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Tales Of Wedding Rings VR Download For Pc [hack]



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## About This Game

Tales of Wedding Rings VR is a unique and brand new manga experience for VR, brought to you by Square Enix.

Enter into the iconic monochrome world of Japanese manga and experience Tales of Wedding Rings, a story about an average high school student name Satou, who receives an unexpected email from Hime, the mysterious girl living next door, that leads to the adventure of a lifetime.

☑ Fully realized 3D world where environments and characters from the original manga are faithfully reproduced to achieve an unparalleled degree of immersion.

☑ LiveWindow view, a unique technology that renders 3D content in separate frames that allow multiple viewing angles, and also dynamically animate to achieve a unique narrative style like never before.

☑ 3D sound and fully voiced by an ensemble cast.

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Title: Tales of Wedding Rings VR  
Genre: Casual  
Developer:  
Square Enix  
Publisher:  
Square Enix  
Release Date: 24 Sep, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10

**Processor:** i7-4770 or better

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GTX 1060 or better

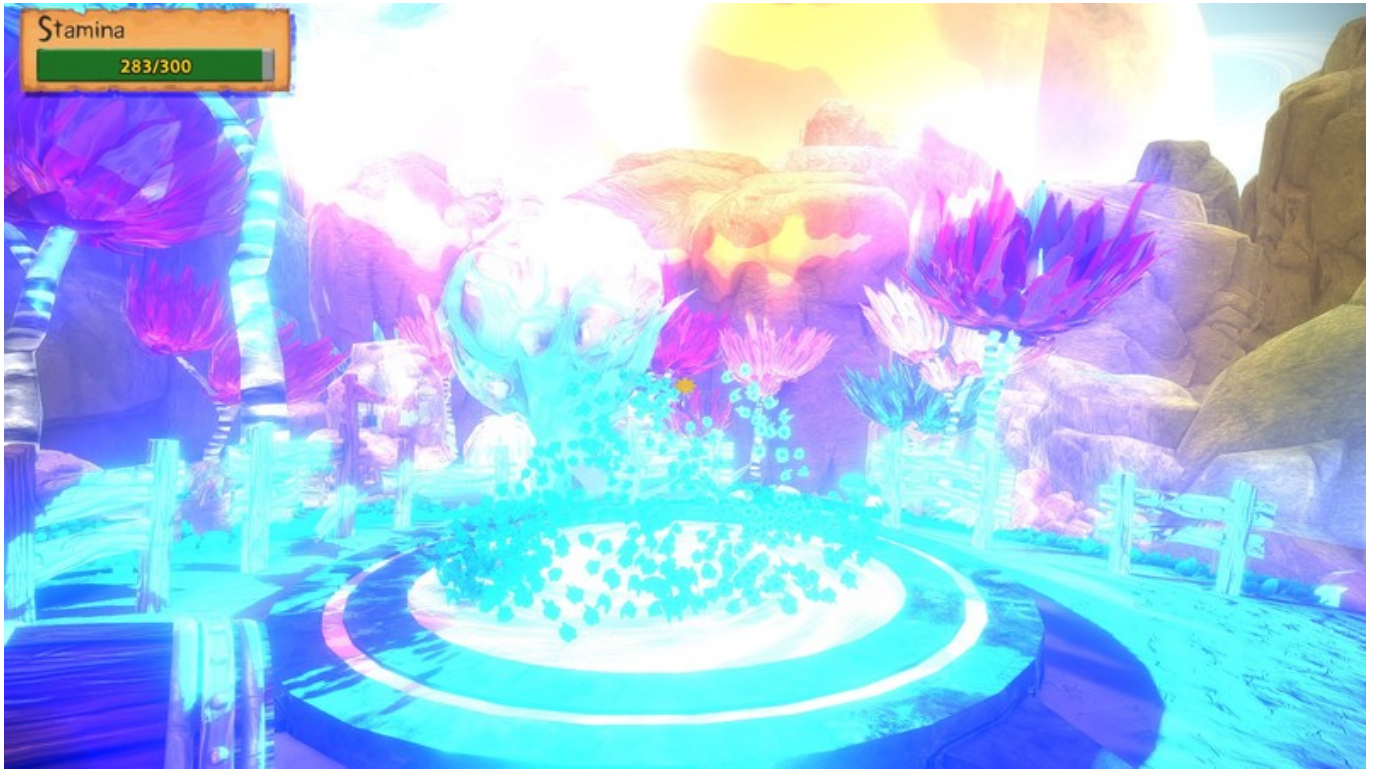
**DirectX:** Version 11

**Storage:** 2 GB available space

English,Japanese







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Sad, is about nicest thing I can say for this game. extremely poor poorly optimized, getting 39 FPS with FX-8350 & 1080ti, gameplay does not exist. Only way to change game options is at windowed dialog box @ start so you have to re-start game to change graphics are sub-par & AI is a joke.

Got on sale so only paid a few dollars, which I consider now a waste of money, don't waste your money.

Think any postive reviews are by the ones who made this game or their friends LOL, seriously read the negative reviews, skip the postive.. Simplified version of Car Mechanic Simulator 2018 with painting mechanics.

A bit confusing tutorial (at least to me) in form of short subtitled videos, but after watching some YouTuber playing the game it was easy enough to pick up.

Good performance tho, probably due to utilisation of the Unreal Engine instead of Unity (learn PlayWay learn). Car Mechanic Simulator with the Unreal Engine would be perfect, add this painting mechanics and we have a best game ever.

Game desperately needs more content, cars, new mechanics, new things to do, etc.

Good thing there is a Workshop so I hope modders will come and spice this up a bit.

For now I'm on the edge of refunding this game. I would rather buy Car Mechanic Simulator DLC's (if the CMS devs fixed their game). Will see about that.

I'll stop playing Diesel Brothers now and wait few days to give this game another go. Maybe some mods will pop up or the devs will make some changes, but I really can't see them introducing some drastic changes as this is the final product not the EA one.

I'll update my review in a few days, but for now it is a big NO, NO and the thumbs goes down.

Not worth it not for this money. I've got a coupon for 20% discount on top of existing one due to me having a CMS 2018 in my library, and probably most of the PlayWay's games. But I consider this still not worth the money in its current stage. Sorry.. Severe lack of systems and variety. All enemies are of the same type and look the same, most of the equip you'll get will be theirs. Progress is also more watching numbers increase.

Combat is in the vein of warband, Kingdom Come: Deliverance, Chivalry and Dark Messiah of Might and Magic, but less mechanically deep than any of them. It severely needs either more systems or more variety, for example ranged weaponry, weapon throwing, maybe some special moves or grappling.

The process of progressing through the game gets old rather quick. You move to a room and kill a guard or later on more. You loot them, switch your equipment out with theirs if theirs has higher numbers and check if they have a cell key. If they do, you free the room's prisoner and equip him with the stuff the guard had on him and then move to the next room. Rinse and repeat.

The rooms are structurally varied but the only difference between them really is whether or not there is something you can kick your enemy into to instakill him. This could be improved by adding opportunities to interact with the levels more, perhaps in the form of environmental hazards you can trigger to kill your enemies, as you could in DMoM&M.

TL;DR: Game is mechanically shallow and rather repetitive, you should probably get Dark Messiah of Might and Magic instead, as it is available for about 10 bucks on Steam. Not recommended as you can get titles like Into the Breach for the same amount of money and get way more for it.. This game... I can't believe i'm saying this, but this is basically a cheap version of plants vs zombies. Oh, i've just been informed plants vs zombies is free now. nevermind, this game is a pile of♥♥♥♥♥♥ with slightly enjoyable gameplay. -slightly-. also gene simmons.....?. RAWR LOTS OF SPACESHIPS AND SPLOSIONS LOL. Fun game 9/10

I love the artstyle (it reminds me of all time favs like gothic or summoner + japanese themed it's just what i've been waiting for) and the fast paced playstyle. .Also a way to play it offline would be appreciated.. So... I'm a farmer now.... Boy how life can change you

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Didn't get the promised things straight away :/. HIGHLY RECOMMEND : 90% Excellent Quest System, Game design encourage detail exploration.

Stargazer is an excellent RPG Maker game made by John Wizard. I have played a few of his games and they are of very high quality. Furthermore at Halloween, I got his games for only 49 cents, which is way below its value. I put in at least 40 hours of enjoyment on a single playthrough of Stargazer alone.

The most enjoyable feature of this game is the excellent Quest system. There are more than 200 quests that you have to complete in order to finish the game. Unlike most other games there is no distinction between main quests and side quests in Stargazers. Almost all the 200 quests are intricately connected, and you have to finished all of them to get to the final boss confrontation. You will be surrounded by quests anywhere you go, and so you get this non-linear feel because you can choose to do many of the quests in any order that you like. However, many of the quests will also unlock further quests, unlock new areas or new team members. The best feature of the quests system is that you cannot "mess up" the quest system at all. You will be able to do all 200 quests, as the quests do not expire, and are not locked out even if you advance from chapter 1 to chapter 7. When I play the game, I get the pleasant feeling that the developer is trying his best to allow you to do every quests and making sure that your quest will not fail no matter what. At one point in the game, there are 2 opposing guilds that you can choose to join, and these guilds are fighting against each other. For a while, I was worried that doing certain quests on one side may disable some other quests on the other side. However, the ending of these quests have a weird and surprising twist that enable you to do ALL the quests from both sides. Excellent.

In Stargazer, the main heroine can cast extremely powerful spells, but her mana pool and spell abilities does not increase when she levels. You have to find various meteorite that are scattered in the game world, and each of these meteorite will increase her mana and spell repertoire. Such a design encourage exploration and discourages grinding. In fact it encourages me to look carefully at every nook and cranny in the game world, and even jump for joy when I find one of the meteorite in some hard-to-find places. I love it.

The game world is extremely huge, but initially you have to walk almost everywhere by foot. In mid game you will be able to sail between various game continents by ship. All this time, there are bird statues that you can unlock in places that you visited, but nothing spectacular seems to happen as you unlock these bird statues. It is only at late game, when the game world is just too huge to travel either by foot or ship, that you get the ability to fly on a huge bird. That is where everything fall in place. If you have been spending time to unlock all the bird statues in your travel, then you can fly to all these locations once you acquire the ability to fly. So, here is another example of how careful and detailed exploration of the game world reaps benefits later.

For a 49 cent game, I enjoyed more than 40 hours of high quality, bug-free gameplay. I would highly recommend this game.

. I'm surprised this game is not banned in Indonesia because of that 2 symbols in both sides of the game title XD

Graphic, of course it's bad but hilarious enough to play. Not to mention it's cheap but multiplayer are dead. So, this game will just remain in my library for collection purpose XD. IMHO, the title of this game (Exodus from the Earth) is a joke. 80% of the time you are on earth, immersed in a [rat's] maze navigating your way thru and shooting endless bad guys that know EXACTLY where you are and you know NOTHING of where they are.

This reminds me of the Dead Space series where you open the door, monsters fall thru the ceiling, shoot monster, turn corner, repeat 800,000 times. (snore). The other 15% of the time is driving along the coastline shooting bad guys, solving minor puzzles etc.

The last 5% is actually "Exodus from the Earth" ALONE in a shuttle-looking spacecraft to find the single bad guy & take him out. I guess the Russians (that made this game) don't understand the word "exodus" - which means MASS PEOPLE LEAVING. On arriving at the planet - the game designers do "the unpardonable sin" of throwing the player into a maze of NOT SKILL, but endless trial & error puzzles & underground passageways.

I finished the game and immediately deleted it.

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If you're a zit-nose kid that likes to shoot everything that moves - then this is the game for you.. Death is inevitable.. Approx 5 hours long - a decent game reliving some 90's nostalgia. Bit disappointed that more book knowledge was not required, a Goosebump virgin could probaly complete the game without issue. There is no audio dialogue so you will have to rely on reading the text - there are also no hotspot highlighters so be prepared to mouse over the screen repeatedly looking for clues.

Overall a fun few hours but not worth £14.99.. I haven't been so into a JRPG since Chrono Trigger.. Because it's soooooo Rogue.. pros

- lots of exploring in a number of different and gorgeous looking environments.
- there are some interesting indoor and outdoor locations such as Sala Silver Mine Suite and Eco Lodges. these locations presenting with \u0131mmersive and colorful first-person realistic photographic stills. it feels to you as if you re really there!
- there are many hard to solve but enjoyable puzzles.
- relaxing soundtrack
- lenghty gameplay.

cons

- story concluded pretty cliche in the end
- pixel hunting some in door locations.
- sometimes you don't know what to do next.. I regret buying this game. First, there were errors in launching the game. Next, Controls are difficult. It does not have tutorials or intructions to help you get the most out of the game when commanding a carrier or ptboat. There is no fun playing this game.



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