
Ludu Keygen Download



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About This Game

Ludu (« ash » in breton) is a free adventure game created with RPG Maker 2003.

You play a character living peacefully in his small house and, when he leaves home, discovers a shadow of himself and tries to follow it.

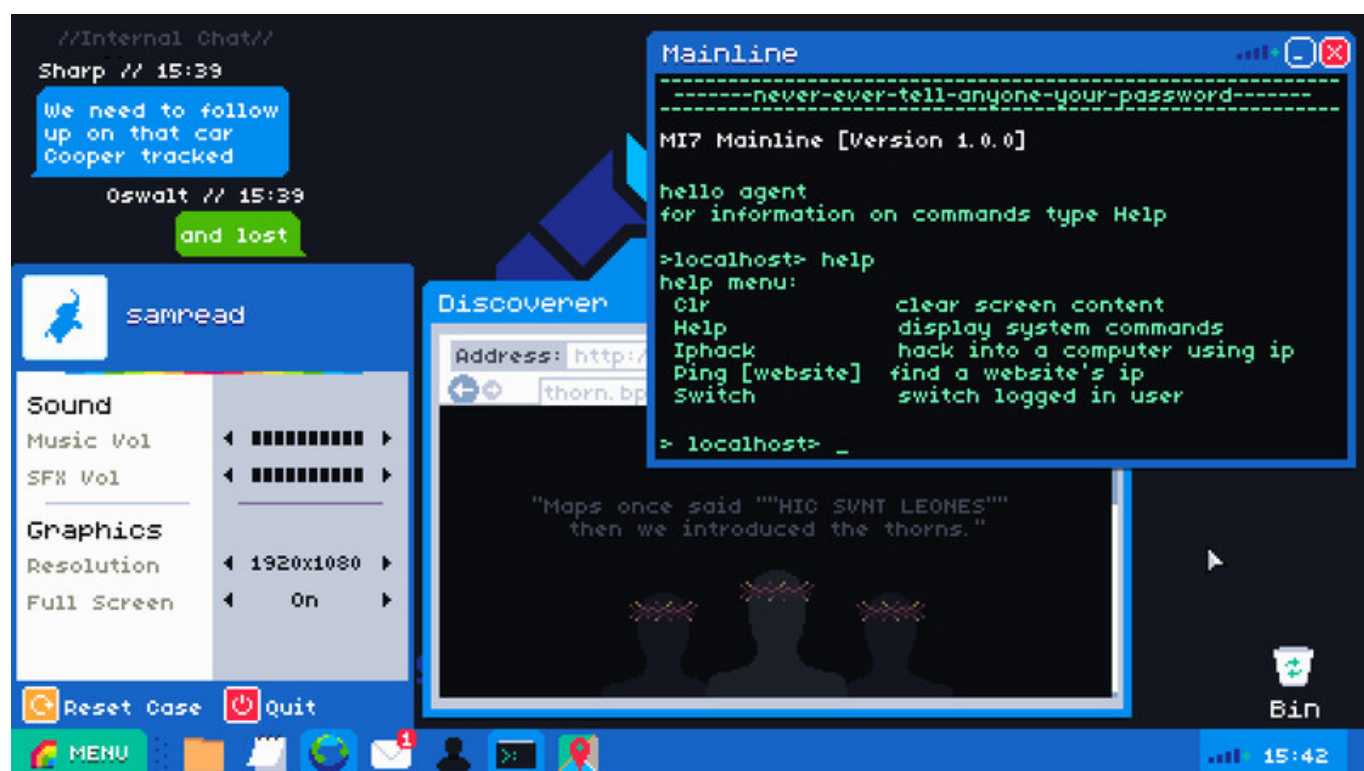
You progress through the game by solving riddles, and discover what is this strange shadow you see constantly.

Ludu won the "Bronze Alex" at the Alex d'Or 2013, and the award "Best Level-design" !

Title: Ludu
Genre: Adventure, Free to Play, Indie
Developer:
Léo-Games
Publisher:
Léo-Games
Release Date: 4 Dec, 2016

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English







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Holy crap, holy crap, holy crap! This game is awesome. It's not like anything I've played before.

I'm not big into fighting games (but only because I suck at them), which makes this game perfect for me. I'm playing on the easy setting, which means I can win most of the fights, but what's cool is that even when I lose a fight, the game doesn't stop. You never get stuck.

Like I said though, I'm not big on fighting, so what really blows me away is the art. I love comics, but most visual novel games just fall short when it comes to art. This stuff is incredible. I hadn't heard of the artist before, but now I'm hooked. I want more.

The voice and music is also really good. There are some glitchy things when the camera pans across the art, and I got confused with some of the instructions on how to fight (again though, I suck at fighting games).

This game gives me hope that there are still people willing to invest in creating cool art and doing something genuinely original. I'm still not done playing, but since I'm at work, I think I hit my limit on how much I can hide my computer screen from my boss for the day. I can't wait to finish playing it tonight, and I hope to see more episodes soon.

Let's vote this thing up as high as we can.

. Do you also remember Chip's Challenge fondly from the days of MS-DOS and Windows 3.1? Well, Niffler Ltd. has our nostalgia covered with a choice between the old familiar Windows look or a new easier-on-the-eyes appearance. All those chips and keys are still where I remember them too, but apparently I never got very far through the game's generous 144 to 150 levels as the later levels don't quite match up with my rose-tinted memories.

Puzzles can be very exacting - one wrong move can require a restart. Death is instant from any source of damage, many of which cannot even be seen before they've become unavoidable. And the controls don't always feel all that responsive. None of this is a problem on most levels as there are no consequences for trying a level over and over again until you've got it memorized. However, some later levels seem to combine two or three discreet puzzle areas into a single massive level, which almost guarantees a random bad button press or poorly timed move will ruin your run often enough to become tiresome.

Chip's Challenge is still great for those short, nostalgia-filled pick-up-and-play sessions. But if you want to keep the good times rolling, be prepared to skip a couple of frustrating levels.. I thought the music included would be better, but it's not.. The trimming was fun but the time limit was too frustrating to play for more than 5 minutes.. If you're comparing getting a table tennis table and this get a table tennis table.. Grabbed FOW on sale. Good FPS game that suffers from a few glitches. Still a fun game to play to kill some hours of combat.

PROS:

Ability to shoot, operate vehicles, aircraft (somewhat).
Drones are fun to kill enemy with.

A large weapons arsenal to choose from.

Campaign is pretty straight forward with simple objectives.

CONS:

Enemy bots are bullet sponges. You can unload 50 rounds into them and they are still standing. Some don't even die from a grenade explosion.

Your team AI is horrible. They will get right in your line of fire and stand there. Some will just appear in front of you in an area you haven't covered yet.

. Complete waste of money, the game is "unplayable" in the current state - by which I mean that the game doesn't offer almost any gameplay at all. The AI is rubbish, the visuals are from 10 years ago, the SP1 is released 3 weeks ago, but not on steam. Just avoid here. If you really have to, then get the product from devs directly.

The product offers only 3 odd airports: one on remote island with almost no traffic - pretty miserable, then one from LA which is a huge step up from the first one, and 3rd which is totally uninteresting, and similar size as the second (KLAX).. Why was this game so underrated? i mean there are a couple minor glitches..... but you still have hentai.... right?. amazing game but can you make it so creatures can fly. 10 / 10 for space suit penguins , love this game

Great deal. Too bad you can't purchase this multiple times on the same Steam.... A fun visual game, interesting story with quite a few decision points.

Can or will friendship overcome the history of their races

For you to decide how the journey could go.

The outcome at the end depending on choices made during the game.

It is a short game but I'm certainly glad I played it.

I also really liked the music tracks which did emphasise the story.. I played this game on kongregate years ago and decided to buy it here to support the developer. It's addictive and has a neat little story.. Rise of Venice is a navel trading game. The mechanics of the game is relative simple, however I would advise playing through the campaign to get a good understanding of the rules. The ship battle system is not simple. It is possible to avoid most pirate battles with a previous save file. They appear to be random events unless it is part of a mission then it will be a fixed event. During a battle with another ship the controls are very awkward making it very difficult to control your ship and target another ship. Waiting for your ship to come about again to take another run at your enemy does get very tedious after a while and makes battles lengthy. Out maneuver your opponent can be very tricky and requires luck most of the time. When you do eventually get a break at a run on your enemy then timing plays an important part when it comes to firing and hitting your target. A single run on your enemy can very easily go very wrong quickly. It takes a lot of persistence and patience to get the battles right.

The rest of the game is OK however much of the building elements are fixed and it is just a matter of constructing the same type building to increase production. The trading side of the game is good, but like most trading games it can get repetitive after a while.

The campaign is interesting and fun until you get to the ship battles. Free play is just as interesting but is as you would expect from a trading game it is a bit of a grind to expand you trading empire.

The graphics are bright and colourful. The detail is good at presenting the game style. The ocean effects and crowds in the cities look really good during game play. While you are in battle mode the graphics also look good. When you eventually master the battle system the graphics work effectively providing you with all the information you need.

The sounds in the game are good however they are on short loops and can get repeatedly annoying during long play. This is a long play game.

The interface does bombard you with a lot of information which makes the game more complicated than the gaming mechanics actually are. However it does give you an opportunity to fine tune trade opportunities which may make a difference after several of game play. It is entirely optional and unnecessary unless you are a fickle for detail.

Generally the game is pretty average. I believe there are better navel trading games out there, however I would not go as far to say this is a bad one. I do recommend this game when on a deal.

. good game, but need more unique character. Experimental game? Got that right!!

This game, if you can even call it that, seems to me like someone's half♥♥♥♥♥♥♥♥attempt at a school assignment that they cleverly decided to put on steam to make a few bucks.

The best part of this game was the Let's Play I did on it. Haven't had that much fun recording and editing a video in a while.

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