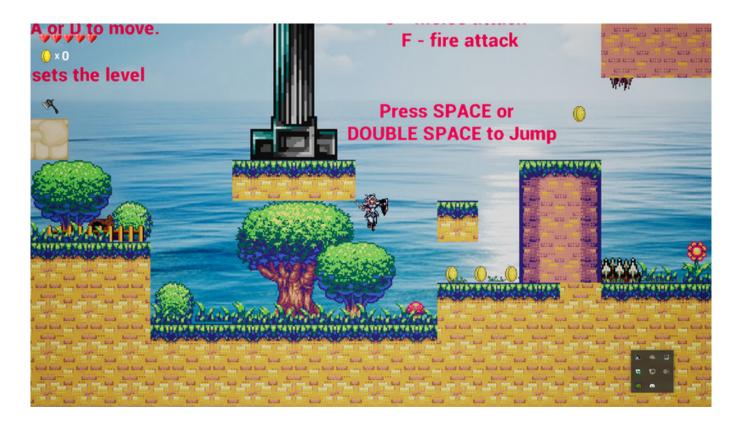
Monjarmageddon Download Highly Compressed Rar



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About This Game

Nun is no ordinary nun. Having been blessed with the power of holy cleansing by God, she starts fighting a modern day crusade to save the world from the communist demons that have taken over. Embark on an epic quest of destroying all the evil foes in the way of righteousness in the form of a classic 2D platformer, a challenge worthy of the most expert gamers while providing difficulty settings for those less in touch with the arcades of old.

The game has simple controls that are hard to master, navigate through the twelve levels featured in the six zones available before facing the final boss, each satirising a specific controversial theme that divorces the church with the modern society, where you may expect a mechanical intensive challenge in order to be able to end communism for good. Monjarmageddon will remind you of classical 8 and 16 bit platformers, but at the same time it provides an automatic game save that will help you progress through the increasingly harder levels, and also provides localisation in several languages so you can enjoy the experience in your own tongue.

Title: Monjarmageddon

Genre: Indie Developer:

Mantis Shrimp Studio

Publisher:

Mantis Shrimp Studio Release Date: 22 Mar, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP SP2

Processor: Dual Core, SSE2

Memory: 2 GB RAM

Graphics: 256Mb

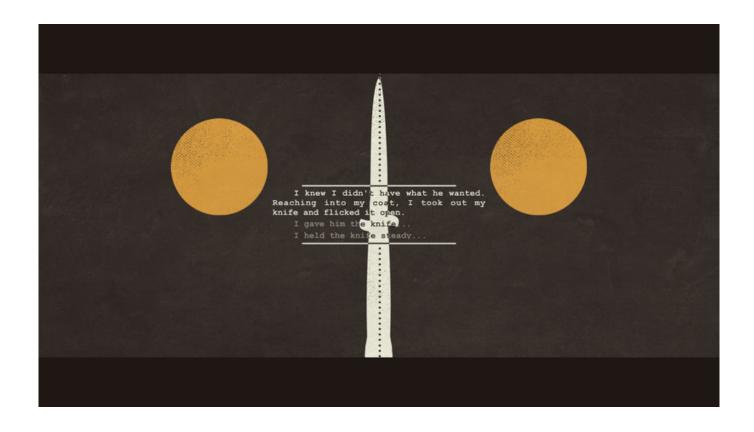
DirectX: Version 9.0

Storage: 100 MB available space

English,French,Portuguese,German,Japanese







Really enjoying this so far, it reminds me of the original Fallout games but with updated graphics and a Steampunk feel. The default keyboard layout was a bit off for me but after setting up my own keybindings I'm loving it.

Pros

Steampunk genre with some nice alt earth twists RPG storyline with choices Nice but simple graphics Good atmospheric soundeffects tactical battles

Cons

Would have liked to see voice acting for important characters Music seems out of place for the genre Default keybindings are confusing (But easy to adjust)

Summary, A fun game to play, which I hope will captivate me as much as the original Fallout and Bouldersgate titles did.

(I'll update this once I've progressed further into the game). tl;dr: nice idea, but the concepts aren't working out.

The game needs a total redesign in:

- 1. how long ship parts are effective and reward a well built ship
- 2. the general game mode. It's done in under half an hour atm. Not OK! Think of Bosses and infinite Modes!

It's fun in general. Nice idea and some nice tries, but after a maximum of 5h this game is just plain boring. I get that it still is in early access, but the general concept of this game wont make it work out any better. It's barely any fun replaying this game after having seen every weapon once. There aren't many, and even if there were a lot more, they don't motivate to build any real ship. Simple designs triumph rly badly over the more complex ones, since you have to rebuild your ship every minute and you don't have a lot of time to do so. Even if u had, ur ship parts lose any value they had upon the next level.. Everything works but that's about all that can be said.

Aiming is a joke, bullets hit whatever is close enough and near the reticule.

Tedious grinding to unlock new mechs that don't stay unlocked.

Boring. Play Mech Warrior Online instead.

https:\/\voutu.be\/\ IQ7r\/\ V-1\/\ 8. Complete Rubbish. horible waiste of money. I just played this game for a bad joke. I've been working in a logistics company for almost 10 years. Kind of funny to me to work the whole day with shipments, containers, etc. then get home and play a game where I move shipments, containers, etc. However, this is a bad game.

http:\/\steamcommunity.com\/sharedfiles\/filedetails\/?id=955222854

https:\/\steamcommunity.com\/sharedfiles\/filedetails\/?id=1409735165

- + great mood and visuals
- + interesting, detailed lore
- + nice RPG elements
- + the fragmentation of the campaign into trials
- + skills add a decent amount of depth to the combat
- iffy combat, takes a while to get used to
- some monsters like the elementals are outright doinks, but that's more a consequence of the iffy combat

Overall, I recommend it, it somehow feels old school to me while also looking very new and modern. Good job! If the combat could get a little better (or I learn how to play better), it would be freaking awesome! I want to at least auto-turn to the enemy when I'm in range and I attack (but maybe I've just become a filthy casual, oh no!). This piece of software is pretty much useless. You basically need to buy all the other related QuickBooks Software otherwise you can't do anything with it. I will NOT recommend anyone to buy this... + great mood and visuals

- + interesting, detailed lore
- + nice RPG elements
- + the fragmentation of the campaign into trials
- + skills add a decent amount of depth to the combat
- iffy combat, takes a while to get used to
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I'm not sure if this is possible, but it would be amazing, if it was possible to always make the music sound amazing (which it does already) but at the same time, making it so that the player still has some control over the creation of the music.

I got this game for 99 cents as a curiosity, but was very dissapointed. I'd say the biggest problem I have with the game is that it is customized for slower computers so I can't play it on my computer. Every turn feels like I'm draggng my feet through a hurricane that's pushing me backward slowing my pace to a crawl. As far as the gameplay goes, overall its not really too bad, but it is just a mediocre rts game that may have had a lot of potential if it had better game mechanics. My recomendation is not to buy this game, If its 99 cents and your curious and have some money to waste check it out, as its not atrocious just sub par and plauged by that awful issue that the game seems to move as slow as humanly possible.

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