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About This Game

First of the three titles in the Gundemonium Collection, this pixel-style side-scroller brings the intensity of the 'bullet hell' shooter genre to Steam. Choose one of two playable characters, including an unlockable third character! Modify character weaponry to your liking! Dominate 5 levels of frenetic gameplay while being bombarded with high-impact weaponry. Each level culminates with a challenging boss to defeat. Three game play modes will keep the non-stop action going! Experience a new level of game-play: Enjoy Gundemonium Recollection while listening to a brand-new arranged soundtrack.

Key features:

- 5 levels of intense bullet-flying action
- Sweet Old school retro anime-style art
- Two playable characters to choose from and a third you can unlock
- Story, Practice and Mission modes to take your shooting skills to the max
- 32 Steam achievements
- Full online leaderboards

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- New arranged soundtrack by DM Ashura

Title: Gundemonium Recollection

Genre: Action, Indie

Developer:

Platine Dispositif

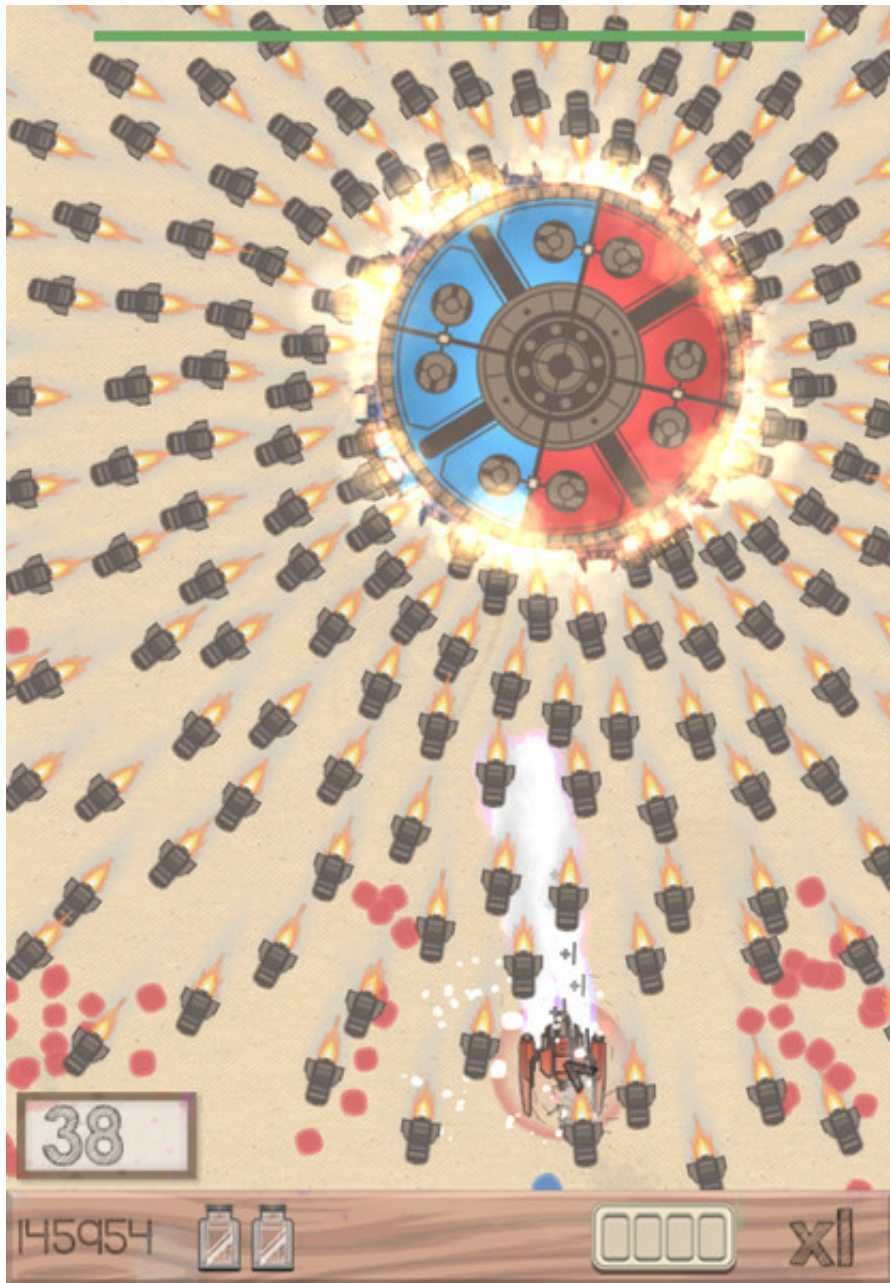
Publisher:

Rockin' Android

Release Date: 27 Sep, 2011

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English,French,Italian,German



Game level 31
Possible moves: 20
Tiles left: 144





Captain Nashuni



The kingdom has need of you. We have recovered one of the Weapons of Wonder.

So refreshing to see a new Cyberpunk game. I have totally fallen in love with this game. Yes it's Early Access but I do enjoy supporting the little guys out there if they have a good idea. This is an original idea and yet simple but I found it relaxing to play. Graphics are gorgeous I was able to run on high settings with no issue at all. There seems to be people saying it won't run well on Amd. I am running a Amd system with a Rx 480 8gb card and I found the game to run perfectly no lag and it never crashed once. So if you are having problems on Amd maybe it's some other hardware letting you down or a much older card than I have. The game does need more content and it's far from perfect, but if you are a Cyberpunk fan and like things like Blade Runner you will feel right at home in this city. Sadly there is a low player base and too many refunding rather than supporting the game. If everyone refunds the game just dies. They are only a small 2 man team so let's get behind the game I say. You can host your own game and once it counts down to 0 after you click Ready you can go in the city alone. So you would only need at least one friend to buy a copy and this game is a total blast. I am going to Highly Recommend this game. I am changing my verdict of the game as the Dev's don't seem to be active at all, the rushed new map was terrible better if they had worked on more players then adding poor content. The plan to shut the servers down which they have no choice really as they explained. The game has virtually no players, with no sp so it's not at this point worth the money. I hope it does improve and I will then change my verdict.. Buy world of goo instead and save money on this. It's a poor mobile world of goo clone. The port is badly made. While UI is not best suited for desktop, it is fine. But there are no settings whatsoever, beside muting sound effects and music. No volume slider, resolution, fullscreen mode, nothing.

And if that wasn't bad enough, the game itself is not even fun. It feels more like a chore. Ropes don't reach very far, and you can't latch a new piece directly onto the rope, noooo. You have to grab the rope and connect it to the piece. Then we have shady character controls. You have to move rats manually across the bridge once it's done, and I don't mean just click a button and off they go. No, you must pick exactly where they'll go. And if it's a node a bit further away, they'll take the most direct path. Who cares if there's a sawmill of death in the way. A slight touch with the corner of their ear ,and it's game over, and then you have to rebuild the whole bridge, but to finish the level, they must almost cover that cheese.

Sorry but with all those problems this game is just not worth it. Even at 2 bucks.. I'm only 3 hours through, but I felt compelled to give my opinion of the game so far. Right now I'm hunting down Coldbrand in the mushroom forest, which is leading me through a pretty enjoyable story. There's still plenty of the game I've yet to explore, which excites me. I should also mention that I've never really liked games like Final Fantasy, Fire Emblem or any games that I would think to be similar to this. But this game in particular has me drawn in. The soundtrack is like a never ending loop of "Lavendar Town" from Pokemon R/V/G/V/B.

Likes:

- The music \ ambience
- The Story and feeling like you contribute to the outcome
- The look and feel of the game environment

Dislikes:

- No sound control (Can't lower the sound)
- No autosave (Blame modern gaming for my save preferences)

I'm really looking forward to completing this game.. Bite-size games are a good genre.

Circles is a short experiment that's fun to blaze through.

You learn a lot of mechanics very quickly and organically.

There's no down-time and it doesn't overstay its welcome.

. One nice casual indie puzzle game with relaxing visuals and music that you can actually play for a while and won't get you bored.. no tennis! D: the only reason i got it is tennis. pinball from windows xp was better. For all those cliff hangers in the ending of part 1, it's just a rain. Casual Kazuki's joke.

KazukibestgrillV10. I am enjoying this game very much! The art is well done. Sound effects are really "expressive" too if that makes sense. The characters seem to have a good amount of development considering how they interact with you. They are interesting and have distinct personalities. It's kind of quirky and cool. The puzzles for each experience are just challenging enough to keep you going. I also like the slightly macabre undertone of being in the afterlife. I would recommend this game for sure.. Bamboo EP is a collection of 3 games and an interactive title screen filled with fish, frogs, etc. Its main title (out of the

three games) is "Bamboo Heart", which involves you taking control of an animal whose heart was replaced with one made of bamboo. For six dollars, the game packs a surprising amount of content. The controls feel responsive, the action is fluid, Steam has that refund policy in case you don't like it... Give it a chance!

Can this game infect your life?

This game got me into diseases and pandemics, I can't look at sicknesses the same way because of this game. It's really addictive, fun, and compelling, even more with custom scenarios (though that depends on which one you're playing). I got the iOS version after I got this one, and I will say, I'll play this version over that one anyway.

USA V 10

(10 V 10). I never really got into the Trackmania series... A friend of mine made me buy it years ago (he loves it). I didn't like racing with keyboard, I disliked the casual arcade style, I disliked the very short races. I found a whole bunch of things to dislike and noted them in order of priority (that list has been lost now, perhaps thrown away inadvertently).

2015 is drawing to an end, and having recently purchased an Oculus DK2: I downloaded the demo of Trackmania Stadium. I can tell you that Trackmania with Oculus is a whole new experience! The graphics are beautiful in stereoscopic 3d. The visuals are very sharp, beautifully lit and it all looks very real. Not even the slightest hint of judder (running in extended mode 6.0.1. runtime windows 8, Nvidia 680).

I think HMD VR has the unique ability of being able to reveal to you the beauty of a particular game you couldn't fully appreciate without it.

When playing games the conventional way through a TV or monitor - you're seeing that game world from a distance (through a small window). With VR you are projected into that world - everything is life size. You tend to notice things and feel immersed to a degree not possible even with the best 4k monitor or large screen TV.

Control-wise it's nice to see Trackmania automatically detect my Saitek X52 Pro so I can use the joystick for racing (I haven't had to configure anything!). Much nicer than key-presses.

Racing in 3rd person with Oculus is mind-blowing (3rd person was also on my dislike list in the past). You get to see all of the detail in the game and the tracks are jaw-dropping. I find myself looking up at the sky or at the intricate scenery. I would say this is one of the best VR experiences you can have. In an instant I have converted from someone who didn't like the game (previous versions), to someone who thinks it's stunning and hopes Nadeo convert their entire series to VR. Yes, for every Trackmania game released with VR support: I will buy and recommend to others.

Trackmania is a great example of a game that reveals its true beauty through VR...

Nadeo should be very proud of this creation.. It gets boring really fast. This game is fun and challenging. The graphics to be pretty brilliant for the size of the game and having trading cards and achievements is brilliant as well as it adds more of a challenge to collect them all, despite how challenging the game actually is.

The game could do with a bit more guidance as at times it is confusing and takes a lot of time to get right!

Saying that however the price of the game is brilliant at less than 3 quid but at the moment it's only 69p so get it now and try it! . Anyone remember Motor City Online? I get the same feeling playing this game, it has a TON of potential and I've been enjoying my time so far. Well worth the price as long as you don't go in to this game thinking it's like CMS because it is not.. 6.99 for 20 minutes of gameplay isn't worth it for me. While this game does deserve multiple plays it isn't worth the price of the game as even multiple playthroughs seem far too similar to each other.. A cheap price for a very well made Visual Novel.

Background and CG graphics 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.

. Honestly a great game. It is really fun to play at school with friend. Price is perfect, only thing is there could be more gamemodes, and online multiplayer with friends would be great.. The widescreen support in this game seems to have been possibly intended for 16:10 screens more than 16:9 screens. In a 16:10 screen mode or window the graphics look very similar to the original running in a MegaCD emulator with "NTSC aspect" vertical stretching enabled (320x224 to 320x240), while running in 16:9 does not extend the viewable area horizontally compared to 16:10 at all, and instead stretches the picture horizontally enough that it starts looking a bit more squished vertically than running in a MegaCD emulator would even with NTSC stretching disabled (320x224 square pixels, with tiny bars in top&bottom edges when presented on a 4:3 screen or window).

Alt+Tabbing out from fullscreen mode puts Windows 10 on my laptop into a state where the screen stays black and it isn't possible to switch back to the game again. Selecting Task Manager from Ctrl+Alt+Del menu doesn't really help either, not even pressing Alt+Space after that (which often would make the task manager's menus visible in situations like this). The only solution seems to be to select logout from the Ctrl+Alt+Del menu which terminates all user programs.

Other than that it seems to be a decent enough port and the current price (I paid 4,50€) isn't bad at all. Don't buy this thinking it would be an easy and cheap way to get lossless or HQ CD rips of both soundtracks though, all the music is Vorbis compressed and not at a very high bitrate (80kbps).

Also, non-Windows users note: for some reason the screen mode selection had to be done externally from the game and the simple program made for this had to be a dotNET application, so while the game itself runs fine using Proton or Wine (after winetricks d3dx9_43 d3dcompiler_43), it's difficult to change resolution or switch between fullscreen/windowed without resorting to editing a binary file by hand with a hex editor...

(when using Proton the config file is "~/.steam/steam/userdata/<uid>/200940/local/setup.dat", create it if it doesn't exist, and the format is: int32_t width,height; byte unknown=0x28; int32_t windowed; with plain Wine it's under the Windows Steam install directory). I'm sorry but this experience is very small and not as nice as in the trailer. Maybe it will be developed in the future but for now it is not worth paying money for. Sorry

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