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Great visual novel, good story telling. These games are fantastic. Simply exploring is a great experience. This game also happens to have some logical puzzles that are quite enjoyable. Stumbling onto items and endings along the way will give you a feeling like no other. I highly recommend going through this game in any way you find enjoyable.

However, I've got some mixed feelings about it as well. First 45 minutes was a truly amazing experience. Unfortunately, I got to the point where I had absolutely no idea what I was supposed to be doing next. There is little in the way of hints. Seeing the words "this cannot be used here" and "nothing happened" is something that you are going to have to get past because anything might happen. This is strengthened by the fact that some of the solutions are completely obscure and random.

Because of the way the game is, you constantly see the exact same objects over and over, placed randomly in the same rooms that you have already seen. It gets really taxing after awhile, and I resorted to a walkthrough. DO NOT DO THIS, unless you want to completely ruin any of the magic this game has. That being said, I hope you don't get bored out of your mind before eventually succumbing to this trap. Once I started following a guide, I ended up putting numbers into the phone at random. I spent several minutes pressing random buttons until I would finally see the object I needed to progress. The game was completely over for me at that point.

The only thing left for me to do now is to find the 7 endings left. However, I am completely lost and don't have a clue where to even begin with this. After already going through the repetitiveness that this game inherently has, I'm not sure I'll be able to do it. At least with Yume Nikki, I knew that the worlds had been created with detail, and had some form of progression within them. With this game, you find an object and hope that one of your 26 items interacts with it.

If you do end up playing this game, three points of advice.

1. Don't look at a walkthrough. It's not worth it. (stay strong)
2. Don't forget to save phone numbers that have rare or unique objects inside.
3. Enjoy the journey.. This is actually a pretty fun game, at least single player wise. It scratches a nice itch I've been wanting for a long time, arcade style death match with planes.

Does the game have flaws? Absolutely. But do those flaws detract from the game? Not really, in my opinion. Is it a bad game? No. Not a by a long shot. It could be better but it certainly could be a lot worse.. Low-budget comedy about manchildren that can't seem to get over their N64\childhood period. When the movie is about Goldeneye it's actually quite funny, however the film spends a large bulk of its 60 minutes focusing on over-the-top characters (in a mockumentary-style setting) rather than the ""hyped up"" Championship, which i found a bit disappointing. I didn't particularly care about most of these characters and found myself just wanting more jokes revolving around the game, time and setting (and the ridiculous idea of an actual "20th anniversary"). As a tribute to Goldeneye (and Rare) i would say it's quite alright~. Any game that, by design, can find a way to reward you for losing is good in my books.

A++++. Okay, I just started this, but it's pretty close to perfect, especially considering that I got it for 99c.

Big thumbs up.

HEY SANIC ENJOY YOUR FUTURE!! IT'S GONNA BE GREAT!. goty every year. Not bad... but not really good either. It feels repitative, and rather than harder puzzles, they become tedious.. If Metal Gear Solid is about sneaking past enemies, Hitman is about blending in with them.

Hitman presents a lot to talk about, so lets go with the easy stuff first: praise.

Hitman (2016) has an undeniable sense of global wonderment. The locales span the globe and present beautiful interpretations of popular tourist destinations. It's like the maps were made by the Travel Channel. I can't undersell how...how these maps look like they belong in travel brochures. Even the Colorado level, taking place in a house on the plains next to a farm looks *exactly as it should, in a good way. Idyllic and rustic.*

With such beautiful maps the developers made them incredibly complex. Barring Italy, Hitman's maps aren't actually that huge, they just feel that way due to all the passageways, rooms, ledges, rooftops, etc etc that you can access. They also have a lot of different, distinct areas within them and a TON of NPC's walking about. No space is wasted and a lot is packed into each area; most games have large swathes of empty fields punctuated by points of interest. In Hitman everything is a point of interest. Your first playthrough on any map will feel like a massive, living city. You'll feel lost. You'll be lost.

The main objective in any map is always the same: kill one or more targets. The challenge is always getting TO said target. Whilst you can freely walk in areas on the map (barring the Colorado level), the areas where the targets tend to be are usually heavily guarded and closed off. Getting to them is either a matter of sneaking by everyone (the hardest route) or knocking out a guard and taking his clothing (the most common route). Dispose of the body without being seen and you're in. Worth noting is that different areas are patrolled by different types of NPC's. Just because you have a militia man's clothing doesn't mean you'll be allowed into the explosives range, that necessitates a second costume change. But generally speaking there is a hierarchy of disguises with the top allowing access to all.

The general difficulty in the game is figuring out how to lure a person with the right clothing you need to access an area, and disposing of the body. Otherwise, you are capable of walking just about anywhere, even near the target, provided you have the right disguise. The closest MGS came to this was in MGS3, when you were disguised as the scientist in the lab. Think that, but an entire game revolving around it. Afterwards the challenge is in taking out the target, and there are a lot of ways to do so.

This will be a two-part critique, first of which is the general disguise game-play. As stated, the challenge lies in taking a disguise and luring the NPC's wearing them, but since there is usually a basket or locker of some sort nearby disposing of the bodies isn't usually a difficult affair. The challenge is rather minimal, and whilst you can opt to sneak around in your suit and trespass everywhere, there is so much implemented into the base game itself as core elements of game-play that make the entire foundation of the stealth element rather easy after a while. There is nothing inherently broken in the foundation of the game, but the challenge is found in accomplishing challenges and different kill methods rather than actually getting close to the target.

Challenges are presented in the pause menu and have a section for each map displaying different ways to kill the targets, but generally most of the challenges aren't unique. There will always be a challenge to poison a target, to drown them, to electrocute them, to have them die in an explosion, to kill them with the fiber wire, etc. There is a LOT of overlap. This isn't so much a huge detraction as you still have to find where in their route they can be electrocuted or where and when you can poison them. But it's a bit of a shame that so many methods are reused frequently. A minor blemish as most maps have plenty of unique kill methods of their own, but a noteworthy one as a few of the methods sort of feel like padding after doing them for the 10th time. Also worth noting is that some challenges work in an obtuse manner whereby the developers want you to do things a specific way.

There's also the matter of challenges being presented only when online, as well as some contracts only being available online. Which means that you're getting robbed of the full experience unless connected to the game's servers. Which is rather

important, since the game is based on replaying maps to get your money's worth. Playing through the story missions only can be done in under 5 hours; and even whilst completing the challenges for each story-line mission can take a substantial amount of time, the side contracts provide different targets with different walking patterns through slightly changed facilities that expand the game's life. But they're only available online.

But hey, at least you can still play them. Which can't be said of the 'Elusive Targets', which were timed targets that are no longer available. Sure, you didn't miss out on maps or some such. You can create your own contracts in game that sort of match up to what these 'elusive targets' did, but that's not the point. The point is that parts of the game are now gone indefinitely because they were meant to provide an incentive towards game purchases during release and in the months after.

The elusive targets were part of a strategy with this game to form a content machine rather than a singular experience that can be completed upon release. The first month had Paris, and several targets to engage buyers whilst they waited for Italy, which was released a month or so after. Hitman was meant to be a long standing game, but a switch of publishers meant that the 'Second Season' was released as a stand-alone title: Hitman 2. Which is somewhat of a slap in the face of consumers that paid a premium for what they believed would be a content machine with several seasons to it.

Is Hitman 1 obsolete? You CAN play the second game and pay for all the levels from the first game, after all. With new gameplay mechanics! But no, it's not obsolete. You automatically get the first game's levels if the second game detects that you have the GOTY edition for Hitman 1. You can, of course, just buy the first game's levels on the second game. But since you are still purchasing something for the same price, there's really no reason not to just purchase Hitman 1 outright. One of the wiser decisions by the publisher in an otherwise strange sort of game release with rather opaque decisions.

Hitman is a unique experience, with beautiful work put into its locales. I'd definitely recommend it, with the caveat that this is a game with maps meant to be replayed. Since you don't invest more than 20 to 30 minutes on a map, its analogous to a Payday 2 map or a TF2 map. The value is on replaying, but the experience isn't so long that you hold grudges if you have to go back into it. In and out, you do something different, and repeat.

At its current price of 20 and under? Jump right in.. In 'Tower Bombarde' you play a little worm-like virus which has the mission to hack the enemy by destroying various towers, there are also hazards in this game that try to hinder you from terminating all the turrets.

There are 10 levels in this game, where in each of them are 10 small stages which you have to complete in order to finish one of the levels and in every 10th stage there is a bossfight. The bosses of the first two levels have a moderate difficulty and take a little longer than the 'normal' stages. One Level takes you around 10-15 minutes to finish.

If you go game over, you have to restart the level entirely.

I'm not aware if there's any bonus content, since I only played the first two levels, so the game might be a little longer and has a hard mode of some sort if you finish all 10 levels.

This game has very simple controls and is easy to understand. You move your character with the mouse and a left-click, you can see the turrets range by pressing the middle-mousebutton and you can use a shield by right-clicking, the shield reflects the bullets of enemy-turrets and assists you in killing them. The first few levels are beginner-friendly and help you learn the game faster.

Bugs, Freezes and Lags weren't noticed by me, so this game has been polished well and you don't need a NASA-PC to play this game it seems.

The music in this game is fitting with the action and doesn't sound bad in my opinion, if you don't like you can turn it off in the options-menu.

Graphics are good enough for this game and go well with the theme.

English seems a bit broken sometimes but you are still able to easily understand what the game is trying to tell you.

The price seems fine to me, but if you don't have much money to spend, just wait until it goes on sale and maybe give it a try then, it certainly isn't bad and I think I haven't seen a unique mechanic like in 'Tower Bombarde' yet.. I was led to this game

from a different game (Cupid: A free to play visual novel) that the company Fervent had created as well. Just as the title insists, this game will always have you guessing Who is Mike? It is a short game, but still a very well made and properly thought out one. This game has multiple endings (a total of 9) in which you could get. I suggest trying to get all of them since each ending will give you more of an idea as to what is going on in the game. I absolutely love how the music goes so well with the game, it adds more of an in-depth feel towards everything in itself. Although I would have liked there to be some sort of bonus features (like there were with Cupid) I understand that they probably couldn't do that because of the shortness for the game.

If you have troubles with getting all the endings, I will provide a link to a guide on how to get them all. I adore this game 100% and hope they create more like it.

<http://steamcommunity.com/sharedfiles/filedetails/?id=527642793>

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