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## About This Game

Kink: A twist, curl, curve or bend in something that is otherwise straight. Use your drawing skills to trace over looped curves created by the game, and avoid the black spot or you will get kinked. Score points while you trace correctly, and complete each curve while increasing the level of challenge. Compare your score on baKno's Top Players list. Kink generates random looped curves for you to trace over. You can start tracing from any portion of the curve. A black spot appears at the opposite portion and starts to follow the curve in the same direction you took. Avoid touching this dot or you will get kinked. If traced correctly a new curve is created with an increased level of difficulty.

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Title: Kink  
Genre: Casual, Indie  
Developer:  
baKno Games  
Publisher:  
baKno Games  
Release Date: 30 Aug, 2014

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**Minimum:**

**OS:** XP

**Processor:** Intel Single Core

**Memory:** 1 GB RAM

**Graphics:** 2004 GPU

**Storage:** 200 MB available space

English,French,Italian,German,Arabic,Japanese,Korean,Portuguese,Russian,Simplified Chinese







KONEC HRY!

Team1  
20



Team2  
13

< PRESS SPACE / START TO CONTINUE! >

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Garbage.

Ugly style, ugly plot, ugly gameplay.

If you adore 'Far Cry 3 - Blood Dragon' like I do, just replay it. Don't buy this.. If you're looking for a game with a great, emotionally satisfying plot, Owlboy is perfection. I really can't say much for fear of spoilers, but I highly recommend studying the ending to this game if you're looking to write your own fiction. Other than the plot, which is golden, the music in Owlboy is unbelievably good. Like, you won't believe how good it is until you've heard it yourself in-game. Think Undertale-levels of music fitting the story. Yeah, I know what I wrote. The art is amazing as well, and keeps getting better as the game progresses, which was a delightful surprise. Given all the above, I very much recommend Owlboy.

This is not to say that it isn't without faults, however. For one thing, the writing can feel child-like and simplistic at times, with characters sometimes speaking in ways I feel is subtly "off" (I can't pin down what exactly, but it's there). The combat sections, while mildly fun, aren't anything impressive either, and a few of the boss fights introduced confusing gimmicks I had to look up to solve. For the most part the puzzles were fun and satisfying, bordering on easy.

So Owlboy does have flaws. Some things could have been done better, but honestly, at the end of the day, I hardly care. The overall experience of Owlboy was a magical one, and I feel privileged to have experienced the world its creators made. This game will live on inside me for a long time to come.... i buy it and its not working. **EARLY ACCESS REVIEW:**

The trailer is kind of misleading in terms of the experience you get;

In it's current state the game is **ROUGH** to say the least.

It's going to need some major polish before release to be an enjoyable game.

At the moment I can't even play - so many bugs, glitches, physics is still way off - tony hawks 1 is more fun.

The pre-main menu "press any-key" does not seem to work at all for me **WITHOUT** having my controller plugged in (I.e. keyboard and mouse).{not sure if this was intentional or what}

The graphics are average but thats fine, a smooth gameplay experience is far more valuable.

What they need to fix:

- Physics need to be much smother and polished

- Sound effects / music randomly toggle off/on

- Graphical glitches - i.e most of the environmental models turn black - especially in the tutorial.

A fully fleshed out career would be a bonus too.

TBH i don't think this game is even close to ready for full release.

I'm still really keen for a well made final product though.. The export function is broken and when flying around the controls

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were inverted if they change some stuff i might buy it again i had high hopes for this software. Must play for VR. One of the best experiences out there.

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Bardock is the character in DBZ, even added the dramatic finish and Bardock wins the fight against Frieza and even added the original dramatic finish when Frieza wins. pretty cool. The devs managed to actually take away all the enjoyable things in original Risen's combat while also making all its issues much more severe and prevalent making it a hot pile of garbage. (guns are op, swordplay sucks and you can infinitely heal yourself with potions that don't even have an animation to stop you abusing them) If you like balance this is definitely not the game for you

The story except for a few brilliant moments is as good as your usual arpg stuff.

Character progression is pretty basic.

Graphics are ok I guess, except for a few bugs.

Overall a 5/10 average rpg game. Plenty of better stuff to play out there. Call of Duty Black ops - Mac Edition was a very fun, and exhilarating game. You unlocked many weapons each time you ranked up, and had many weapon upgrades and customizable features. Many weapons were only used in certain maps, for example, a 1968 sniper rifle (I think that's the name) wasn't used on Nuketown because it would get owned by FAMAS and Galils all the time. This game needs some serious addons however, as it became boring at higher ranks. I think the upgrades that should be added are:

1. voice communication

2. Larger maps

3. more weapons & equipment

4. rides such as tanks-jeeps-bikes

5. more camos (the only good one is tiger)

I hope you guys enjoyed this quick review on Black ops - mac edition.

**GOLDIE OUT!** Most bullet hell shoot em ups on steam are plagued by either technical issues (such as very limited resolution options) or overly nostalgic design decisions (like having arcade as the only playable mode).

This game suffers from neither of those problems while also having the most appealing visual style I have seen in a shoot em up and keeping the core gameplay elements of a classic bullet hell shooter intact.

The only thing I severely dislike about the game so far is, that in story mode the final stage can only be accessed by completing all challenges in all previous stages. If you want to move up a difficulty, you would also have to repeat the whole process. I'm not a fan of gating endgame content in general, especially if it feels this artificial and forced. If someone has played up to the end of the game, why would you deny him or her the final chapter? Every other chapter is unlocked by beating the previous chapter, why not the final one too? If you really do want to gate it, at least make it interesting! This almost made me not write a review or even write a negative one, because I think that is a ridiculously bad idea that really rubbed me the wrong way, but at the end of the day, the rest of the game is very good so I still think you should give it a try.

. This game is a lot superior to the first despite the inability to change the controls. Been surprised a couple of times but again lacks the intro you would expect. Simply walk into the hostel.

This game is clearly broken as I managed to bypass two of the puzzles when I got stuck in camera mode.

Story lacks any depth and because of that do not know what your doing.



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