
Pretty Girls Panic! Download] [Torrent]



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About This Game

Socially conservative sea creatures have constructed a water filled screen to hide the Pretty Girls from view. But please don't panic! Use your special tool to penetrate the barrier and reveal the girls while avoiding getting caught. Girls will gradually disrobe from stage to stage to reward you for your success.

■ Your Mission

13 Pretty Girls in 50 stages are waiting to be exposed. After each stage you complete, a commemorative photo will be added to your Gallery. Complete all stages to achieve the status of Master of Pretty Girls Panic.

■ Game Play

- ❑ Direct your tool by using the arrow keys on the keyboard.
- ❑ Complete a cut by connecting back to an edge.
- ❑ The bigger the piece you cut out the more points you earn.
- ❑ Complete a stage by removing 75% or more of the barrier.
- ❑ You are usually safe on an edge but watch out for crabs!

■ Sea Creature Enemies

- ❑ Beware of enemy sea creatures who will try to stop girls from being exposed.
- ❑ If an enemy touches your tool or the line of your cut then your tool is lost.

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- ❑ Lose all of your tools and it's game over for you.
 - ❑ The further you progress the more powerful your enemies will become.

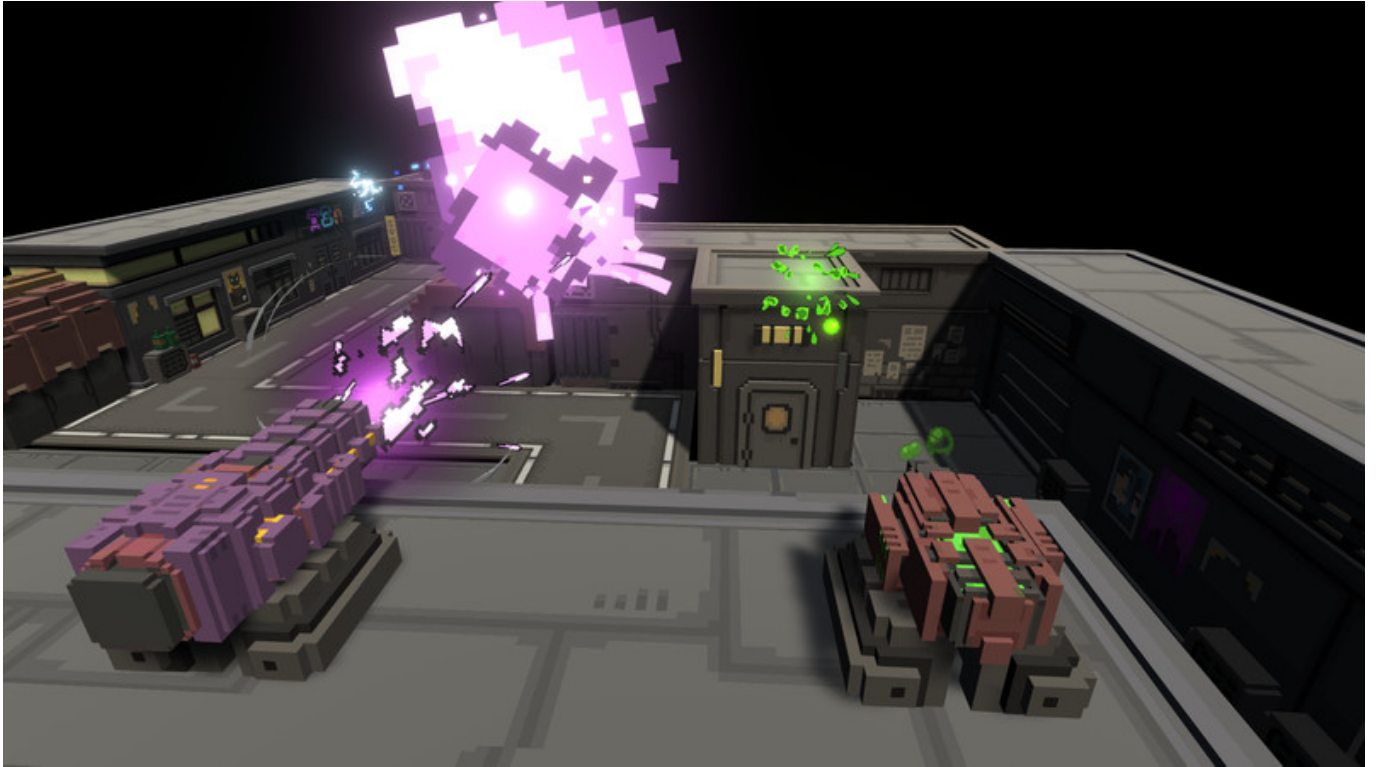
All characters include sexy voices in Japanese.

- * Please note: This is a puzzle game with sexy characters but no nudity.
- * Characters and character images used under license from their respective owners.

Title: Pretty Girls Panic!
Genre: Casual
Developer:
Zoo Corporation
Publisher:
Zoo Corporation
Release Date: 20 Dec, 2016

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English,Japanese







A slick Zelda clone. There's a high chance you might like it. And I really wanted to like it but I'm requesting a refund out of specific reasons. Hate to be that guy, but here's why.

I'm a parent and don't have much time. And this game tries too much to waste my time.

The attack animation stops movement. Pushing boulders takes such a long time. And the first dungeon is filled with sokoban involving pushing boulders.

What led me to quitting the game: I made it past a certain gate, past the first sokoban puzzle behind, and failed at the next puzzle (balloon). Then I realized that if I wanted to reset the balloon, I had to backtrack and do the sokoban again. Slowly pushing boulders. I don't ragequit in competitive games, but here I did. <<-- Edit: apparently there was a shortcut that I overlooked!

Now I appreciate the older Zelda games even more. They were limited to (mostly) one-screen-at-a-time, which led to slick and elegant design. Sadly, this is not what I can say about this game. I guess there is fun to be had for people with more patience and time, but it's not for me.

Best of luck with your next project.

One last thing: the game does establish the sense of discovery, but apparently I'm to collect eight... objects? Just about any other word would invoke more sense of wonder: amulets, shards, essence... but objects?. I've bought this game years ago driven by curiosity, to find out what it takes to be one of the most hated kind of people in the virtual world. Well, i've gained zero knowledge thanks to the gods, and uselessness of this product. To explain myself politely, this is not a game, but a mental warfare without the cold trace of fun.

The music itself doesn't match with my style, some electronic stuff, tastes are so different between peoples, so i can't rate it but acceptable enough. The game itself lacks of game elements, we have 7 "maps" total, (which are nothing more but a desktop-like picture with a few dots named as servers) there are some crazy time limited memory games and thats all. You have to count down numbers in a box from 63 to 0 while enemy servers attacking you (rofl), and there is another component of the game which is totally the same...

I was in hope for a patch which adds some more features\maps or something to the game, but no, everything remained the same. Even the Vsync bug, which makes the HUD buttons disappear after each match, because the game have no graphics options and you have to mess with your own video card to play the game. There are random crashes and i've also lost my profile with my savegames and achievement progresses because for some reason, no idea how.

And what is the most surprising, perhaps the price, you still have to pay 20€ for this headache after years!

If i truly regret wasting money on a product, well this is it. The honest price shall be around 0,5€, so try to find something else about this genre, go away and don't look back, avoid to get robbed. I don't like to downvote games, because it is basically a waste of time, but this must be serve as warning to all, to forget this game. Like what i try to do.. This is a long and detailed casual point-and-click adventure with lots of hidden-object scenes and puzzles, but it is hampered by technical problems.

First, I and many other people could not get it to run in full-screen mode. Depending on your resolution, it could mean that the game appears naturally as a tiny little window. The way to fix this is to change your desktop resolution: an awkward and annoying workaround. This might make most people pass on this game.

It also crashed on me a few times. This was easily solvable by restarting the game: it continued from exactly the same place.

For those who stay, prepared to have issues with 100% pixel hunting: you sometimes need to click at the exact right tiny little place for an action to register. This is frustrating, because it might appear to you that you did not solve the puzzle correctly, when in fact you were correct.

If you can stomach those problems, you will be rewarded with beautiful graphics and complex gameplay. The story itself isn't very special, but it takes you through two very different settings, almost feeling like two different games, and features some memorable characters and animations. The voice acting is, as usual for this genre, mediocre.. Fans of the band are gonna love this.

Everyone else will probably find the game extremely tedious.

Around every corner is...another corner. Just over the tree-covered hill, is another identical tree-covered hill.

There are some pages to find apparently, but it is seriously not that much fun looking for them.

The jump doesn't even work.

<https://youtu.be/VjaZzh2GjLqc>. I found the parts of this game I could get through dull and unsatisfying. The dialog felt long winded and though the story had a few interesting creepy moments there were just too few for me; I just didn't feel immersed or pulled in at all.

[I found myself frustrated often and unsatisfied with the results once past the trouble spot to the point where it \(for me\) wasn't even worth playing anymore once I managed to get irreparably stuck in the second fresco puzzle by opening the sketchpad to rearrange the symbols before finding the last one; which after an hour and a half of VERY slowly going over and over the entire fresco with the candle I gave up trying to find. I estimate I got through about half the game at that point.](https://youtu.be/VjaZzh2GjLqc)

(This is written under the assumption the reader has played V has knowledge of One Way Heroics (base game)).

If you played One Way Heroics and thought "I want more" this is your godsend.

(Heck it's my godsend, when my brother told me that this existed I flipped out and patiently awaited the steam release for months).

More classes, companions, endings, items, strategies. MORE EVERYTHING!!

My only warning is that to enjoy the extended content, you must also enjoy the base game, if you don't like the base game, buying this isn't going to change your opinion (probably).. This is one of those games that, from the word, "Go" I was hooked. It's deceptively simple. I found myself replaying levels just to try and get the gold medals. Desperately trying to shave milliseconds off of my times. The sound is great. I don't know how else to say it. The music fits the style of the game and the little audio queues between menus and of the ball dismantling are fantastic. Great, great game. Definitely worth checking out if you loved Marble Blast and Monkey Ball. Do yourself a favor and play this game!. Stifled was a mixed bag for me. I'd been looking forward to it's release a year after it came out on PSVR but had really been hoping they would adopt full motion controls for the PCVR version. They didn't, which while not a negative on the game, feels like a missed opportunity. To be able to knock on walls or throw objects certain distances would have opened up intricacies that are currently missing.

That said, the overall game is still excellent. It's a really unique concept that is well executed. I liked how they explored the story and each level was a different representation of fear and darkness.

[Gameplay here.](#)

[Pros:](#)

- [Layout of story, purely for you to figure out](#)
- [Vector art design](#)
- [Use of sound and microphones](#)
- [Atmosphere](#)
 - [Motion controls :\(](#)
 - [The 'real world' graphical quality isn't great and can be slightly jarring after coming from the cool vector art](#)
 - [Price to length. A little high for a relatively short game. But not overly so. Overall the game is recommended. A great new exploration of VR that will get the hairs on the back of your neck tingling!. Great workout game, great music. Gets really intense as you start getting better at it.](#)

[The main thing missing is leaderboards.. \udb40\udc21. Well it's old thats for sure.](#)

[I tested it out and it is kinda confusing, however if you do like MMO's that have CLASS and style to it then pick this one.](#)

[You don't control one character, but multiple characters and also you have a "family" with a barracks that has your units in them.](#)

[Basicly you have to make a Scout, Fighter, Musketeer, Wizard and Elementalist.](#)

[Well you don't HAVE TO.](#)

[SCout is mandatory.](#)

[And you can build them however you want them to.](#)

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