
De Mambo Download No Virus



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About This Game



De Mambo lets 1-4 players engage in Mambo Combat. Charge your meowsy one button and release at different times to do three different attacks! Knock your opponents off the screen and break the level however you decide (thanks to some flimsy architecture), to make your game marginally different each time you play.

De Mambo also includes colour accessibility for players, to enhance visibility by editing a palette of player colours that best suit you.

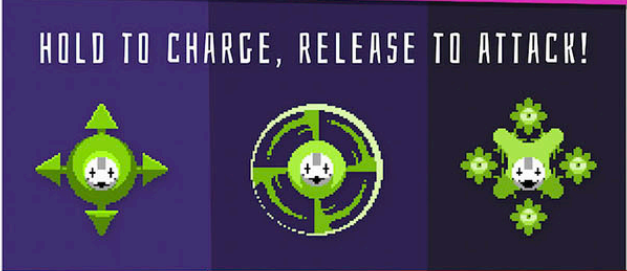
De Mambo is the first game by The Dangerous Kitchen, dedicated to all those who helped us reach this point.





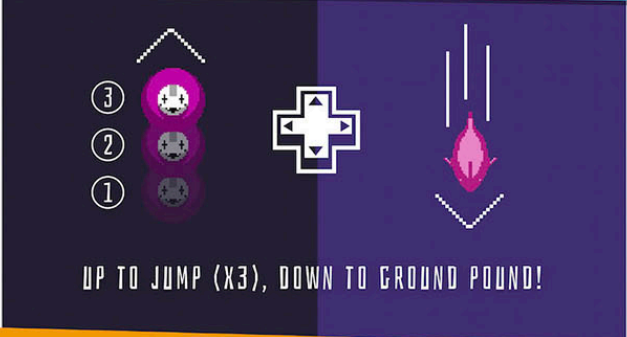


ONE BUTTON WITH 3 ATTACKS!



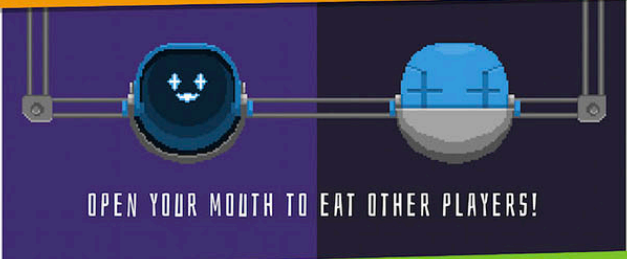
TAP POKE! MEDIUM RELEASE SPIN! LONG RELEASE FIRE!

MOVE AND JUMP WITH THE DPAD!



UP TO JUMP (X3), DOWN TO GROUND POUND!

EVEN IF YOU LOSE MID-BATTLE, GET A SECOND CHANCE WITH THE LOSER RAIL!



OPEN YOUR MOUTH TO EAT OTHER PLAYERS!

BREAK THE FLIMSY ARCHITECTURE AND KNOCK YOUR OPPONENTS OFF THE SCREEN!



Title: De Mambo
Genre: Action, Indie, Early Access
Developer:
The Dangerous Kitchen
Publisher:
The Dangerous Kitchen, Chorus Worldwide
Release Date: 17 Oct, 2017

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Minimum:

OS: Windows 7 64-bit

Processor: Intel Core2 Duo T7600 @ 2.33GHz or AMD Athlon 64 FX-60 Dual Core

Memory: 4 GB RAM

Graphics: nVidia GeForce 520M or Intel HD 4000

DirectX: Version 9.0

Storage: 1 GB available space

Additional Notes: Xbox or Playstation controllers recommended.

English,French,Italian,German,Japanese,Portuguese



Diary

First Blood



This city does not even exist officially. But the smugglers visit it every week. They drive vehicles equipped for gathering artifacts. It was not a piece of cake to come to terms with them, but I always have an ace in the hole. I'm setting out tomorrow...

The trip was OK. I never saw a patrol craft on my way. They say the Army try keeping as far as possible from this goddamned city. They have brought out a car. It's an ass-kicking sports car. I like these. But the thing that shocked me was the body-kits, large pins with sharpened blades. Artifacts, my ass! This is a kill car! The ferry has left. My employer, Max by name, has just phoned. One of his men has his car engine died in the city, help is needed. Use my GPS. And by no means take off my sunglasses!

Space / Don't show Diary

Enter / Next



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Fun little space game with waifus and an in depth ship upgrade process. Price for content and time spent seems decent.

<https://youtu.be/V644HRpRJOzQ>. AIN'T GOT ONLINE AND I HAVE NO FRIENDS. Really nice game! eel done!. DLC contains more Kanako screentime. Not sure why the game got lots of hate..

It is an enjoyable game..

Storyline is odd but very interesting...

7/10. The devs have been working on this game its fun, it reminds me of the movie krull.. This is honestly one of the best VR games available. So many competitive FPS games in VR try to beat each other out on being realistic, but Reactor Heart just focused on raw fun. Developer is active in game, as well as in the game's official Discord server. I recommend joining, as there's a bot that will tell you whenever someone starts a match in-game, so you're never without a match!. I nitted

a lot

It may look like just another cutesy retro platformer designed to provide a brief dopamine hit of nostalgia, but MagiCat is surprisingly deep.

Getting the three gems on each level requires equal doses of platforming precision and strategic thought, and the latter can often be fairly tough (moreso than I was expecting). I'm 7 hours in, only about halfway through, and the game is still humming along - my initial reaction to seeing the screenshots was that this game would provide about 5 hours of entertainment max before it either ended or became too boring to continue.

I'm often pleasantly surprised by the way MagiCat consistently introduces new mechanics and concepts, rather than drive the existing ones into the ground. Hats off to the dev for keeping things fresh while still providing a healthy dose of familiar and comfortable tropes from classic games like Super Mario World. Great bang for your buck here.. Fantastic! As soon as i saw it memories of the good old commodore 64 came flooding back. I was a little sceptical when buying because it looks so different. But having played only an hour it retains the atmosphere of the commodore 64 with so much more depth. If you are old enough to remember the commodore 64 version and you loved it then this is a must buy! I can see me putting 8hour stints into this game and can't wait to get into it. Well done devs!. People need to get good computers and quit crying game is beautiful and the physics are mint. Bottom line at the top: A decent short drama P&C that doesn't "wow" but foreshadows promise for future installments of this developers Short Story Series.

Pros

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- Atmospheric music.
 - Lots of inventory items to interact with.
 - Cool comic book style character design.
 - Good background design with a gritty art style.
 - Non-linear "Memento"-esque story line.
 - Foundations of an interesting story.

Meh.

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- No "I can't do that action" type responses. Usually this is an annoyance because its often the case that only a few pre-recorded responses are made so you end up hearing the same thing over and over. However the total lack of any indication of if your doing something correct or not is just as if not more annoying.
 - This is the first game I've played that makes use of the Wintermute engine. Although there were some issues with v.1.0 with being unable to read text, the developer has solved it in the latest version. Other than that I had no issues or game instabilities.
 - 90 minutes of game play for \$2 isn't bad but its not quite within the \$1 to \$.5 per hour game time I prefer. At this low a price however its not really a big deal.
 - Achievements that are apparently very easy to miss. I'm not a big achievement guy so no biggie to me but others may have a different opinion.

Cons

-
- Pixel hunting. The first few chapters had good game flow but later chapters had a lot of pixel hunting.
 - Out of order puzzle solving. In more than a few cases your able to start doing an action before you even know why you're doing it or what puzzle you're trying to solve. (Why am I breaking down this crate? Why do I have to knock down this t.v. antenna?).
 - Dialogue isn't fantastic and seems inauthentic. Pretty sure it was all written by the same person (most stories are), but that's not the issue here. I'm not sure how to describe it precisely, but it feels like the writer was more talking to himself through these characters vs. what the actual characters would say to one another.
 - I found the ending "twist" to be abrupt.

I think its pretty cool what a single developer who is passionate about a project can accomplish on their own these days. This

games' character art, textures, and music was all "outsourced" from other specialists. Combining all of the aspects even a few years ago would have required everything to be done in house. All of these pieces combined nicely in this project to produce a stable gaming experience. I ultimately think the main short coming here is the story and dialogue. High quality writing is the foundation (and ultimately the most difficult part of) any game/movie/TV show/novel. There is the beginning of a good foundation here but I think it didn't fully pull through in this games case. However the quality of the development overall makes me interested to play the upcoming other titles in the developers Short Story Series. It's cheap enough that you won't mind its short comings and a good way for a P&C fan to kill an afternoon!. ITs P2W? Yep it most likely is, but then, why would you want to win so much for a High Score?
You can win the normal game, without having to pay.

Aside from that, its a good Clicker.. As a new Vive owner I've been going through Steam and checking out the free VR titles, some good and some bad, and I'd say Abe is right in the middle. I'll give it a positive recommendation because there's really no reason not to. The experience lasted about 5 mins, the visuals were cool, and even though the story was mildly cheese-y, it was overall a positive "experience". If you're just checking out Vive titles to see what's out there, or really enjoyed the book/movie "iRobot", definitely check this out, it's free after all.. The english dub is pretty disappointing, but the story is great. I'm actually kinda surprised. The dubs of the special episodes were really good, and the regular seasons were solid, even the Ogrist episode is good, but the audio timing on this episode is off, and the mixing drowns out much of the background audio. Try to watch it in French with subtitles if you're interested.. Interesting Metroidvania-style platformer with a heavy focus on long-ranged attacks, as well as city-building and general crafting. Pretty neat hidden gem.. this game is very funny. Great concept, loved the story and great acting.

Will play again and its hard to tell what effect the player has to the story.

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