Love Or Loved - A Bullet For My Valentine Full Crack [portable Edition]



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## **About This Game**

## About

Love or Loved is a massive multiplayer 3D Shooting and Fighting Arena game. Its a addictive multiplayer game with mixed elements from Battle Royale and IO games.

"Love or Loved - A Bullet For My Valentine" is the first phase of the game, specially themed to Valentines Day, including characters, weapons, game modes, etc.

"Love or Loved - A Bullet For My Valentine" will have unique Game Mode Events during the Valentines Week (7-14th Feb), after which the gameplay and the world will be expanded to cover more maps, story, weapons and match the theme of a Shooting and Brawling Arena game.

### **Features**

-Anime-style characters with interesting maps
-Shooting and Meele Arena Game with fast paced action
-Single Player and Multiplayer (with Dedicated Servers)
-Multiple Characters and Maps to play
-Game Modes: FreeForAll
-Dedicated Servers, right from the get go

-NOT PAY-2-WIN
-NO LAG (multiple region dedicated servers)

-ACTUAL WORKING BOTS/AI (Server can fill empty player spots with bots till more players join, so you don't have to play alone:)

# **Upcoming Features**

-Interactive Maps -More GameModes: Team DeathMatch, Survival, Zombie Defense, Last Man Standing -COOP and Party Mode (Multiplayer) -Cross-Platform support -Server-based Event System (Boss Battles, traps, etc. like MMORPGs) -Story Mode Invasions with Themed Expansion Packs -Max/OSX and Linux versions

**Controls** 

-WASD to move -R to reload -Left Mouse Button to shoot -Right click to Zoom/Aim -Tab or 1-2-3 to cycle through weapons -Space to Jump -Shift/Ctrl to Dash

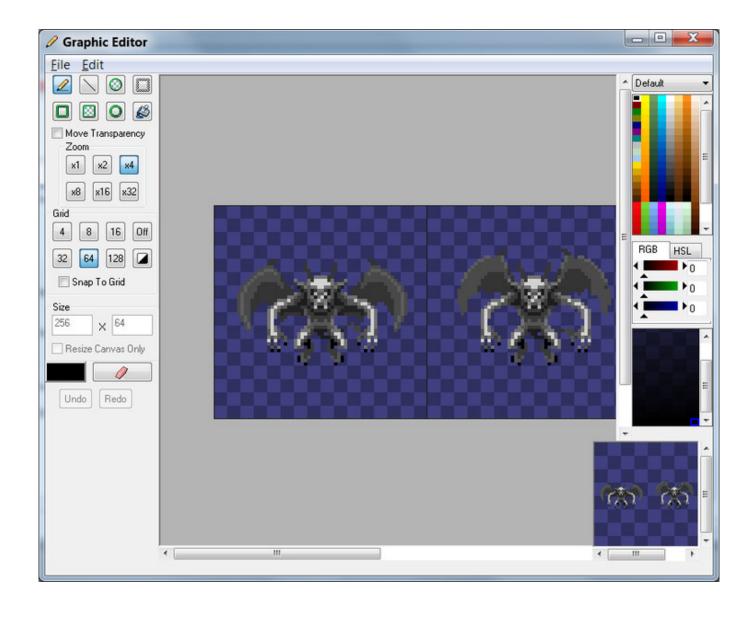
Title: Love or Loved - A Bullet For My Valentine Genre: Action, Adventure, Casual, Indie, RPG, Strategy

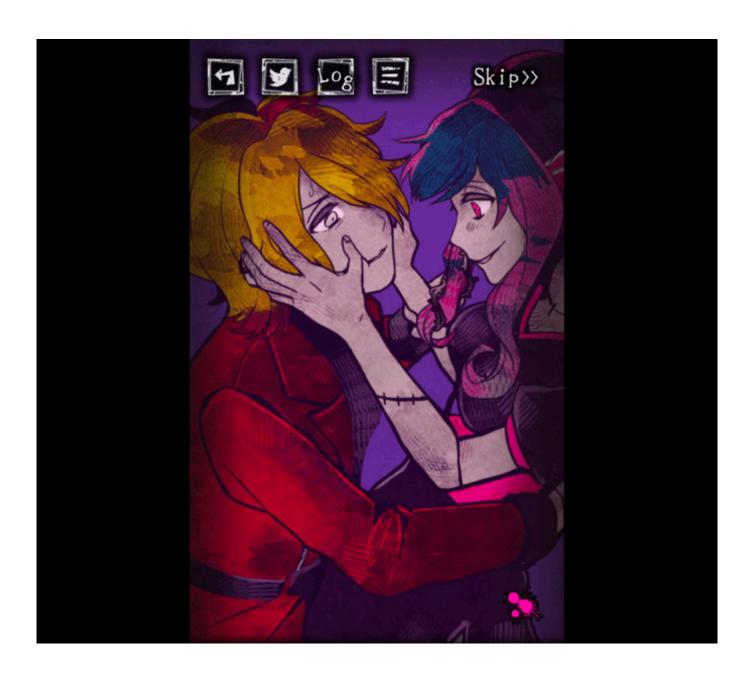
Developer: GamerzDan Publisher: GamerzDan

Release Date: 8 Feb, 2018

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English







#### love or loved a bullet for my valentine

better than anniversary. The program overall was an idea I'm sure we've all thought of, but this guy did it and well! So that saves me time on making the software. However, there are a little bit of localization issues I'm sure everyone has seen. I hope that the developer can fix the localization to make the experience a whole lot better. Still recommend this though.. It's a story of a frog who slowly realizes her true beauty. A gorgeous love story, that threw me into tears a few times.. I am not recommending this game at this time. Not because of anything I experienced in game. I am not recommending this game because after two months of owning it I am still unable to rebind the keys to be able to play the game properly. I have reached out to the devs on a few occasions (directly on discord) about the key binding issue but nothing has been addressed. In my opinion the rebinding of keys should be handled at the rudimentary stages of a game's development well before EA access funding. Assuming this gets addressed in the future I will make the appropriate changes to the review.

#### \*edit\*

Well its been two months since the review and nothing has changed with the key binding issue. Enjoy my money Warhorn I only wish I got to enjoy your game.. This game is weird. I am not sure if I like it or not, and that is after playing through all of the free version and now the paid only levels, too.

In The Way of Life you are given several situations, all of which can be played as the child, the adult man, and the old man. Each situation has a unique vignette for each age and is thematically related to the other two ages, but otherwise unique. There will usually be two, sometimes three, unique endings for each of these vignettes and while you can replay them all to get all endings, only the first one chosen 'sticks'.

I believe that by playing through each situation you build the life of a person as they are young, adult, and old -- although choice is limited and actions taken as a child do not affect the adult, nor does the adult affect the old man. It's possible I am misinterpreting this though, and they are supposed to be different characters, in which case you are living three lives.

Typically the child stage is all about playing and fantasy, the adult stage is about dealing with the stress of family and work, and the old stage is dealing with unreliable, shaky controls as you struggle to complete otherwise simple tasks.

Sometimes though, things go completely off the rails. As an example, in one child stage you start doing your homework and then it suddenly becomes a stealth section in wartime. As an adult, you are suddenly in an absurd grab-the-money race, etc.

I would recommend trying the free version first and playing through all the situations offered there. If you like it or are intrigued by it as I was, give this paid definitive version a try.

#### Pros:

- Interesting, relatively short gameplay sections
- Unique art style
- Good sound and music design
- Full gamepad support

#### Cons:

- Annoying, slow controls on both keyboard\/mouse and gamepad
- Gets absurd at times in ways that don't seem to fit the rest of the game
- Unclear goals

At the current discount price (\$\\u20ac 5\) I can at least recommend it because it is a rather unique experience.. The game is needlessly tedious in the way you play it, it's not like many other survival games where there is some excitement or a unique twist to balancing things, it's just, "Oh need food, oh now we need wood to make stuff to make more food, oh there's undead and we don't have enough soldiers." Just balancing things out in what is clearly an endless struggle, not worth your money.

TI5 -perhaps the best thing that has happened in the world of Dota 2. Soaring away in the sky of the multiverse ftw. 10/10 would soar again and again!. Amazing game and it's so much fun. 100% worth the price.. Very similar to Rogue Legacy, except there's no legacy. You die, you're dead. Start over. Platformer. Solid controls, great music, little bit of roguelite element (which items will show up)

I got it cheap in a bundle or something, it's worth buying if you see it on el cheapo.. Every expansion piece for Hive provides an excellent twist to the existing game.. One of the best space type games i have ever played, it has great RTS and RPG elements into it and requires a lot of strategy to survive the fights, especially so in certain areas where you may find a group of enemies that your normal ship builds are woefully unequipped to handle their different technology. The only qualms i have about this game is the sheer linear aspect to it as well as trying to break off of the route the game sets for you can cause instant unstoppable death. 8/10. "Ehhh..." Just about sums up my feelings about this game. It completely lacks options to turn off the scanlines and other effects you may not want, theres zero controller support.

I feel like with a bit more polish and attention this could have been a much more enjoyable title.

I realize it costs next to nothing but I still wouldnt really reccomend this as it is right now. Give it some options and controller support and I'll flip.

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