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## About This Game

Meet beautiful girls and spend time in their company dealing with scattered pieces of their memories. You will meet with such girls as Miwa, who is 20 years old, another girlfriend Rica, who is 18 and other girls from 18 to 23.

The game is a classic puzzle. You have to go through all ten stages, as well as three levels of difficulty, in which pleasant surprises await you ;-)

- Puzzle Game
- Artworks
- Nice music
- Steam achievements

Keyboard H: Complete Level

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Title: HentaiNYA  
Genre: Casual, Indie  
Developer:  
Zloy Krot Studio  
Publisher:  
Zloy Krot Studio  
Release Date: 21 May, 2019

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**Minimum:**

**OS:** Windows 10, Windows 8, Windows 7 32-bit

**Processor:** Quad-core Intel or AMD processor, 2 GHz or faster

**Memory:** 2 GB RAM

**Graphics:** 1 Gb

**DirectX:** Version 10

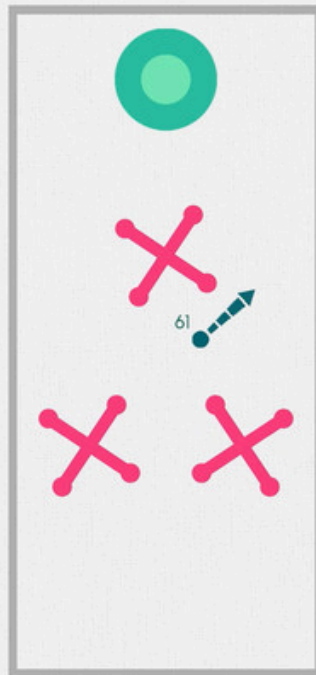
**Storage:** 1 GB available space

English

## Leaderboard

1)	Viper	2850
2)	Yak	2813
3)	The Bat	2670
4)	Jack	2440
5)	Sticks	2375
6)	Dino	2335
7)	Hot Box	2322
8)	Dragonborn	2301
9)	Raptor	2293
10)	Helmet	2278
11)	Longhorn	2261
12)	Mastodon	2229
13)	Hammerhead	2174
14)	Wishbone	2115
15)	Vulture	2063
16)	Meat	1875
17)	Slug	1818
18)	Knuckleball	1609
19)	Tackle	1605
20)	Lobster	1573
21)	Mammoth	1501
22)	FisherMan	1380
23)	Snake	1283
24)	Canine	1178
25)	Goblin	811

LEVEL-59



172









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BIOS, a game about testing your reaction time and reflexes!

I personally enjoyed this game, even in Early Access! It lacks some content, such as proper animations, custom weapons, and secondary weapons, but it still is a interesting play. Every failure sparks more want to see the end.

My only problem is the sensitivity and graphics. The mouse AIMING sensitivity, you cant change, only hip sensitivity, which throws you off your game. And with even low graphic settings, some moments the fps drops and I feel like I'm on ice skates!

Still, worth the buy, and I can't wait to see the future of this work of art.. Selling unlocks is silly. I didn't even need to unlock them with this as I automatically would have unlocked them just by playing. Not worth the cost and people should be against this type of "DLC" as it is just silly.. A more complicated ' 2048 ' style game, comes in two board size, normal 16 sq and expanded 64 sq. Nothing exceptional.

As much as I tried,  
only with the help of few ingame item, was able to clear the game.  
Game relies too much on rng, grind and luck.  
Micro-transactions for 'extend life', much needed for few of the endgame achievements.  
Music keeps returning despite set to lowest or off.

Trick is to keep focus on one edge via sideways, other than no choice, don't go across,  
releasing as much simple gems, forgoing combining for better choices.

Decent but  
was stressful grind the last few achievements, especially 4x4 Royal Gem.  
Spent more for purchases than the game itself.. Good old classic awesome Batman.. I watched a video of this game online and it looked pretty cool. However, nothing could prepare me for the degree of unilateral cruelty of the random level generator, nor how immediately repetative the game becomes.

It initially reminded me of long lost point and click adventure games when I first viewed the trailer videos. However, it quickly becomes apparent that with no clear direction or reliable strategy involved, it simply becomes a matter of randomly flinging groups of items together until you get a favorable reaction. These are then noted in an in-game journal, and you spend the rest of the game desperately flipping through its pages looking for some sort of advantage to be culled from the horrific assortment of hazzards and obstacles that work to make your gaming experience both futile and frustrating.

NOT ONLY are some levels seemingly impossible to pass, but "saving your progress at shrines" only means you respawn at the beginning of the current level... with NONE of your items or relationships SAVED!! Rogue-like indeed!

The designers do win points for a creative new type of game, great art, music and cut scenes.. Do not dismiss this as Just Another Match Three game, people! This one is so full of innovation, it's like nothing you've ever played, guaranteed. Tidalis keeps throwing new game-changing elements and mechanics at you till the very end... you know it's a keeper when you get to level 100 and still discover more new and unique features.

Don't think twice, just buy it. You won't regret it, honest.  
For outperforming everything else in this genre, I give it four out of four blocks.. Pshhhhhhhhhhh pchew pchew pchew BOOM.

It's finally back baby!

I fully intend to flesh this review out as soon as I have time, in the meantime suffice to say Super Grav is completely faithful to the original Gravitation with a host of new features I've loved trying out on the demo :)

Grab it in the sale if you can!

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Will re-download once I see the full version up. I am excited and hope to see SCP done well in VR!. This is a difficult puzzle game superimposed on evocative dadaist art. It's not really an "adventure" because there's no real story nor interaction beyond the puzzles. Despite the difficulty, all the puzzles are logical and can be solved with enough patience and thought. They are not groundbreaking, but are original, well designed, and very satisfying. The game world has a memorable underlying cohesion, but don't expect the breathtaking scope and grandeur of *Myst*. Still, those who enjoy that kind of deliberate puzzle solving will surely enjoy *LEAVES* as a tasty little snack.

My caveats are about bugs and controls. Annoyingly, sometimes the "back" button doesn't work, but at least there is a workaround: go into the menu and return to the game. Not fun. The controls are terribly designed: accessing the in-game inventory requires you to click on a tiny little handle, which often appears on top of objects in the game. Also not fun.. Really well done game but not Zoo Tycoon

Pros: Dinosaurs are so gorgeous, That's all be happy it's dinosaurs

Cons: You have to do all the "Story" Missions to get the most out of the story and general play that really doesn't have a conclusion and is very open ended. Not the oh what could it mean open ending but the this answered nothing open ending. There's not a lot to while you wait for money and the Dinosaurs are self-sufficient (after you put food and water in the enclosures). Speaking of money I wish that you got a percentage of income from each Island you finished. There are also only 8 NPCs and I only liked half of them.

(Here's my let's play if you'd like to take a look at it  
[https://www.youtube.com/watch?v=vaukp1gr9\\_Y&list=PLBd3rwrCigs4hGAWSLAKuvwXbiL7jl1rx](https://www.youtube.com/watch?v=vaukp1gr9_Y&list=PLBd3rwrCigs4hGAWSLAKuvwXbiL7jl1rx)). Really nice game for smart ones :) Its really fresh view to logical games and I hope that it will never end up in bundle. So pls support dev and buy it, because its worth it. Yep - forgot to say, it has daily challenges :). Only runs with explorer 10!. Happiness and good memories of the past. The remake did a wonderful job! This is definitely a game for any kids 8-14, as well as those of us who remember and cherish it well.

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