Game Tengoku - Homura Banto Download Code

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About This Content

Homura Banto joins the team from Jaleco's classic baseball series: Bases Loaded.

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Homura hits the field swinging away, using his bat to attack. Hit enemy shots back and deal a grandslam's worth of damage at close range!
Hear the familiar shout of Home Run! as Homura unleases a deadly bunt attack!
His bomber unleashes an avalanche of unwan... er, pristine game cartridges, dealing huge retro damage to everything in their path!
Blast away to the exclusive remix track in Time Attack Mode (BGM Type > Classic Type)!

Banto can be used in Arcade Mode + and scores using him can be recorded on the on-line leaderboards.
The DLC also adds a new page to the Data Mode HD library where you can look at flyers, screenshots and other documents related to Moero!! Pro Yakyu (Bases Loaded) while listening to commentary by the game's characters.

Character Profile

Homura Banto (voice: Nobuyuki Hiyama)

Introducing Homura Banto, the first ever mascot that resulted from a bug in a classic console baseball game. Though corrected for the US release, Japan's Bases Loaded is famous even now for a bug which allowed home runs to be hit with a bunt, hence
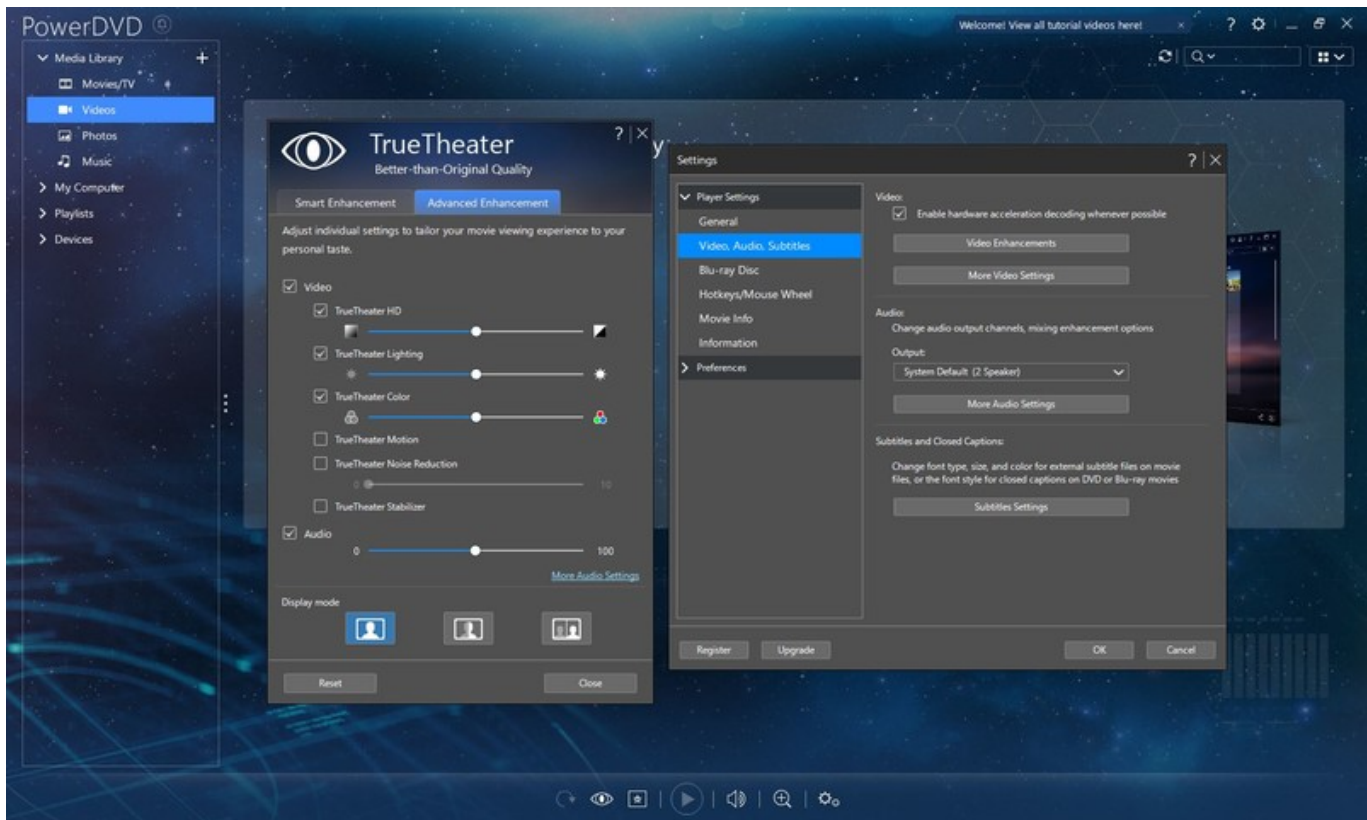
Homura's name.
Homura's character design is courtesy of none other than the legendary Kenichi Sonoda! (Suchie Pai, Riding Bean, Gunsmith Cats).

Title: Game Tengoku - Homura Banto
Genre: Action
Developer:
CITY CONNECTION, Chara-Ani
Release Date: 29 Mar, 2018

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English,Japanese

The DLC contains a Golden wingsuit,Golden parachute,And a Golden shotgun.

The wingsuit and parachute look meh

The shotguns alternate shoots bullets that ricochet (they also have a cool bullet tracer effect)

It's not worth 5 euros,but its still pretty cool.

I guess the dlc isn't pure GOLD
ok. Really hard and moody game. Nice and fresh level design. Maybe a bit clumsy movement.
But game tells a story. Really atmospheric one.. QP Shooting – Dangerous!! has managed to sucker me right in not only with its brave you-die-you-lose foundation, but how it manages to provide enough different ways to play that it pays homage to several of the shooters of my past all at once. And it's adorable, yes that much is true, but it's just a malicious veneer. But you're still going to fall for it – just like I did.

Full Review // http://www.honestgamers.com/12423/pc/qp-shooting-dangerous/review.html. 10/10 would have smex with a firewall again. best game that has been made, if you wanna join the holy cult and praise the almighty figure, this game is for you.. After putting in more than 24 hours into this game, and giving it a fair shake, I can give an updated review over what I had before.

Some of the pros of the game is still the artwork, concept and music. At it's core, Killers and Thieves is a great game. It gives you the ability to manage a thieves guild. And there is a lot to manage. From running heists, to recruiting, to making sure morale stays high, there's a lot to keep up.

Some of the cons are there are still some bugs being worked out in the game. Key remapping wasn't inherently part of the game at release, but will be added. There is a STEEP learning curve when first starting this game.

All that said, the biggest upside is the Development team listens to fair criticism and responds. Something that seems to be going away in games today.

I originally couldn't recommend this game, but I can now.. Enjoyed this! Better than most stuff on the telly. A couple of 'em are right pretentious (of course) but I enjoyed it all the same. It's a great format and I wish they would make more episodes. It's fun to see the different styles and approaches and well worth a watch if you're into making games, for sure. Don't expect to get epic AAA games out of it, mind. They were made in a short time and most of them are only barely playable.. but it's not why we're here, is it? The process and the people are the most interesting things about this series. Please make more!

My favorite game of the year! Recommend to everyone!. Can't recommend this game to anybody. The controls are more frustrating than fun. When most of my time is spent trying to fight the controls rather than solve the puzzle there's something wrong with the foundation of the game.. I'll give this "game" a good review even though I don't plan to keep playing (reading) it. I didn't realize it was a graphic novel, my bad. Anyway it looks good, can't tell you much about it, I just don't want to give this a bad review because of my mistake.. While somewhat interesting in concept, I can't really recommend this game, as it essentially lacks much of anything of interest to actually *DO*. You start play plunked down on a gray world full of trees, and are functionally tasked with making it a colorful world by bumping colored trees, rolling over their colorful fruits, and then spreading that color to other trees. Your color fades to gray after a dozen or so moves, so you have to bump another tree. Rinse and repeat. And repeat. And repeat. And repeat for hours on end...

As you roll around, you collect random collectables that you collect because you get an achievement for collecting them all. (Unless they disappear because some random critter activated the object outside your sight range, and then you can never collect 100%.)

The game world is huge, which is something of a negative, because, with gameplay from start to finish basically consisting of just bumping trees and spreading color, I ran out of interest in the game before I could cover the world in color or get any of my completion. There's a "mystery" to uncover by collecting journal bits, but it just doesn't have enough suspense or reason for players to care to carry the player to the finish line. Unlike a lot of other reviewers, I actually managed to decypher the language... and was not particularly impressed by the results. It's a simple symbol-to-letter cypher that is made even easier with each line starting with Roman Numerals, but the need to click through each symbol is *HIGHLY* tedious, yet served as a distraction from a tedious game... No wonder so many people quit with lower hours played than I have.

I hit a crash bug, and didn't have the will to see if or how much I'd lost in game progress, because it all felt like a waste to me to try to complete painting this world.. I wish I'd seen before I purchased that there was no gamepad support for Linux nor Mac. Playing a platformer with WASD is not for me.

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