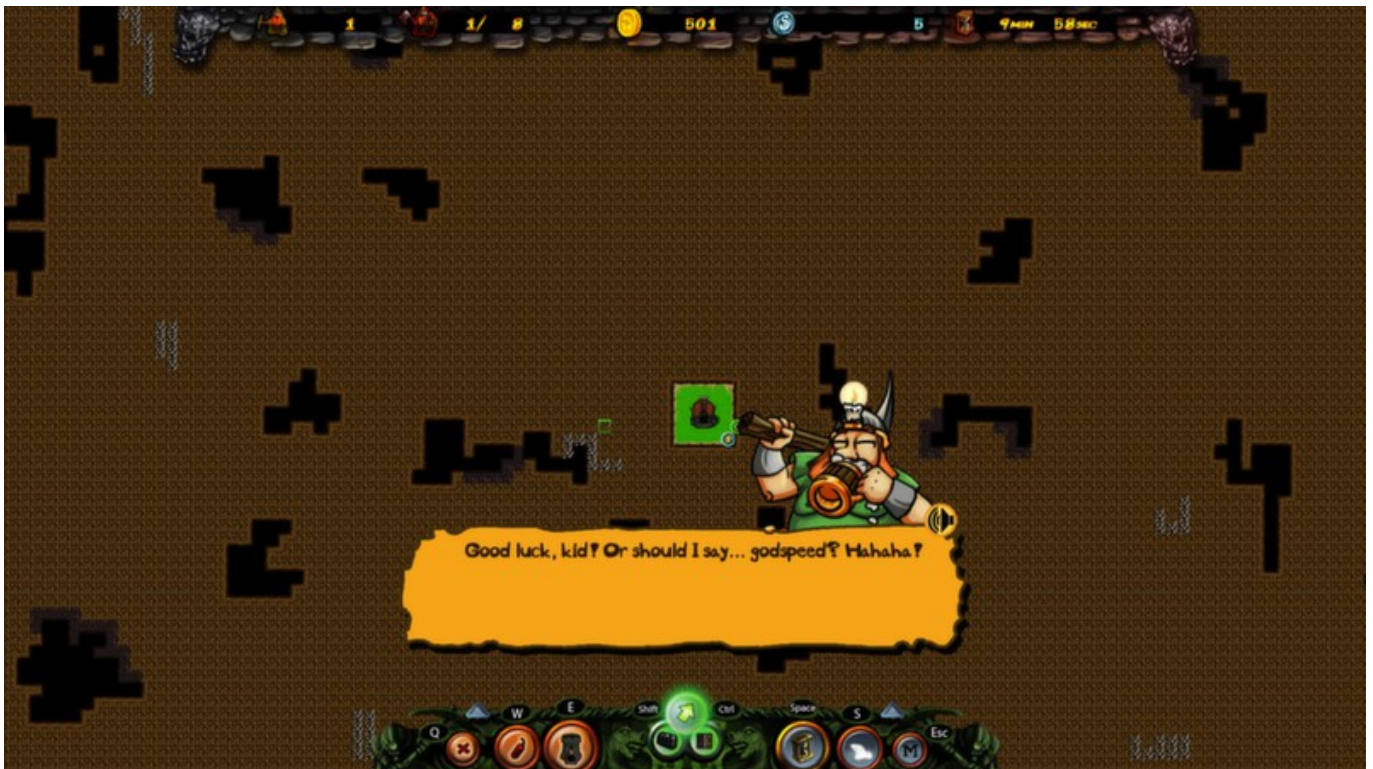

Juke Portable



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About This Game

Maneuver through tough levels and oppose difficult bosses on a mission born of desperation and determination. Juke is a challenging game that aims to create a harrowing but rewarding experience through overcoming intense roadblocks.

Key features:

- Tight controls
- 9 worlds + 1 hidden / unlock-able world
- 132 levels + 18 bosses
- New challenges in each world

Title: Juke
Genre: Indie
Developer:
Jello Godfri
Publisher:
Jello Godfri
Release Date: 9 May, 2018

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Minimum:

OS: Windows XP SP2+ or later

Processor: 2.0 Ghz

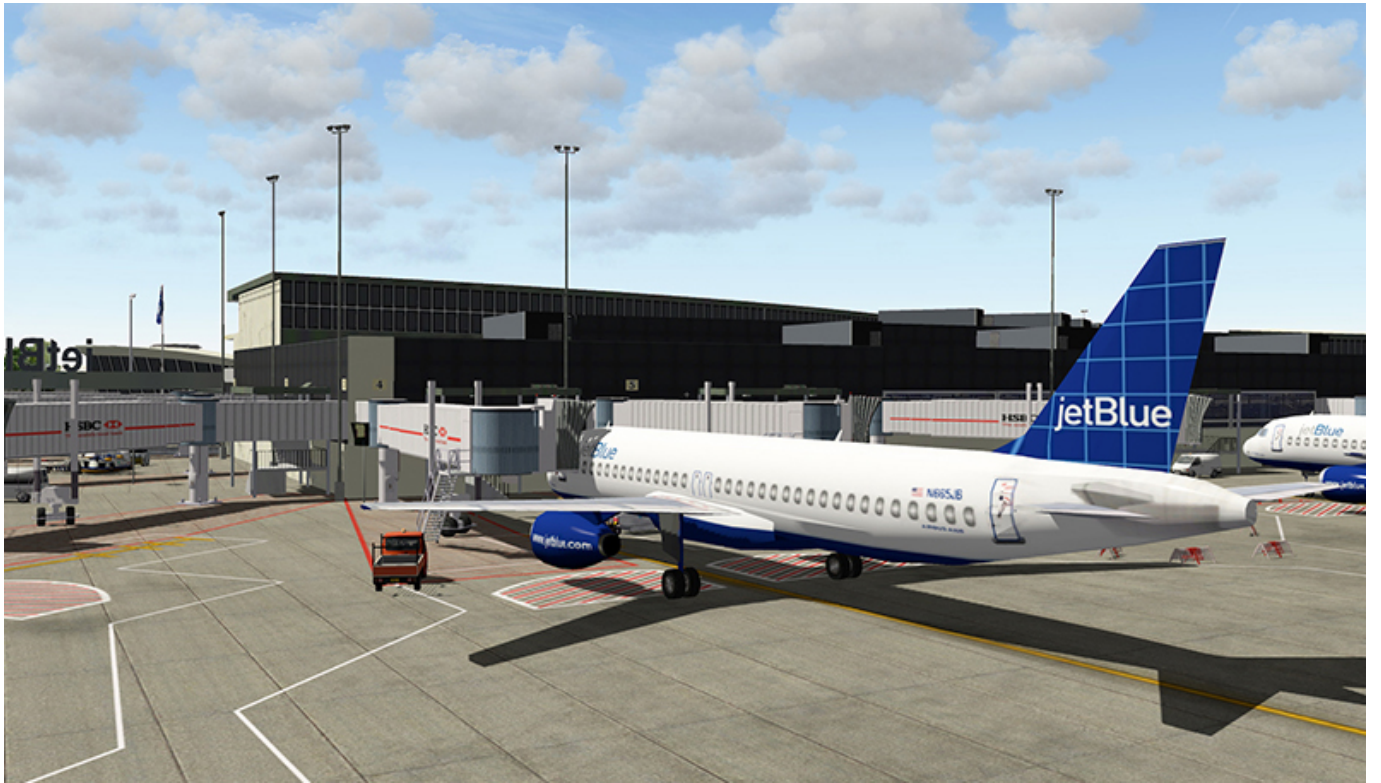
Memory: 1 GB RAM

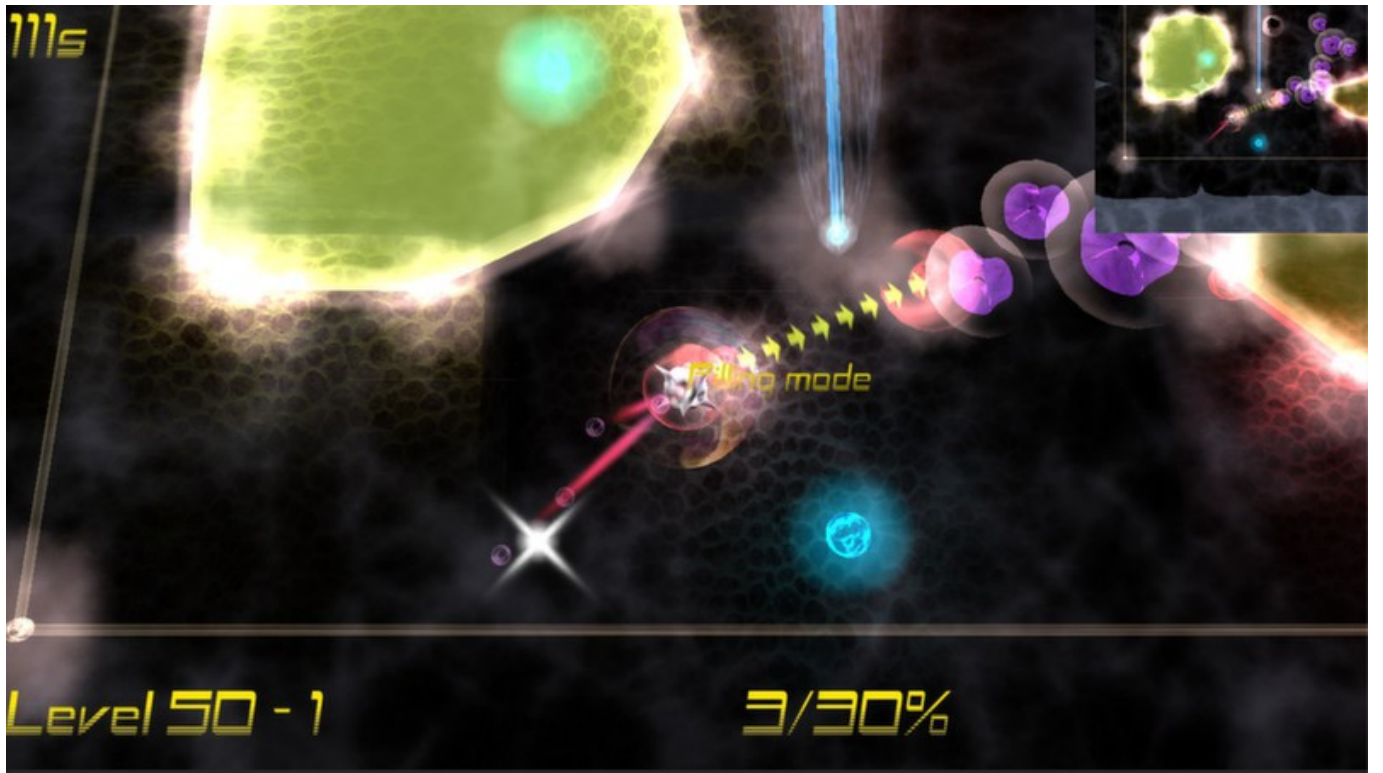
Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

DirectX: Version 9.0

Storage: 300 MB available space

English







I really enjoy Villagers very much (despite some bugs and flaws)!

I agree that it feels very much like Banished at the beginning, but I think Villagers delivers enough individuality through story and handling to create a unique game. Like not every survival game is Don't Starve, because you cut wood and make fire. But I guess people always need their comparison.

I sometimes miss a certain freedom in the campaign though, making my own decisions when to stop a campaign or how to approach a challenge in a lesser tight arrangement. But together with the story restrictions make sense and work out. I only followed the story campaign so far, so I haven't played any sandbox game, yet.

Banished is the more perfectly balanced game, but can also feel a bit meaningless or dull after some hours. With Villagers the story gets a nicer feel for what goal you are actually working on. Especially the love that flew into the character creation is visible.

What I hate though is the resource management/transportation system. Makes no sense, is not really transparent and feels like everything takes thrice the time if it were better planned. I'm also not a fan of the day/night cycle...

I highly recommend it to everybody who loves medieval building games!. An interesting short form (approx 45 min- 1 hr) experience, combining intentionally crude but memorable 3D graphics, and a melancholy tone- feels like a combination of walking simulator and visual novel.

I'm not sure that the message resonated with me that much, or that I perfectly understood what the dev was trying to convey. The story touches on lost friendships and being in a difficult place mentally- and some of it may be more fitting for a younger person, but it did evoke some emotional response with me. I found some of the areas in the game visually striking despite their simplicity, and the music complements it well.

I have no interest in VR in a general sense, and even dislike the concept, but this is one of the few games I might be interested in experiencing through that medium.. I was initially unsure of whether or not I wanted to buy this game: city building/management games usually have a fairly steep learning curve that I could never really bother myself to deal with.

This is the first game of this genre that I actually wanted to learn how to play. I watched people playing it on YouTube for hours: it has such a unique concept and so much content to play around with, I had to buy it and play it for myself. Its a really fun game and I don't regret picking it up.. This game is lacking a lot of the reviews previously written about it which were highly favorable when it was a demo (look up the 2014 demo store page) And has had many let's play videos made about it (mostly for the demo as this only recently came out as the finished version) So if you are hoping for more reviews on the game head on over to the demo page/google it to see a far larger review of it.. Great point and click hidden object game, it has lots of great puzzles which actually make you think. The main game was fun but when I got to the bonus chapters I stopped getting achievements and the task and hints got stuck on the prison cell which is the first room in the bonus content...I was able to complete it but it didn't record the achievements in steam and the bonus minigames show as locked still.. I recommend this game to those who:

a - don't mind some jrpg grinding, (the store page advertises that it's "removing the grind." But I found that's only true if you're aiming for a certain achievement & ending. Whereas if you want the "true" ending, then you have to do some grinding)

b - want a jrpg fantasy world that incorporates some lovecraftian horror, (one's soul is just another thing that can, and inevitably will be, destroyed. And that sometimes creates abominations in their place)

c - want a "mature" game, (just in case you somehow didn't see an age verification screen. Also, the main protagonist is a sex worker) and

d - don't mind if the writing isn't the dev's best, especially early on. (the later two thirds of the story didn't disappoint, especially with the true ending requiring you to complete an old occult ritual to herald the end of the world... sorta, but it's still not Sierra Lee's "A game")

Despite the two aforementioned downsides, this game has been an overall positive experience.. I payed a dollar for this. And I still feel ripped off.. Played once. Never again.. When the game says 20 min adventure which turns into more then you bargan for IT DOES NOT MEAN THERE IS MORE GAMEPLAY but it is actually a 20 min adventure to save a guy that all you do is move around a little bit as a robot and get carried 10 feet in a plane that just happens to be there.. got the dlc but cannot use A-10 in game!

OVERPOWERED. Took me about 2 hours but I got a game where my gas tank was full and I drove to the end of the road which was a coming soon sign. Pretty much tells you where this game is in the development stages, its just beginning. I enjoyed myself while playing it, it has a good premise, you're in the 1980s (But that idea is conceptual, you need to imagine it, the cassette tape is only in the game I think to get people to buy the game at this point) and everything is desert so you go on a road trip. That premise, or idea, would make a really good game provided that the developers develop this game some more. It has a solid base to work from it just needs more things to see in the 3D realm, a continuation of the road for one, and maybe some textured surfaces here or there, not too much though and give me something to read in the newspaper, even Sim City 2000 on Windows 95 had a readable newspaper and not just a headline. The lighting is a bit messed up, I would expect the desert with a blinding sun to be brighter on my monitor. Wouldn't also hurt to put text on the radio knobs and make the radio fully functional and accept the cassette tape.. In 1997, Shiny Entertainment \u2014 the makers of acclaimed hit, Earthworm Jim \u2014 set out to create a darker, more violent videogame. Their hard work resulted in the creation of the unofficially titled: Murder, Death Kill.

Officially: MDK.

Much like Earthworm Jim, this game is weird at its core. You play Kurt Hectic, the janitor to famed mad scientist, Dr. Fluke Hawkins. One day, while minding his own business, aliens invade Earth. They drop these enormous strip-mining vehicles on various cities throughout the planet. Hawkins sends Kurt down with his own creation, a strange power suit with a sniper cannon on the helmet, and a ribbon parachute. Throughout the game's six, multi-stage levels, Kurt will shoot and jump his way to completion with the aid of Dr. Hawkins and his other creation, a four-armed, cigar-smoking dog named Bones, and his flying bomber. The game is both violent and humorous, making it an instant cult classic in its time.

Playing this game on Steam is challenging, mostly because it is broken from out the gate. In order to get the game to work properly one must download an unofficial patch (MDK Steam Fan Patch by Alyxx). This patch fixes issues with Direct 3D (such as not loading any objects aside from Kurt, in levels), as well as regains access to the off-the-walls weird music video at the end of the game. The original game was set up for all keyboard controls, but the Steam version allows one to map keys to a more modern-shooter arrangement that makes the game play much better. That said, there are still some moves like weapon and ammo switching, that remain clunky. I would also recommend using the caps lock to toggle the turbo mode to always on. This will ensure that Kurt is always speeding around the enormous levels, and will get rid of any feelings of tedium. Plus, it makes the firefights more engaging.

This game comes recommended with the caveat that you also install the fan patch. This is an old title, so don't expect many graphical bells and whistles. That said, if you were a fan of Earthworm Jim, there are a few nods to that game in the original MDK. Further, if you enjoy violent, and absurd stories, this game will be right up your alley.. Summary: This game punishes you for wrong think, it's entire plot revolves around the author's political opinion. Nearly all customization is taken out of your hands.

Full Review:

I really enjoyed the other games in this series but this one is just way too preachy for me. The author tries to shove his political stance down your throat. If you make a decision not in line with his vision of the world the game condemns you for it. This isn't how an enjoyable game is made. Sure you can punish the player for making gameplay mistakes like using a fire sword against a boss who heals from fire damage. However to punish the player for his or her opinion makes your game like a self righteous jerk. In the previous games you could tell the author leaned a certain way on the political spectrum but he didn't make the story revolve around it.

. The game mechanics are yanky and opening and closing doors can result in a death. There also isn't a jumpscare when u die which is a bummer so overall just don't buy this.. PURCHASED THIS ART BUT WHERE SHOULD I DOWNLOAD THE THIS ART OR WALLPAPER. NO WEBSITE GIVEN IN DESCRIPTION

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