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Tropical Liquor Torrent Download [Torrent]



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## About This Game

Welcome to Tropical Island.

"But onii-chan, you're just some part-time bum, aren't you? On top of that, your age equals the years you've never had a girlfriend, right?"

The player (that's you!) is a part-timer who lives an uneventful, boring life.

One day, you win the prize draw at the shopping district. The prize: a trip to an island in the south -- you decide to take a 30-day vacation.

"I... want to make this a nice vacation...! I want to change myself in this trip!"

You decide to grow out of your dull, boring life and get a girlfriend.

"To get a girlfriend, you have to first get close with a girl! If you don't create a bond with one, then nothing will ever happen!"

On your vacation, you meet all sorts of girls, each of whom has something troubling them. You can talk with them, share a drink with them, and go on a date with them.

"Let's make this a nice vacation."

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In this vacation, will you finally come out of your shell, and manage to make a girlfriend?

◆Game Part

The Liquor Game is a color-matching game! Memorization is key!  
Clearing the blocks up top will make the blocks in the bottom float up!  
Play your cards right and they'll strip...?!

◆Daily Part

Collect parts of the heroine's profiles and get to know them better!  
Once you've formed a bond with them, go out on a date!

Genre: Southern Island Drinking Puzzle+Adventure

Art: Sayori

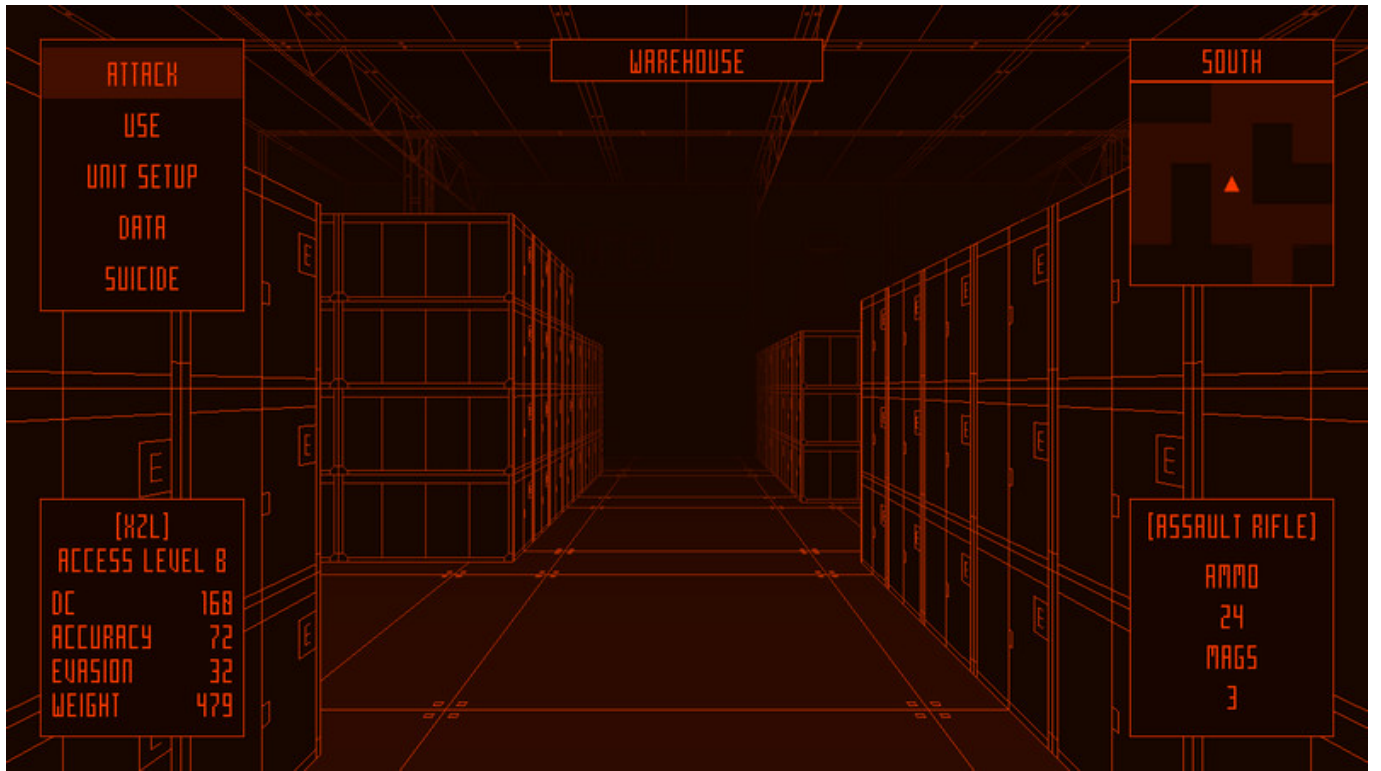
Programming: D.N.A. Softwares

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Title: Tropical Liquor  
Genre: Casual, Indie  
Developer:  
Tentacle Games  
Publisher:  
Sekai Project  
Release Date: 9 Mar, 2018

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English, Traditional Chinese, Japanese







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One of the best casual games ever created. This game is still addictive and enjoyable.

1. Graphics are low res but jewels shine and spin in a way that looks really good.
2. Sounds are crisp and addictive. Music is relaxing.
3. Gameplay is very simple and you get to a zen like state after a few minutes producing dopamines.

Overall, this is one of the best and runs great on Windows 10. If have been feeling blue, I recommend you try this one.. the\u2665\u2665\u2665\u2665\u2665\u2665don't work. This strips Golf down to its most basic - drag and drop the putter to hit the ball. Avoid obstacles, gather keys. In general the levels are pretty easy (although I was frustrated with level 49 qwest for a long time), with the power of the putt hard to measure. There's also a weird story about a rogue AI infused between the levels. It's just weird, but in a good way. If you want golf as retro as you can get, this will keep you entertained for an hour or so.. There's always at least one jackass that leaves a negative review of a game. I promise I'm not trying to be that jackass. I wanted to like this game. But... It's just not that great. It's a great concept, but poorly executed.

The opening gives you motion sickness, as you're reading text while the background is flying by you at mach 3, and the characters are drunkenly wobbling from side to side. (Maybe they have motion sickness too?) The controls for the flying\action part of the game are unintuitive and clunky. Now I understand that the controls are reminiscent of a classical 2d top down flyer, where W moves you forward, no matter what direction you are facing, but I didnt have a chance to get used to the controls, as even the first level on "Easy" has a billion particles flying at you, trying to kill you.

Speaking of getting used to the controls, once you DO die that first time, during the flying seuyqence, you have no recourse, but to start the entire game over from the beginning, and go through all of your choices, and click through all of the dialogue.

If this game were still in early access, then of course I would be forgiving of this. But as a final product, I would say skip this one for now.. Good fun. Was taken a bit aback by the steep difficulty curve, but I like it. Maybe it's not quite worth 10\$, but definitely give it a try on a sale.

Gameplay's pretty much brickbreaker with a combat twist. Multiplayer seems neat but it seems to only be local; maybe some P2P should be added. It kinda brings me back to my iPod nano gen 3 in that sense, because all I ever did on it was play brick breaker with Linkin Park blasting in the background. (Yeah, I was an edgy kid... although emos ca. 2007 kick♥♥♥♥♥over what's 'emo' now). Speaking of, the music is serviceable. It's fast paced chiptunes with some MIDI wind instruments thrown in, but nothing really struck me as memorable. If one aspect had to be touched up, I'd say it should be that.

The voiceacting is nice, I really believe they were enjoying themselves in their roles, but I swear if I ever hear the word Acupuncture again I'm going to acupuncture my earboxes.

Tl;dr it's a neat time if you're searching for something different to play.. Although the developers want the player to feel the mental conflicts which is about killing those innocents, the effects of the plan may depend on the different personality. As for the ending, I am abso♥♥♥♥nglutely sure that the developers must have read Robert Anson Heinlein's novel 'All You Zombies'. What is more, this game may remind someone like me of QB in Madoka Magia. However! the story is really just so so, if every Homunculus is unique, the story will be better. In conclusion, just pass.

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Park Bound gameplay is as simple as movement and jumping, but custom levels means you get a lot of content packed into this tiny platforming game.

<https://www.youtube.com/watch?v=8SqXbwBOTd4>. We got a mad and rich (and social awkward) doctor/scientist; an tsukkomi assassin; a rich shut-in sniper; a weird, dumb but strong af with ball of steel woman; another tsukkomi but its the main protag mom/dad (not really); a Super Russian Ninja

and our protag, who is an 'u2665\u2665\u2665\u2665\u2665\u2665' (He described it himself) (A good u2665\u2665\u2665\u2665\u2665\u2665, actually)

Together(except some), they bring some booze and u2665\u2665\u2665\u2665\u2665\u2665 to visit an old friends, violence included.. Great game for a solo developer!!!!!!!!!!!!!!!!!!!!. Clunky controls that can't be rebound,♥♥♥♥♥♥gameplay, ♥♥♥♥♥♥ton of ♥♥♥♥♥♥♥♥♥♥ minigames and item searching and overall, very ♥♥♥♥♥♥ing terrible game.. I played the demo entitled "Zombie: Safe haven" which had crafting and scavaging. Zombie: Exodus has none of these features and instead features a very linear story. I feel quite bait and switched given the implication in Safe Haven of skills and resource management. The game itself is short and has some choices you can make, however they hardly alter the story and towards the end all choices kill you unless it is the option the devs want you to take. A more involved plot with more variety in gameplay, non-linear storytelling and more pictures would really bump this type of game up. I am giving this a thumbs up however really my review is "meh", for which there is no option.. Dungeonmans has been problem the best and my most favorite game I backed up with Kickstarter. I have not beaten the original game yet but I bought this DCL totally to support dev. Thanks for the good game!. Really cool art and premise. This could've been a truly unsettling experience. Instead, the gamplay almost immediately became too repetitive, clunky, and honestly just dull. Too bad. I would, however, be interested to see what else this developer does in the future.



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