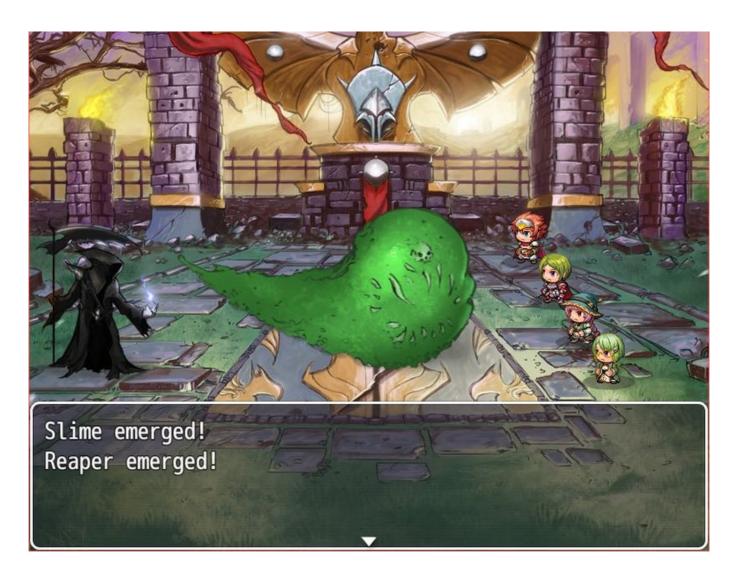
Magikiras Crack Code



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About This Game

Don powered armor as you take on terrorists and eldritch aliens in the not too distant future! Modify your armor to suit your needs and stand tall against your foes.

Magikiras is a 1,100,000-word interactive novel by Gabriel Chia, where your choices control the story. It's entirely textbased--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

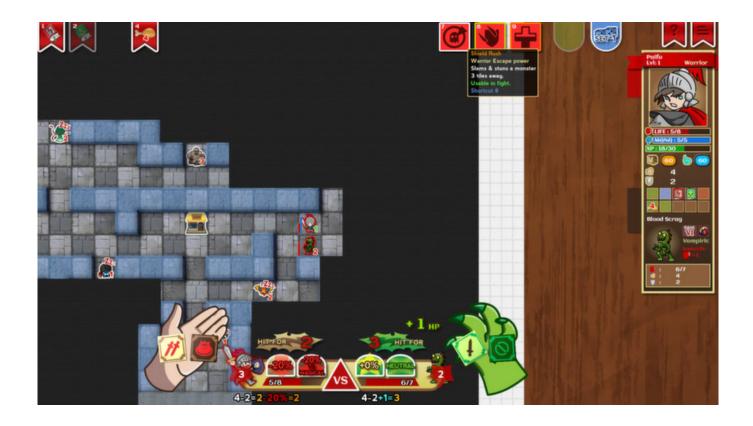
- A 1,100,000-word story that takes place in a near future where magic and technology exists side by side.
- Choose your team and your enemy for different sides of the same story.
- Play as a normal soldier or one with magic at their command.

• Modify your powered armor to better suit your needs and preference.

Title: Magikiras Genre: Adventure, Indie, RPG Developer: Hosted Games Publisher: Hosted Games Release Date: 11 Mar, 2011

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English







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Good, like always!

<u>https://www.youtube.com/watch?v=f00OERoYeqE</u>. I love this game. It doesn't blow your mind, but it's a nice relaxing experience.. Great game. each ending is about %5 of the story/possible outcome, so every time you do play, you can figure out a new ending and keep it fresh. I should also state that this game does deal with some topics that could offend(?) not really sure but it's rated pg-not-for-kids. you should buy it, even if your on the fence

. The game is a blast for a while, especially on a weak laptop and/or while playing with casual gamers. With that said, once you play it, it's obvious that the developer left half-way into making something bigger.

- There are bugs to abuse and bugs that make some buildings useless.
- UI is simplistic and blatantly half\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665
- Enemies have different models and stats but their variety doesn't change the game dynamic much.
- The variety of weapons is very so-so and they are in no way balanced.

Go ahead and explore all the barricades and all the guns but spoiler alert:

The only way to go that makes any sense is armored barricades + advanced turrets + sniper rifles. As in it's actually the ONLY build that makes sense in the current meta.

In conclusion, the game provides awesome casual experience but it's a damn shame it has been left in the state that it's stuck in now.. I really don't see why anyone would enjoy this for more than a couple of hours. It's so shallow and repetitive that I wouldn't even recommend it on a 75% sale

There are quite a few sort of similar free flash games on the internet that are better than this. The Last Stand series is one example.

Amazing time returning back to this game, no disappointments here. Buy, buy, BUY :). Just awful, I had to double check to make sure this game wasnt made for Virtual reality headsets.. This game restored my faith in small games. yah sure you pretty much need friends to enjoy this game. yah sure its not going to give you 20+ hours of fun, but for \$5 its not really priced to either. this is the kind of game you pull out once and a while and by god your getting your moneys worth for "those moments" that games like this can bring out. laughing at the replay because your friend HAD that point in the bag but *******ed up spectacularly somehow.... its things like this that give this game its value.. shoe throwing simulator

7/10. Do not buy this game. I bought since I like JRPGs but this game is a waste of time.

Bad story and awful writing where very character has to give their input for useless as it is and just bad writing and plot. I still remember a moment where it is a race of time and the world is about to end and the characters just stop everything to talk about how an npc adresses another in an informal way. Like... what?

The gameplay is okay but the mechanics are not utilized. The devs instead of using the placement to create dificulty, just create full team KOs with random/u2665/

I bought the game on a sale, but I would at max value this game at 10 euros.

. I'm sorry but no. This game is right up my alley for style and I'd love to see a remake, but as it is it's old in all the wrong ways. It's got a terribly clunky UI, the pacing is all over the place and at its heart it's basically a badly-obsolete old-school flight sim that takes for...ev...er to get anything done in. (The tutorial mission involves doing two points of damage per laser shot against a capital ship with ~1200 or so shields; given that even skilled runs can take a full minute to pull off and you'll only get 5-10 shots per run, well, you do the math.). For a cheap price, Jet Gunner is a decent run-'n-gun game in the veins of Contra and Megaman. Graphics are decent, but the music is very awful. Even some NES games have better soundtrack than Jet Gunner.

There are also several issues to be addressed. First of all, some obtainable weapon upgrades are straight downgrade to the normal shot. For example, the missile launcher as the most notorious one fires missiles that will either travel upwards or downwards, causing them to be uncontrollable. As such, it's pointless to even try to pick them up. Secondly, the game has cheap levels that rely too much on the jetpack. The later levels are very cheap in nature, having unpredictable spike and trap positioning. Most of the time your deaths will be caused by these cheap traps. Because of this, I feel that a checkpoint system to continue in the middle of the stage should be added to help new players. Lastly, not being able to shoot upwards is a big problem. You are forced to use the jetpack in order to shoot them.

Overall, the game isn't bad. It definitely passes as a budget 'Contra' or 'Megaman'. But it could be better if those issues are dealt with.

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