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Title: Bejeweled Deluxe  
Genre: Casual  
Developer:  
PopCap Games, Inc.  
Publisher:  
PopCap Games, Inc.  
Release Date: 30 Aug, 2006

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English







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Ataturk-themed decal should be included instead of Istanbul silhouette. Worth buying anyway.. i only played like 20 minutes but it has hype of potential.

For now the playerbase is not here, sadly its hard to play except on weekends with devs.

The use of cryengine and the modelling is fantastic, the maps too, but the animations need a boost.

All the game needs polishing i hope the players will come in the game with time, if they do sales of the game and advertisement,. Easy to learn and fun, with excellent local coop! Highly recommended for couples, roommates or friends! The solo mode is also well made, and all of the levels and gamemodes can be played both solo and in coop.. Easily one of the best VN's I've read/played. All the characters are very love/likeable and all routes a great in their own way. I never felt the urge to fast forward through any parts of the story from lack of interest or boredom. I highly recommend playing Nene's route LAST as her route is the longest and most dramatic of all the heroines. If I had to choose first, I do Wakana's first as (potential spoiler ahead) it has no drama really and it's more of a bonus route in my opinion due to its short length. It's rare in VN's for me to not be able to pick, a favorite character long before I pick my first route. I'm stuck between Nene, Meguri and Touko. Nene and Meguri I do feel have more presents than Touko but I love Touko's older sister teasing nature.. It is a really fun game. I recommend it although there are some downsides. If you have friends, unlike me, then this game is for you. It has a really creative and cool local mode. If you are by yourself it is a little boring. The only campaign is shooting targets. Since this game is new, there is nobody else playing online. If you have friends, get this game!! At first Dynamite Jack sounds like many other indie action-stealth games, but this one is kinda better. It's a fun game, it remind me of older shareware titles, and it's not really long. Well, it's different story if you want to unlock every achievement and have some fun with user created maps. But even if you don't want to, it's a solid game for 1-2 hours. I'm not sure if I would purchase it at full price, but don't hesitate when this game is on sale.. Honestly a great RTS Game all in all. The mechanics and controls are tailored to almost perfection!

I can't give a single wrong of a game that was tailored upon the Warcraft series. I feel this game even improves where Warcraft had issues!

If You like RTS games and are a fan of the Warcraft series, give Loria a spin, And you'll love it! :DDD. This game is so simple and yet so addicting! The light humour is great, the artwork and animation is beautiful and I really love the soundtrack. The controls are slick and the game allows for some tight and reflex-intensive matches and I love all of it! 5/5!!!. I'm just about finished with this one. I liked the built in puzzles, but it seems like this should have been longer for the price.

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Pros:

- Large variety of weapons to play around with
- 3D interface is intuitive and adds to the overall experience
- The soundtrack is killer!
- Fast paced gameplay that keeps you on edge

Cons:

- Learning curve is high

I started playing this game not really knowing what to expect other than a retro shooter, but man is it more engrossing than that. The sensitivity of the controls can be extremely high at the start of the game but you can always customize it to your liking, including the way the camera is handled. At first I couldn't handle the speed of my ship and kept slamming into the asteroids in the area, but after a few adjustments I got the hang of it a little better. One thing I really like is that your bullets will continue revolving around the inside of the sphere until it hits a target which can be good or bad depending on what they hit. I had leveled up my spread gun to the max and my bullets were ricocheting all over the place, blowing apart the asteroids and sending waves upon waves of debris at me that I had to maneuver around to avoid. At the same time, the power ups I was chasing (yes, power ups have their own trajectory!) were getting blown away by the very same bullets I was using to destroy the asteroids! This creates a hectic environment where you not only have to dodge every bit of space rock in your way, but also have to keep in mind not to shoot the very things that can help you survive the chaos. sphereFACE is an absolute blast, you'd be crazy to not give it a try!

Disclaimer: This review is for the basic, non-VR version of the game. If at some point I do get to try the VR version I will update this review.. Good concept and could have a lot of potential but overall just lazily done and only fun for a day.... I really wish steam had a "meh" rating. The story just isn't very compelling, with lots of un-necessary dialog. Sort of like they had a goal for "number of words" or something.

The only big problem is the super-whiny main character. Some people like MC's that are indecisive, passive aggressive, and whiny though. That sounds like sarcasm, but it's my sincere opinion. I've encountered LOTS of this type of main character in books and visual novels :).

I do hope the author(s) tries again though.. This game has serious potential but has no online community. Adding bots would help but don't buy this game unless you have a friend or a group to play with. Classes are fun and creative but could use some tweaking.

. This is such a good game! After I got the hang of it, I've been totally zoning out and having a great time, slowly scavenging parts and building my base up. Despite the occasional meteor shower, it's actually pretty chill.

A lot of people are complaining about the hacking - after 2 tries, I got the hang of it and it's not so bad. I can always hack something on the second try at the very least, if not the first. But I do agree - it's not super clear how you're supposed to move your hand to make the circles rotate. Might be better to make the circles bigger, and each with a clear handle to grab onto and move.

Only other issue is that for some reason, snap turning won't respond at certain times, but it does at others. Not sure why yet, but it'd be a huge QOL improvement to have that fixed, since my best problem is having to step over my cable every couple minutes or so. Otherwise though, the movement is buttery smooth, like in Echo VR.

Most importantly, it's very atmospheric, is super immersive, and does UI RIGHT. Too many VR games think they can use pancake-style HUDs for all your info, but that's simply not the case and it's annoying having your view cluttered all the time, or having to open separate menus that float right in front of your face. But here, for your main stats you look at the back of your left hand. To access your inventory, you navigate a holographic interface projected above your left hand. Storage of certain objects is physical, and so you have to actually grab them, place them inside a little gravity field storage box, and arrange them so they all fit. Your ship's vitals are on a big holographic projection in the center of the ship, and you have to physically navigate to it to see how it's doing.

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If I could add something to the game, it would just be multiplayer. It would be a blast to play this with a friend, the way we've been playing Minecraft for years.

Now besides the above bugs and suggestion I mentioned, I'd like to make one moonshot recommendation to the devs, if they want to really follow through and take this to the next level. Go through the podcast series Wolf 359, and draw as much inspiration as you can from there, because that's what I was imagining the whole time I was playing. Or better yet, get in touch with their studio and put together little scenarios that might randomly happen. Or use them to add a little more flesh and meat to the wide-open story.

All that said - obviously the game's not for everyone. But if you've tried Echo Arena (if not go do that first, it's free) and like the movement, and enjoy slow, quiet, solitary survival games, you can safely bet you'll get into Star Shelter.. Good game completely ruined by turning issues.. Refunded it due to lack of direction and being killed a dozen times in the first level alone.. Warning do not play this game. It is evil incarnate. This is without a doubt the most pathetic game ever conceived by human. Yes, It is bottom of the barrel bad. The first level was just too hard. Level 2 was a pain and level 3... don't even get me started on level 3. This game makes Sonic 06 look like Gold. I'm not even joking, I'm dead serious. Ugh, curiosity, why must you exist at times like these. DO NOT BUY THIS GAME, I repeat, DO... NOT... BUY... THIS... GAME..... I don't care if you want to play it to see how bad it is. It's not even worth it for that. Trust me, It's for your own good. Not even the Devil would want this game. I just hope I can get a refund somehow.... It's okay

My pros:

Good art style.

Models look good.

Gun models are nice.

Menus are fairly basic, but they work.

Optimized really well. (150+FPS on epic.)

Good sized maps.

Feels and controls really well.

My cons:

Gun sounds are cheap, and weak.

Have absolutely no idea what the ♥♥♥♥ is going on 99% of the time.

Team killers because they think you're an enemy.

Lack of content aside from the one gamemode and maps.

Gun unlocks are weird and feels pointless.

Do i recommend this game?

Not right now, but if the devs put more time and love into this, i think it will be a fantastic ww2 game on a up to date engine.

It's a free game, i wouldn't expect much from it, but i hope the devs dont abandon it, i see a lot of potential in it.

My rating: 6/10

Lack of content and gamemodes kinda makes the game boring pretty fast, espically if you're in a low pop. server.



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