OS: Windows7/8.1/10 (64bit)

Processor: 2.0 GHz+

Memory: 2 MB RAM

DirectX: Version 11

Storage: 400 MB available space

Additional Notes: Limited Offline Play (Steam login required every 7 days)

English,Japanese







bad.

There is no horror in the game, only the killing and in-app purchase system, and the picture has been replaced is not the original. 2V10. Tears of a dragon is a classic rpg game set in the style of the first final fantasies. it has an overdrive system similar to ff8 and the story is based around a mercenary known as savage dragoon (the creator) throughout the game you progress through his journey of self conflict where he is at war with his inner demon. Looking through the main concept of the game you notice there is a hidden message throughout the game that could symbolise with that of mental health where you are given the option to just break and become that dark side that has pressured you all your life and although it means beating on the weak you feel stronger because of it.

personally find it quite a strong message and really love the fact the developer has included myself among others who have supported him through the game. I have had the pleasure of testing the game through its start and to see all the progress that has been in the game was truly inspiring and couldnt be more grateful.

I would highly recommend this game to all rpg fans as there are multiple ways of playing the game (trying not to spoil it for those who haven't) the game touches on different forms of gameplay. Romance, multiple endings, good vs evil evil vs evil and so on. The replayability for the game is definitely a plus side.. This game is absolutely brilliant. It's a puzzle platformer in the purest sense, as the platforms themselves become the puzzle.

I am blown away by how clever the developers were with such a simple mechanic. And it's beautiful too!. i got this a joke and tbh its nice aesthetics, bloody good game, sweet scope. worth it. .99c

negative: mentioned in other review: no voice chat to share the good news.. What a pleasant surprise this game was. After getting past the cutesy aesthetics of this game I was able to really enjoy the mechanics. Novice Shoot'em Up fans will find that this game is stern, but fair. The game doesn't offer any continues from what I've seen so far. With that said the game is still easily 1CC-able after a couple of runs. It offers interesting bullet and enemy patterns with a huge array of shooting options (bits) for your ship. Find what's comfortable for you and go at it. The final boss was very enjoyable to play against and really sent this game off with a bang. I'll probably come back to it to unlock the rest of the shot options that are offered.

So far, I am going to not recommend this.

I would love to tell you about the game play, but I bought this on the 2nd of April and have yet to be able to get in. Have reinstalled 3-4 times and nothing. Posted on the forums and nothing about how to fix this yet and nothing from the devs yet either.

Will be sure to update this once/if it is fixed, but figure to warn others first hand.

Add on to review. Is 28 July 2015 and still have yet to play this. No response on forums. It is like having no kids and no interruptions for the weekend, then realizing you are out of lube.

Added 18 June 2016

I think this game has been abandoned. No word from the Dev's...my post from last year on not connecting is still top of the boards with little to no other activity.. Absolute garbage. Not worth \$0.01 of value. Dates technology used in the 1990's. Can't change resolution. No controller support. Has many issues working on multiple monitors. Didn't get a chance to play it for a while, and got no refund. Don't waste even ten cents on this game. My 4 year old was even saying this game sucks.. what could I say about this game? It didn't feel like an actual top down shooter to me, the action was pretty slow, I found better games on the internet which I could play on my browser. The publisher has stated "The game is early access and has limited game-play. Hence the reduced sale price. You can look forward to multi-player, building and commanding robots, upgrading to a much higher degree and also a much larger variation of environments and enemies." so I will wait for these "features". Single player/Story: One of the most beautiful lessons in life and overcoming (ha!) without precedent in the history of phallogocentrism.

Multiplayer/Competitive: Arduous battles of gladiatorial glans and prostates thirsty for massage and caress.

In Brazil there are approximately 669 terms and nicknames to refer to the "P E N I S": Pinto, Pau, Pica, Piroca, Rola, C A R A L H O, Caceta, Piru, Jiromba, Jeba, Playground, Br\u00e9lulio, Banana, Bilau, Pingolim/Bingolim, Salsicha/Ling\u00fci\u00e7a, Bengala, Bilunga etc.... It's something for those who like fantasy novels that are light-hearted right up until they aren't. If you liked The Stanley Parable, you might like this.

To start with the positives:

I'm someone who enjoys psychological evaluations done in games, and in this game, your magical powers are based upon personality profiling. Be indirect and gracious, and you come up a water-elementalist. Be hotheaded and brash, and you're a fire-elementalist. Etc.

The story, when it starts to actually unfold, displays a good deal of time spent world-building to make it distinct from generic fantasyville, although even with that said, I always wind up hungry for more world building. It's a fantasy world of peacefully coexisting humans, elves, orcs, dwarves, and gnomes plunked down "because it's fantasy"... and I'd really like to hear some more about how these races are meaningfully integrated into the world. But I guess the JRPG-like church conspiracy backstory will have to do...

Also, this game actually tells you what choices up what stats, and when stat checks occur, so that you know *when and why you fail at a task*. *Why don't more of these games do that?!*

But as someone who enjoys this kind of fiction, I can't help but have gripes...

The writing style is decently clever, but unfortunately, the author tries a little too hard to be more clever than they actually are. Suspension-of-Disbelief-shattering anachronistic references mar otherwise serious moments in the narrative, undercutting the drama and ability to relate to the characters, which is the lifeblood of a story like this. In the balancing act of taking itself too seriously versus taking nothing seriously, this game is in the "laughs at its own jokes" territory. You get a "Watchu talkin' bout?" as part of a serious narrative. This also applies to how everything is described sexually - your would-be knight friend is referenced as always wanting to play with her sword, or smack things with her sword... HER sword in this case, because the character's gender is determined by your own choices, but the text was obviously not written to take account of this fact. Likewise, you must be a real horn-dog. At least, that's what the text assumes, because even the tiniest bit of innuendo is always presumed in its most sexual light.

The game also suffers from a bit of the problem of "Everyone is Protogasexual"; if you play as a gay character, it magically means that every character becomes gay the instant they consider you, even if every other relationship is straight. If you're playing as a lesbian, the game comments on how the girls all wanted to flirt with you, while your magic lesbian awareness field keeps straight men from ever trying to ask you out. (And vice-versa if a gay man.) For a world that occasionally tries to be the 14th

century (said directly in the text) with occasionally realistic depictions of medieval life, it's also surprisingly casual about homosexuality even while it says that young women who cannot produce children aren't valued. Must be the effect of all the elves they live with! Any character that you're supposed to have anything remotely like an attraction to will have their gender set by your preference (no bisexual players!) decided at the start of the game, and every single one of them tends to be described with passages about how you're instantly enchanted by their looks, in spite of the actual description of their appearance, short of eye and hair color, being quite scant. Also, one of your romantic options is a furry catboy\girl. Plus anyone remotely magical changes eye colors constantly, even within the same paragraph, and your character gets a grey hair stripe like Rogue from X-Men. (Even though you never set your own hair color to start with.) Maybe it's for the best there wasn't more description, or we'd be dealing with a bad Harry Potter fanfic...

It also asks you to make most of your choices that determine what sort of character you are, and how you view other entities like, say, the church, before you even know a thing about what the local religion even is. This practically begs you to just insert your own opinion of your own locally dominant real-life religion, when, you know, the fact that this religion is not any real-world religion, and doesn't operate on the same principles might have SOME impact on how you react to it...

Also, as is always the flaw of these sorts of stories, there's basically one path forward up until the very end, and all that changes are your stats. Stats are used pass\fail, but different builds basically use different stats to accomplish the same thing. (I.E. Talk someone down rather than force them to relent with force.) This ultimately runs into the same problem other games like Versus has (or for that matter, BioWare games with good\evil meters), where once you pick one stat, you might as well min\max it, because each time you pick it, that stat gets better (and its opposing stat gets worse), and makes it more likely to succeed next time, as well. This turns the story not into deciding what you would do in the moment so much as guessing which choice powers up your build. At least, unlike Versus, this game does have checks without choices, where you just need to have a certain amount of "vigilant" to succeed, that actually give the choice of a build some sense that you missed out on some things. These are usually inconsequential, because they can't really meaningfully punish players for a choice when they would later punish the opposite choice, since there isn't the sort of inventory or health system of a real RPG, but it's still at least a token effort that gives some sense of meaning to choices. Other choices give you "renown", which is basically just "right answer score" - you can't really fail most of the game's choices, so you just get renown when you pick the right answer for your build, and the game progresses, regardless.

And while this may be part of the "not as clever as they think they are" gripe, the story as a whole is just WAY too meta to really get entirely into. It starts off pretending to be a swashbuckling tale of heroism, and your character is an Action Survivor that gets carried over the finish line in spite of their abilities by their companions at every turn. M Night Shyamalan may as well have guest written the ending.

So... bottom line, expect less Errol Flynn and more Hideo Kojima. Fun for those who enjoy getting their chain yanked.

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