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About This Content

<http://youtu.be/jf5JWRoHvd4>

Embark upon a musical journey that takes you straight into the heart of Sengoku era!

From the quiet of mist-filled mountain peaks to the screams of battlefields, there's something for every location in this remarkable music pack. Samurai Classics features 25 BGM, 4 BGS, and 18 SE - each masterfully composed by Bittersweet Entertainment to complement and work together in harmony. Whether you're on the lookout for music to include in your RPG Maker products, or simply need a playlist to inspire you, Samurai Classics is a fantastic new addition to your growing music library.

Bittersweet Entertainment is specialized in creating music and sounds for video-games on various platforms. They are also known for their creation of movie video content, commercials and Japanese animation (anime), as well as music created for theater performances and events, commercial jingles and sound logos.

Title: RPG Maker VX Ace - Samurai Classics Music Resource Pack

Genre: Design & Illustration, Web Publishing

Developer:

bitter sweet entertainment

Publisher:

Degica

Release Date: 1 May, 2015

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Minimum:

OS:Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor:Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory:512 MB RAM

Graphics:1024 x 768 pixels or higher desktop resolution

Hard Drive:400 MB HD space

English,French,German,Italian







Nobody is playing online (that was the only way to play this back in the day) because the "remaster" is really just the same game from 20years ago setup to run on modern hardware. Don't buy this unless you want to play against weak AI bots that you'll bore of after the first hour of playing.. I personally love 17, he has some very cool looking combos, his specials also are pretty wild and fun to see, he is pretty easy to combo with, either as a support character (because his special attack makes it very easy to combine in a chain) or as a main fighter.

I am just starting with the game, he might not be the most recommendable character for online matches with mega pros, but I have fun using him and so far he is the only DLC character I REALLY wanted to buy, because the Android team is #1 to me.. What you see on the trailers is what you get but with large added amounts of bull****.

Why bull****?

The main campaign is a case (a randomly-generated set of randomly-generated missions with randomly-generated level layouts with randomly placed objectives, enemies and pickups) which is made of close quarter combat on mostly tight spaces with enemies that have the reflexes and speed of a squirrel on redbull. Combat is only fair during the few seconds of slow motion you get only if YOU kick down the door. When the slow-motion period ends and you notice that half your shots were blocked by pieces of the door you kicked (PLEASE remove bullet blocking collision from the door once it is kicked in) or were simply direct hits that didn't register for some reason, be ready to say goodbye to a quarter of your health.

As if that wasn't enough, the game arbitrarily decides to throw some additional enemies after you after a certain time just to take some of your non-regenerative health away as you return to the level exit so you are forced to spend some precious upgrade points you could be spending on better weapons.

As if that wasn't enough, from a certain point on every campaign, the game also starts placing broken bomb defusal objectives where you have a set time to defuse all of the bombs on the floor you find the first one at. Why do I call it broken? From what I can tell, the time given to defuse all bombs is tied to the number of bombs itself and not so much the level layout. This results on occasions where the bombs are so far apart and with so many enemies in-between that the time given is not nearly enough. **My various failed attempts at the final level on every case have been directly squandered by the timer of this objective either by running out of time and getting the insta-gameover or by getting shot by an ambush while rushing to defuse them. Who the hell thinks it is a good idea to put such an inflexible time constraint on a random level layout?**

The game is far from trash but these aspects left me extremely frustrated with it.. Very addictive game! Cannot wait to see what you come up with in the future. The whole design is decent for a quizz game and fulfills its purpose. Replayability is low as soon as the same question reappear.

The single achievement unlocks instantly. Looking at how many different Trivia games with a single achievement are uploaded, they seem to mainly be targeted at achievement hunters.

No clue if the 250 questions are all self written or from an external source, but it seems like a fair amount for the price of 0,99€.. Slugger! Gotta say that the sequel is better than the original! I was happy to see relationships flounder, grow, and get utterly destroyed! Once again, the writing and story are stellar. The scenarios you find yourself in remind me of some modern Suicide Squad storylines, with a taste of reality tv thrown in for extra political flavoring. Even the worst parts (as in, the negative things that happen to your character) were arguably some of the best written and conflictive thusfar. There's a definite nod to progressive social issues and it's handled in such a way that you can represent most opinions accurately. All I gotta say is...I will become judge, jury, and executioner in the third installment (and I was the "peaceful, accepting hippie" type for most of this game)!. weak and gimmicky units

wait for the balance patch. Fun space roguelike aimed at a niche audience.. Overall a really fun game. There are a few glitches, but other than that I really enjoyed this game. It exploits all the finest qualties that an RPG Maker game can have, like classic, turn-based battles, puzzles, and a storyline that is both funny and interesting. I was never bored while playing this game. Would recomend it to any retro RPG fan.. Brilliant set of tools.

Takes some time to learn. Some proper tutorials would be nice.

- I have much more hours on my workshop account.

point and click.great game adventure. Anna is so much explosive fun. As she says indeed, "such a rush!". It's a good game for very special gamers, unfortunately not for me.

As soon as you're strong enough it becomes very repetitive and grindy: You simply build as many traps around the entrance of your enemies as possible, same strategy for each map, lots of slaughter and explosions - it's warfare. The rest of the map is only used in endless mode, where you have to expand your killing zone. This is a bit more challenging because some of the map designs are really nice, but I never liked endless modes anyway. And the graphics are simply awful.

If you like mass slaughter and don't care that much for graphics, you'll probably have a good game. Personally I'd rather play a TD with a varetly of challenges instead of grinding for dps all the time. DW 1 was more fun for me.. Very good game.. Very nice Slamdoor EMU for the PDL and BML, my only complaint is no Southern livery, but I saw one on DPSimulation. Oh, the sounds aren't that good either, so i'll be picking up the 421V422V423 SP from Armstrong Powerhouse soon.

14V17. Nice, clean and colorful graphics. Stuff to unlock. Easy to 100 %. Achievements. Trading Cards. Windowed mode. All the good things a casual game needs. Sadly no replay value at all; there's no score list, no records to beat, just the 2 game modes and no rewards for replaying a level. Timed mode is too easy, especially if you play it after the Relaxed mode, because you keep all your upgrades and abilities.

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