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About This Game

Explore a dream-like world of impossible wonders...

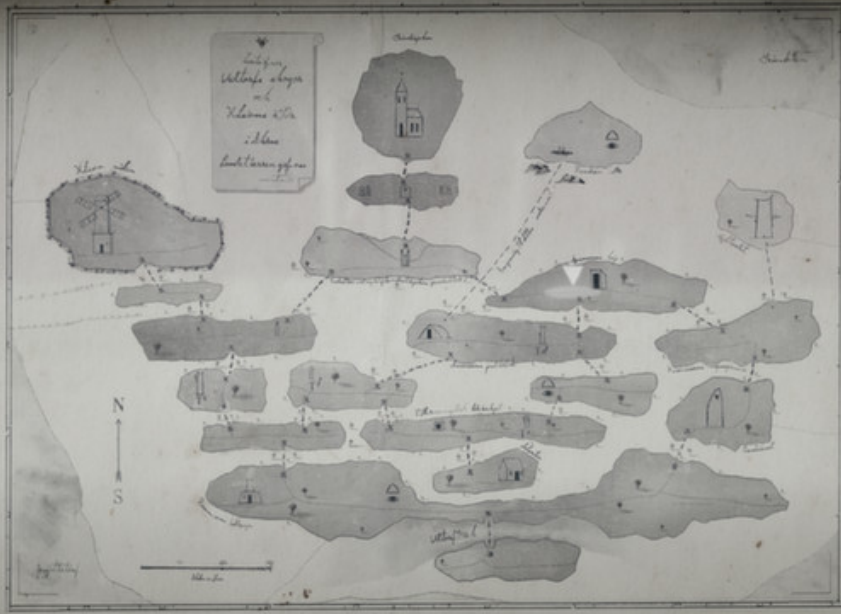
- Explore 10 different immersive, animated environments
- Interact with dozens of physics-based creatures and objects
- Solve brain-tickling puzzles to unlock new rooms and reveal new surprises

Title: Windosill
Genre: Adventure, Casual, Indie
Developer:
Vectorpark
Publisher:
Vectorpark
Release Date: 26 May, 2009

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English

Map





SCISSORS

PAPER



KO



A wholly unique game that i have the hardest time figuring the genre of, but alot of fun nonetheless. Really shines with a partner, but its a hectic ride either way!. Worst game ever made from Codemaster!!!

Similar and better game, Buy Sonic & All Stars Racing Transformed!!. This game has real possibilities. It's got a good stable engine. The game maker frequently updates the game and listens to the community regarding features and tweaks. I look forward to the addition of the campaign.. Second best DLC for Hoi4. It was close, but ultimately I cannot recommend this title. Even though on the surface there are a lot of different things to do, they are too streamlined for their own good, and the game is too grindy with not enough variation in between. The universe feels empty - your ship is the only one you'll ever see on the map, and other ships only exist as interchangeable random encounters as you travel in straight lines between static planets and warp gates. Consideringe that "Trader" is even in the game's name, trading, and by extension exploring wilderness for rare materials, is practically irrelevant, as you have to acquire multiple levels of trading licenses for the actually profitable goods, and cargo holds are small by default. An endless parade of randomly generated quests of the ever-same few types are the only practical source of income and XP, and it gets old fast.

If you like this kind of game, I recommend Space Rangers HD instead.. Got spooked, 10/10. Nice characters and a great value if it is discounted.. this game can run in windows 10, just do a little extra work. First, press win + r, then enter regedit, open files by this way HKEY_CURRENT_USER\\SOFTWARE\\KoeiTecmo\\Nobunaga12PK\\Configs. in the left side, find width and leagth bar. change the value to your current resolution. because the game is old, so it doesnt support high resolution. when the game runs, there should be a cg at the beginning, if you still can't see it, change the value of texture depth to 32, it might help. i successfully run this game in my new win 10 system, so the game definitely can run in win10. so don't worry about it. if you have any problem that i didnt list , just ask me i am happy to give some help.

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This game will steal your soul, and by soul I mean free time.. Chicken Invaders <3

THX InterAction studios. I very much love this expansion. The extra survivability during winter with pearls is a great mechanic addition to the game. At first when the expansion was released it was super hard to get decent amounts of pearls for some reason, it's been fixed since and pearls are more plentiful making it easier to use it. It however means for anyone who can't get enough is utterly boned until next Winter as certain upgrades/districts can seriously make your empire better during winter. Effectively making Winter a flourishing joy than a disheartened sigh. It can make the Cultists a super powerhouse with their Holy City and getting those special districts to level 3. To which this certain District being the Winter Borough.

Seriously, save your pearls and unlock Winter Borough, build it in every city and try to upgrade it to at least 2. You won't be sorry.

The new Faction the Allayi is a very nice addition to which obviously gets the most out of the Pearls and Winter. But I like how Winter isn't a insta win for these guys because everyone else can get most of the same benefits later on. The Allayi Faction level upgrades has a nice array of defensive and offensive abilities, allowing you to run away like a coward without injuries and doing additional damage depending on how much damage the enemy has already received before. A Allayi hero amongst the Ardent Mages would be a nice combo. The added traits that came with this expansion also makes Customs more powerful; with the exception of the new biggest negative trait We Chosen Few (-20).

Is the expansion essential? Maybe not, but it certainly adds a lot more to the experience to make it more enjoyable during the seasons that wrecks everyone unless you had the Winter Shelters. I like this expansion a lot!. The trailer sums up why this game is awesome. 4 person squad that you take with you to clear buildings from zombies, total awesomeness!

But... The game isn't complete yet. It's not even close. And they don't reply to any questions, bug reports or anything. Looks like they got their money and ran off like so many indie dev's nowadays.

Update:

I made a huge bug report topic where I posted every bug I could find over a month ago. I also sent them an official bug report using the form they made for it. Then after not hearing anything from them I sent them an e-mail asking whether or not they were ever going to finish the game. They responded that it's done in their eyes. After stating that many attacks go through walls they replied that attacks are supposed to go through windows. Are you guys even reading my e-mails?

Pretty much everybody who has ever played this game disagrees with the statement that this game is completed. I guess they just confirmed that they took our money and then ran off.
Do not support these developers!

Update:

After a long time I started playing again two or three times for an hour this week and it was remarkably bugless. (I didn't reinstall windows, steam or the game and I'm pretty sure there wasn't an update, so there was no reason for the gameplay to improve.)

I stand by what I said before, but if you are in luck and everything works as it was planned it sure is a lot of fun. Also using cheats can help. I always get when a zombie does a special attack through a wall, but I just give all my guys Kevlar to compensate for the damage they shouldn't take. Makes it all a lot less frustrating.. While I may have given this game a thumbs up, I just want to be clear when I say I would probably not recommend this game to the average otome fan. If you didn't already realize from the other reviews and the screenshots, this game is pretty damn intense. Themes of dub/non-con, abuse, violence, angst, and some slight gore are rampant. The protagonist will suffer, and she will suffer a lot, especially if you decide to look at the bad endings. Every one of these guys is ready to force themselves onto Isanami and generally make her life a living hell so you should turn back now if you're under 18 or sensitive to mature content. It really does get dark.

But aside from that, Theory of Fear is way too good of a deal for its price. It's fully voice acted in Russian, and the

voice acting sounded pretty good in my opinion, especially the female lead had a very nice voice. I got more or less 9 hours of playtime from it with every ending achieved. The music is appropriate and there are a lot more CG's than I expected, which is always a plus, even if the art is a little on the unprofessional side. Also, the opening was fantastic, I liked it a lot. There's also extra content that you can buy with points you get in the game from progressing, which is a really nice touch. Best boy for me had to be Hideki as basic as that is, lol. His character kinda seemed the least cruel to me anyway, but that'll be up for you to decide. I enjoyed this otome and I would actually like to see more like it, ones that aren't afraid to explore the darker and more psychological plots while still giving us the romance and adult content we crave. Definitely buy it at full price, it's more than worth it. I'm glad I didn't overlook this one!. I can't recommend the game at this time (Unless you're a die hard waifu lover.)

I understand that this game has only been out for less than a day, but there's just too many things the devs left behind.

User is unable to configure options, you're stuck in window mode (In my case, I either have to play a feet away from the screen, or squint my eyes until I resemble Brock), and the cursor in-game takes awhile to get used to.

The worst part of the game for me is that player is unable to skip the tutorial in the beginning. For a game very similar to Recettear, if not a remake, I'd have thought the devs would let the players be able to skip something they already know in the least. Pretty much spent the first half hour just reading what I already knew.

To close out, the game is just missing the very basic features that would otherwise make me keep the game. Until then, I would keep that \$15 for now, if I were you.. game is okay need more songs but okay love it. a really fun and interesting way to kill your time. It would be fun to have a robot making drones ,maybe two types. those being air and ground .maybe having two robots as it would be harder to script a way of making the same robots do two things depending on the player's desire. also having a easy to do bot given only to the beta/alpha testers could be interesting for the multyplayer up-coming part of the game. a creative mod would be nice ,in which you can build how much you want , togable enemies and disasters and the ability to choose whichever cube you want at will...unless its already in the simulatio which i didn't checked out. if i have anymore ideas , i will add them to this review,keep up the good work on this wonderful project.

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