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About This Content

A standalone mini (dress-up) game that allows you to dress up an anime characters to create your own. Currently the creator includes female characters based on the artstyle from the Sword of Asumi game.

Features

- Female Character Creator
- 7 Hairstyles with multiple color variations
- 2 Eye types with multiple color variations
- 40 different top styles and colors
- 44 different bottom styles and colors
- 15 different accessories
- 6 different well made backgrounds

This character creator can produce hundreds if not thousands of different female characters.

N.b. Once the DLC is purchased and installed via Steam, right click on the game in the Steam Library, select Properties and then in

the Local Files tab choose Browse Local Files. The Character Creator Folder will appear in the base directory. From that file you can run the character creator mini-program.

This is a stand-alone mini game and does not alter the main game.

Title: Sword of Asumi - Character Creator

Genre: Adventure, Indie, RPG

Developer:

Straywire

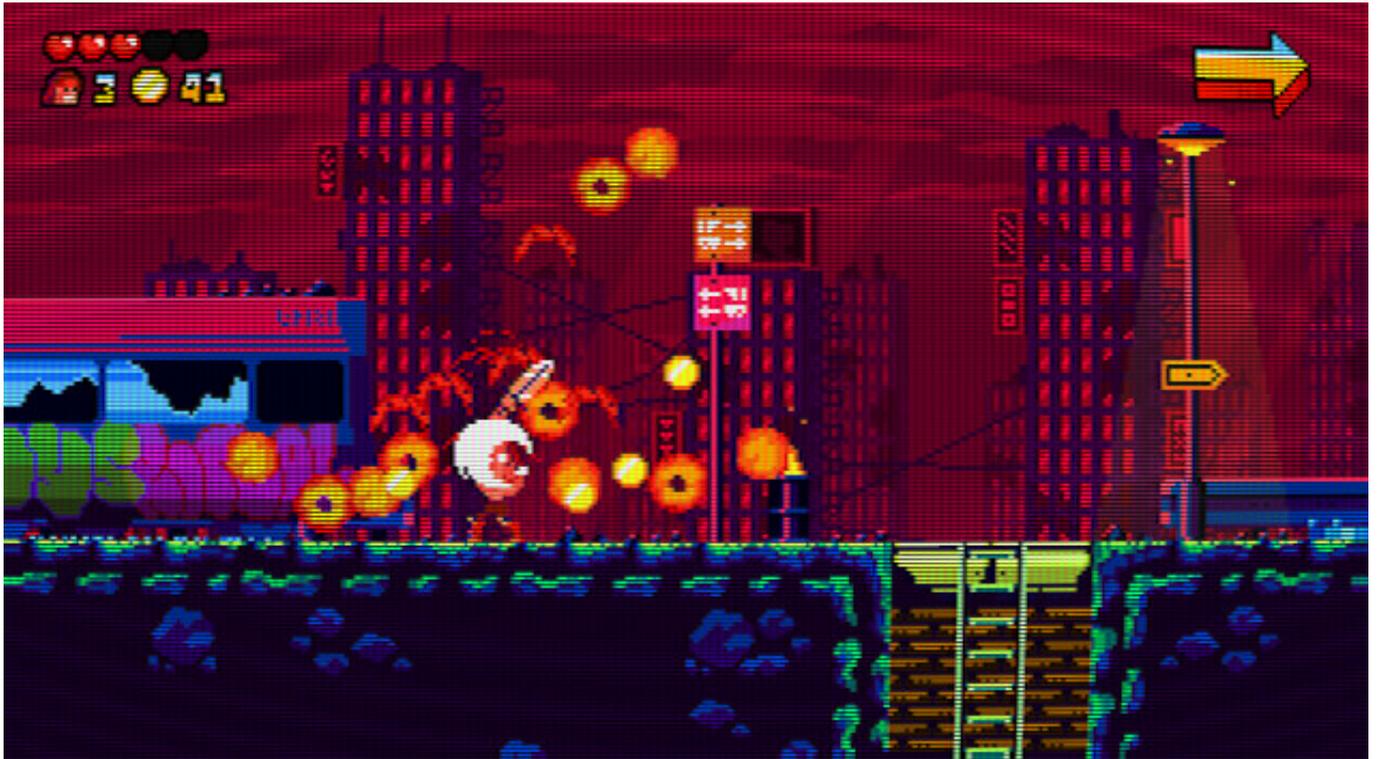
Publisher:

Dharker Studio

Release Date: 30 Jan, 2015

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English







Flying over Far East ASIA is more Interesting more Exciting!

a little error like the paces of some hoses around airport.....(but it very rare case...)

My home town is more realistic....so, I enjoy Flying This Toposim place.. PROS

-Fun

-Cheap

-Good voice cast

-Original gameplay

-Promises of future content

-Easy to run (everyone pretty much should be able to run this at a good FPS)

CONS

-No singleplayer (maybe an arcade mode/ survival mode and training)

-No online (not much of a problem for me but others probably want it more). This game is so awful, in a good way (think Starship Troopers or Con Air). Its low-res budget appearance mixed with decently shot cutscenes starring a plain cast (presumably the devs themselves) revives 90s point-and-click perfectly. Buy on sale. 6.5/10. Pros:

Music and visuals complement eachother nicely.

Great tracks and pulsating animations ads flavor.

When your combos are on a roll the enviornment goes trough several stages of color palettes making your skill progression more satisfying.

The game does a great job at teaching you how to play by trial and error, all levels have multiple checkpoints.

Gameplay is innovative and progressing in complexity trough the game. Every level feels unique. Boss battles are nice and ads new elements.

Has bonus levels after completion and an additional difficult level.

There's an ingame lobby where you can listen to the music.

The cutscenes are gorgeous!!

Cons:

The skill pacing is challenging, practise makes perfect. (this could be concidered a pro)

Character movement feels slightly slow or delayed at times.

The laser-beam is unforgiving, almost always killing you in one blow, personally for me breaking some of the immersion.

Wish the game had an endless mode to get more of that rythm vibe, it feels abit short.

Side notes:

Recommend using a controller

Spent ca 4 hours on the storyline

Mesmerizing experience,definitely recommend this game!. This game is pretty awesome. It feels simple but they put so much detail and effort into it. The aesthetics of the game are pretty cool as well. The little in game bonuses add a great touch to this game along with the music as well. Overall great game and would recommend especially for the price.. Graphics are not top notch, but as many people mentioned, Vroom: Aerie could be a VR showcase to your friends who haven't experienced VR yet.

Want to explore more secrets in this luxury home :)

This game looks like it'd be cool, but it's in the way earlier stages of development right now....I'd say wait awhile before buying it.. Starting out, I had trouble finding the software. I had to enter the game files to find it manually, rather than access the content from the game engine itself.

Soon afterward, I was making a character with twin drills and generally happy with the ambient music. But then I noticed that my ideal Asumi model had clipping issues with her tops and her hair.

Once I realized the outfit options were extremely limited and contained mostly recolors, I started to get frustrated because Asumi wasn't wearing the right colors to match her eyes even with the recolor options. I was craving more outfits and a color palette, but the work just wasn't put into this side project.

Finally, I was more pleased with Asumi's looks and decided to save the character. I then loaded the game. And from this point on, no amount of troubleshooting could get the new character model into the game.

After skimming through previous reviews, I am now informed that this content has nothing to do with the original game and merely exists to create a 2D waifu and screenshot her.

It sounds, looks, feels, smells and even tastes like an incomplete character customization menu that failed to be completed and failed to make it into the game.

The only thing AJT Games must have been thinking when they released this DLC must have been money. It should have been an included base game feature that actually affected the game. And if they were going to sell it seperately, it should have at least been completed and had some sort of visual affect within the game proper.

Moral of the Story: Look before you leap into buying all the DLC of a game you somewhat enjoyed. You might be better off just settling for the base game alone. Developers are sneaky these days.. I found this via a small Page for us Nerds on Facebook, and i'm glad I did.

It is really fun so far. A bit frustrating in the beginning, but when you get used to the controls, it's a blast. The visuals are very simplistic in a good way. It can be a bit much on the screen to catch every direction you'll need to block/Attack, but it's just a small detail. And don't forget, the music, really well composed to fit the game. If you like a great platformer/Rythm game, and good music, this is a must buy.

And it's Cheap!. Knightfall is a really fun game with a really interesting core mechanic. It gets better the more you play the game and I look forward to seeing how the game develops throughout Early Access!. Not bad story, though much boring reading. I didnt find out how to rest and to refill hit/mana points only with potions proved insane. One of the biggest stupidity is that morph monster thing, when time from time after killing a usual weak monster there will spawn a powerful something. Combat weird= I almost never seemed to block enemy attack. Overall I just dont see anything worth mentioning that would stand above average. Sorry to say that but there are milions of games, why to bother with another one?. Don't get too excited. It's just a train ride version of space invaders. You have no control over your movement or progress, you just control two gun crosshairs and a couple of shields. Very disappointed after reading it was awarded best VR game of 2017. Utter dross.. Best Game Of Its Genre Of course

But there are approximately no players :(

. A cheap price for a very well made Visual Novel.

Background and CG graphic are really Beautiful
Music fits the mood of the story , enjoyable while going through a nice story.

The excellent voice acting really brings each character to life. (Good Job)
The debate system is really fun.

A must for any Visual Novel Lover.

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