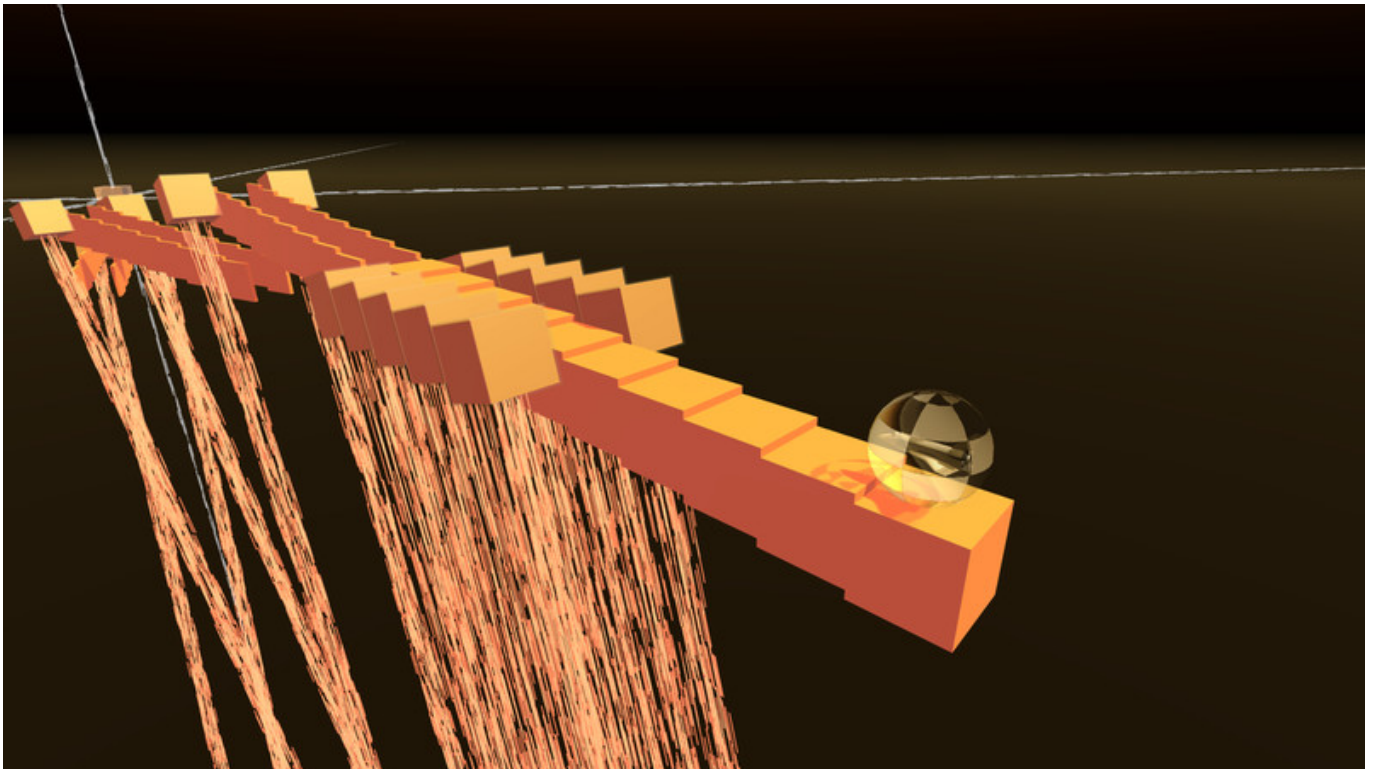

LISA: Original Soundtrack Art Collection Trainer Download



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About This Content

A total of **90** MP3 red hot pieces of *sick 'zick* (music) for you to *lick!!!*

All music created by the dopest dude alive...
WIDDLY 2 DIDDLY!!!



PLUS!

The Art collection featuring

Character Bios - History, past Jobs, etc, even favorite foods!!!

Concept Art - Original concept art for all the party members.

Sprite Asset Data Base - ALL of the sprite assets used for the game! Every last character, plus ones never even used!

Wallpapers - Desktop wallpapers to have LISA with you at all times! Pain All Day!

Misc - Various Artworks depicting the game!

Title: LISA: Original Soundtrack + Art Collection

Genre: Adventure, Indie, RPG

Developer:

Widdly 2 Diddly

Publisher:

Dingaling Productions, LLC

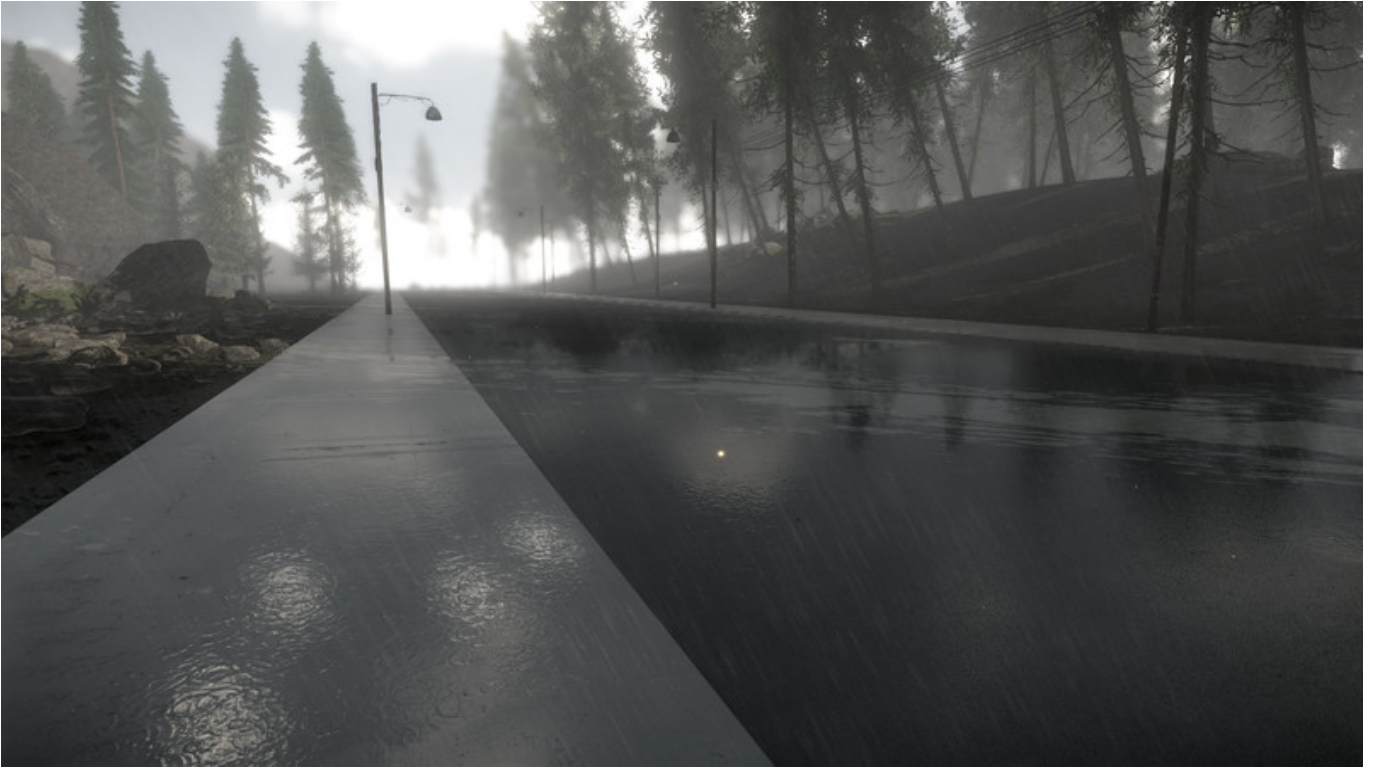
Release Date: 10 Dec, 2014

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English







Beware! You need a joystick to play this game.. I was looking forward to this game. It got lots of positive reviews, it's cute and I love puzzle games, but this was... frustratingly slow and boring. After only 10 minutes, I was ready to quit, and by 20 minutes, I was ready to demand a refund.

It *is* cute, and I'm certain the story is endearing, but the gameplay was just awful. Everything is *super* slow, and it's way too easy to get stuck and have to restart even when you know the solution to a puzzle. Then it takes ages for her to respawn and get up.

I'm also not sure what's up with the bounding boxes vs. the art, because sometimes it looks like she should be able to jump on something and her feet are level with the bottom of a platform, but she just falls off again.

Overall, I was just super disappointed.. Just like back then, perfect. This Is Beast!!!!!!!!. One of the best games of all time.. It scratches the very specific itch for a stripped-down, simplified Civ knockoff. I bet this would be fantastic on mobile.. Total libertarian propaganda.. Great Game only prob is when I download mods from Steam they dont show up in my game not good when you pay for them !

Locks. Don't let the mostly positive good reviews on steam's page fool you. Gamespot gave this a 3.1/10 which is accurate for this game, especially considering that the steam user review system is heavily abused and often wrong for many games. This is one of the most highly generic and overall balls-awful fps games I've ever played. Other fps's released in 2005 are far better, like FEAR or CoD2 and you can find them cheaper than this game.

Homeless mans armpit and/or ball sweat/10

It randomly crashes too but since this sucks so bad that's actually a positive since any time spent not playing this game is automatically time well spent. Even if that time includes being chased by a knife wielding serial killer that's still more entertaining than this.. Edit: Now That I've Beaten It Faster Than Expected Edition

Disclaimer - Get this when it's on a good sale.

=====

VALA is a slick dual-stick shooter that comes as advertised, and the goofy we're-idiot-college-roommates humor works fine on the side considering all your gametime is almost solely invested in murdering entire small countries worth of llamas. Really the sort of thing I haven't played since Smash TV back when most people reading this review weren't even born or were busy filling diapers.

I have no doubt this would be amazing couch co-op for we're-idiot-college-roommates, but for god's sake I got this on Steam and it'd be really swell if I could give the creators more of my paycheck and tax return money by shilling out gift copies for friends who will never play this with me anyway if it had online multiplayer. Just saying.

TL;DR - I didn't mean to go past 2 hours of played time so I could refund it but here we are.

Used to love this game as a teen, and it's back.

I knew of the issues others had, but so far I have no issues with the game:

Pros:

- * Sound is beautiful
- * Music same
- * Controls seem fine? Confusing but I got it now, day 7.
- * Cut scenes working 100% okay

Cons:

- * Movement of the camera is wonky, but that's just how they programmed it. You have to press Q or E to move it, but you're moving with W, so?? That's a bit difficult to do at the same time. It's not a problem now but it may be difficult for boss fights later.
- * I would prefer if cameras were U and P or something.
- * The game text skips around a bit, doesn't seem to register that it's going in a straight line, this happens randomly and like, only on the news ticker, so conversations are fine.
- * Frame rate slows down momentarily and picks back up, but I always feel non-consistent.

I know they planned on fixing this, so I always say give this game a try if you're interested.

My cons personally are very minor and I'm enjoying the game a lot.. form a girl gang with classic female archetypes. has pro gaming potential.. i bought this game after a while of playing iron snout. (Previous game this Developer made) I really enjoyed this game . I think its a time waster. I really think its a good game for its price. The game might seem stupid or look stupid. But its actually really fun. I rate it a 8/10 i really do reccomend it.. Guilty Gear Isuka tries to transition the already fast and frantic one-on-one fighting franchise into an all out four-person brawl, though ends up stopping a bit short.

The game plays more or less like the latest entry of the XX series at the time, Reload, with a couple changes.

Mainly, the game now features two lanes in similar fasion to the Fatal Fury series, with multiple maneuvers added in that interact with the two in different ways such as a move that makes you send an attack from one lane to the other or one that forcefully sends your opponent into another lane.

It works fairly well for the most part, though it can feel decidedly clunky in the midst of battle.

Where the game makes or breaks though, is the decision to add a "turn" button.

See, in Guilty Gear Isuka, rather than making you automatically target the person closest to you, you have to manually press a button to turn around.

And to be frank, with the pacing of the series, this just plain feels cumbersome despite the addition of a "slashback" attack designed to hit opponents behind you.

It is worth adding that unless your controller is of the older directinput variety, the game will fail to register certain buttons.

The game might be more of a failed experiment than anything, but with some effort and a few friends on hand,

Isuka can still be lots of fun, so for the price, I'd say it's worth a shot.. Great game. One of my favorites in VR. Very clever and immersive gameplay. This game doesn't give me motion sickness even in the "follow" mode where you're flying behing the duck which I use quite often.

click the trigger to teleport to the duck and hold it to follow works very well . You find yourself teleported to some wonderful vantage points. Speaking of which the graphics are gorgeous but a bit performance heavy.

The game is very immersive in VR. Definite keeper.

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