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About This Content

This DLC contains the following lossless content:

- ✿ Daisy's Theme
- ✿ Youko's Theme
- ✿ Caiyun's Theme
- ✿ Lin's Theme
- ✿ Unita's Theme
- ✿ Ketsuno Ana's Theme
- ✿ Ebony's Theme
- ✿ Martha's Theme
- ✿ Lost Romance
- ✿ Hot and Heavy
 - ✿ Leah
- ✿ Leah (Succubus)
 - ✿ Madoka
- ✿ Mafercca's Theme
- ✿ Hill's Theme
- ✿ Mirror
- ✿ Mirror(Instrument)

Lyrics : [?][?][?][?]

Compose/Arrangement : [?][?][?]

Vocal : [REDACTED]
sound produced by project lights

[Additional Musician]
Piano : [REDACTED]

Guide:

After purchasing this DLC, you can enjoy in the music player either in-game or on your PC. Feel free to share them with your friends. Thank you for your support.

Title: Mirror OST
Genre: Adventure, Indie, RPG
Developer:
KAGAMI WORKs
Publisher:
Paradise Project
Release Date: 19 Apr, 2018

b4d347fde0

English,Japanese,Traditional Chinese



47 48 47

2 Select an Opponent 19

7

KING TAIITU
 2
 Attack: Target face downgrades to cost to Play. None or discard your Upgrade. For 1 to upgrade this.
 1 VILLAIN - ATTACK 5

Cinder
 10 1 8

37

Ongoing 2

KING TAIITU
 1 VILLAIN - ATTACK 5

NORA
 Add Magicks and Bush of Power to your starting deck.
 47 CHARACTER

RUBY
 Add Bush of Speed and Crowned Bush to your starting deck.
 47 CHARACTER

2

Drag the Champion you wish to attack to your attack card.



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Surprisingly good game for the the price. Not exactly space pirate trainee but quite fun. Graphic is passable, though it may look bad on screenshots but in game its not distractive.

two nitpicks :)

Sometimes green ufo enemies in front of jupiter, that are further away are hard to spot (but i guess its also limitation of current display's resolution). And swapping between powerup and default weapon would be nice, to save bigger weapon for boss.

. Good game for buisness simulation type of people but it gets boring somewhat quickly but is a great game.. This is a cool concept, and it's handled pretty well. Two gripes: the snail-speed walk is obnoxious, and the locking up during every fith-or-so combat. I seem to be the only one having the second problem, but it's super annoying.

Anyway, I like the game, and I can honestly recommend it. Especially if it doesn't lock up for you.

What it is: a tactical rpg centered around loss and family. It's got a decent story, and lots of it, some voiced but most text. Also peotry, 'cause it's french and pretentious, but that's ok. For poetry, it's actually not as bad as it could be.. there is nothing to say other than that Ben Prunty did it again great soundtrack. Wow!!! that was freaking crazy... I STRONGLY suggest this title if you enjoy any zombie game. I've never been so impressed, I cannot wait for the next part. I was on the edge of my seat! A GREAT GAME Thank you so much for taking the time to make this.. Alot of times games become popular, and stay popular, because its the popular thing to do, regardless of the quality of the content. Then there are games that are pure gold, and go unnoticed because its not the game everyone else is playing. This was the first game I have played by CrankageGames, and I will 100% be playing every game he has made. If you are in the mood to laugh your♥♥♥♥♥off and experience good dialogue and story and chill/funny gameplay, then PLEASE check this guy out. Crankage is a diamond in the rough, do yourselves a favor and PLAY HIS GAMES. Comedy genius. Buckle up! You are in for a treat!. I come to this game whenever I feel sad and it never fails to make me happy again, or at least thoughtful. If you or any of your friends are having a really rough night, play this and have a good talk with Therapy Deer and everything will be okay again. We love Therapy Deer. SBBP is a game that doesn't even try to get out of the "f2p zone", speaking of quality.

This game has "Very Positive" reviews only because it's free (thank god) but it seems like the developer made this game while learning one of those very simple engines like Game Maker or something similar.

Let's make a "bad feature list" for this game:

- Only four enemies (excluding bosses)
- 2 bosses and 4 boss-fights: 2 encounters are just copy-pasted with the bosses' life increased
- Animations and the graphic of the projectiles (those big white rectangles)
- Troll level 10
- Dull graphic style
- 30 fps lock

Only downloaded (and completed) this game for the achievements. I know it's a f2p game, but the quality level, here, is very low.

Ok for the price i paid with a coupon discount. The wall jump mechanics me off, as the jumps are random. If you are supposed to walljump off of a 1-block height surface, it'll take me a dozen tries of spamming "w" as hard as i can, as i glide along the surface for half a second. Otherwise a consistent game, but things like this are a turnoff, especially as it is a very common thing you need to do in levels.. If you are into very deep, emotional, indie games, this game is for you. I love how the game actually involves the person playing it because it really feels like you're there talking to all the characters. The story really sets you on an emotional rollercoaster. The songs are pretty rad and the character you play as really gets you to like her. Also lots of internet and other game references which i like.

10V10 would cry to again.. Ever wonder what the first section of spore would be like if it was like that the ENTIRE game? well it is rather peaceful, something to pass the time if you don't know what else to play and have some spare time, I would say buy this game, the music is great and the idea is awesome.. If you're a veteran of Blitzkreig you'll know what to expect out of this game. However, Stalingrad improves in areas where Blitzkreig fell short. For example, infantry is much more useful. They don't die so easily and can hold their own in gunfights.

Also, your units can't shoot through solid objects like in Blitzkreig.

For those that haven't touched Blitzkreig, Staligrad works like this: In every mission, you're given goals to accomplish with a selected amount of units at your disposal. It's your job to use these forces in such a way that inflicts heavy damage on your enemy's forces while you're minimalizing damage to yours. All while completing your goals.

Sounds simple, right? But there's a catch. Units aren't replaceable when killed and ammo is scarce. That's right, you are left at the mercy of whatever reinforcements the game decides to give you and what supplies are available. More accurate realism as opposed to having supplies at the ready constantly in Blitzkreig.

So you best take your plan of attack\defence very seriously if you expect to last long.

In terms of Story\theme, Stalingrad is a WWII RTS based on historical facts on the invasion of Stalingrad during WWII. You can play as the Nazi's or the Red Army in two lengthy campaigns.

It's a good game that strives to improve upon where Blitzkrieg fell short and certainly will scratch that hardcore strategy gaming itch.

There is only one complaint I have with this game. The music. It sucks and doesn't fit at all. I can understand maybe if they were trying to make this game stand out. But the gameplay already does that for Stalingrad. We don't need some really low-quality rock music blaring in our ear drums to appreciate good strategy gameplay. You'll want to mute it and play some good old Blitzkreig music or WWII themed music instead.. I've played this one a lot, to engage the top level of my brain while I'm trying to figure out something else with the other parts of my brain. It's fun, a little mindless, but not in a bad way.. Nice atmosphere, mechanics are well-introduced and easy to apply, and the puzzles are pretty nice so far. Having an option to speed up the movement is nice.

I had one brief moment of camera issues when the golem got too far away from me, but that's the only issue I've seen. Would recommend to friends.. Great little demo, ive played it quite a few times , and the quality and interaction is great. not for everyone though, my kids thought it was boring, but they just dont get it, Unfortunately for some reason it takes no less than 5 minutes to load after lighting the first candle. (on a GTX970 AMDFX-8320) I actually though it wasnt working , until I left it by accident for 10 minutes. I wish the end sequence had a controlled exit, as I barely have time to look around before it quits itself. Wouldnt be so bad if it didnt take so long to load up again. I have probably a minimum room size, and you really have to be aware of your surroundings, as a lot of stuff is out of bounds. Its best enjoyed if you take it slowly , sit on the ground and chill out. highly recomend for a first time VR experience,but it can be fiddly if you have a small room.And to fix the controller not picking up at the beginning problem, just make sure you have the preview window on your desktop selected as main view.

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