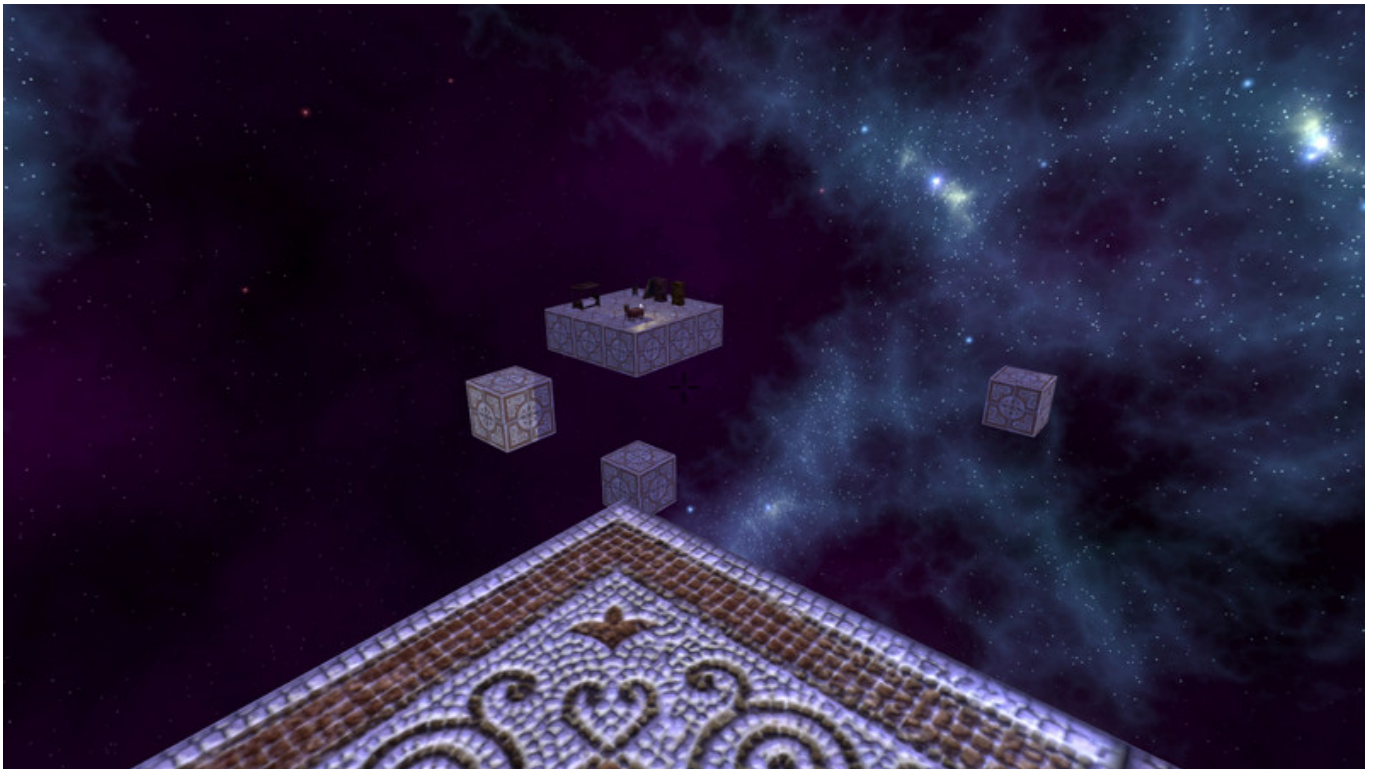


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Rocksmith - Rush - Limelight Key Serial Number



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### **About This Content**

Play "Limelight" by Rush on any electric guitar or bass. This song includes a new Authentic Tone accessed in AMP mode.

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Title: Rocksmith - Rush - Limelight

Genre: Casual, Simulation

Developer:

Ubisoft - San Francisco

Publisher:

Ubisoft

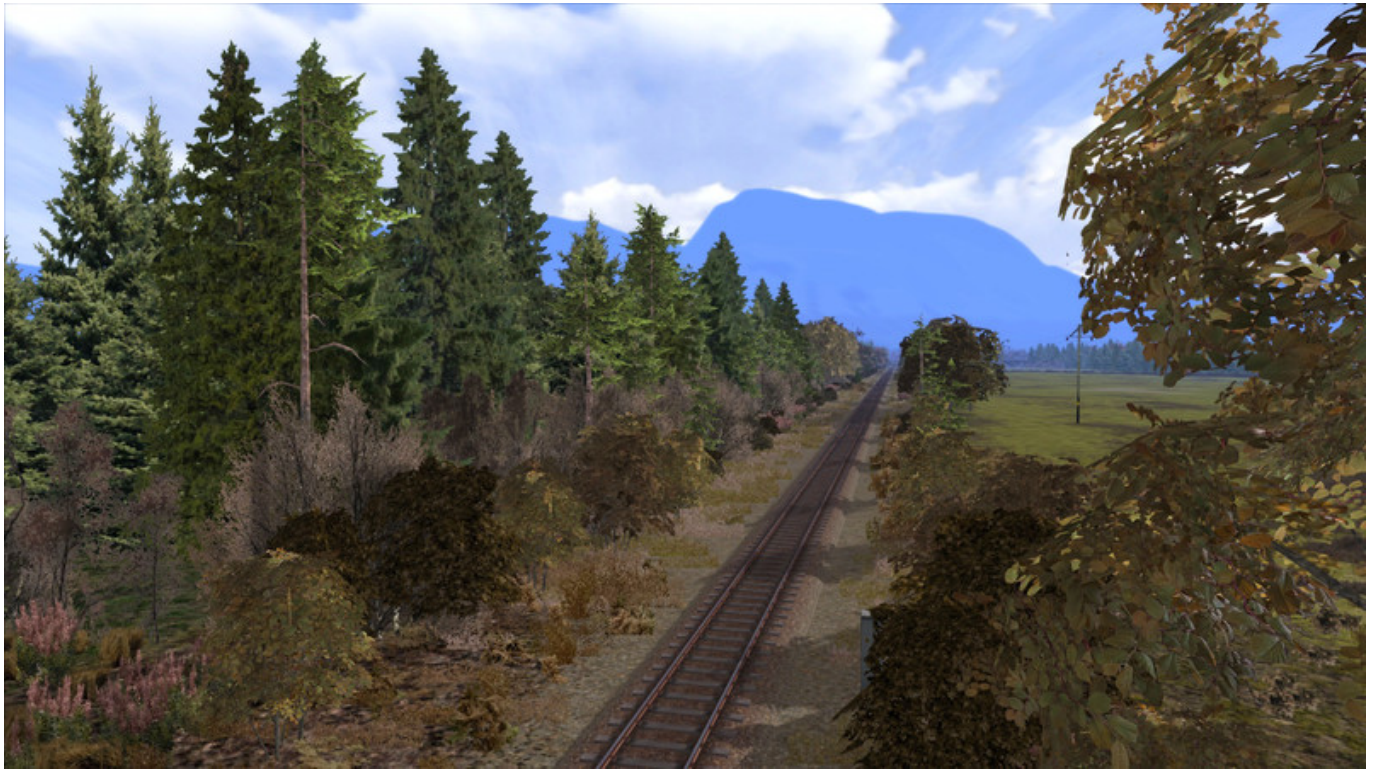
Franchise:

Rocksmith

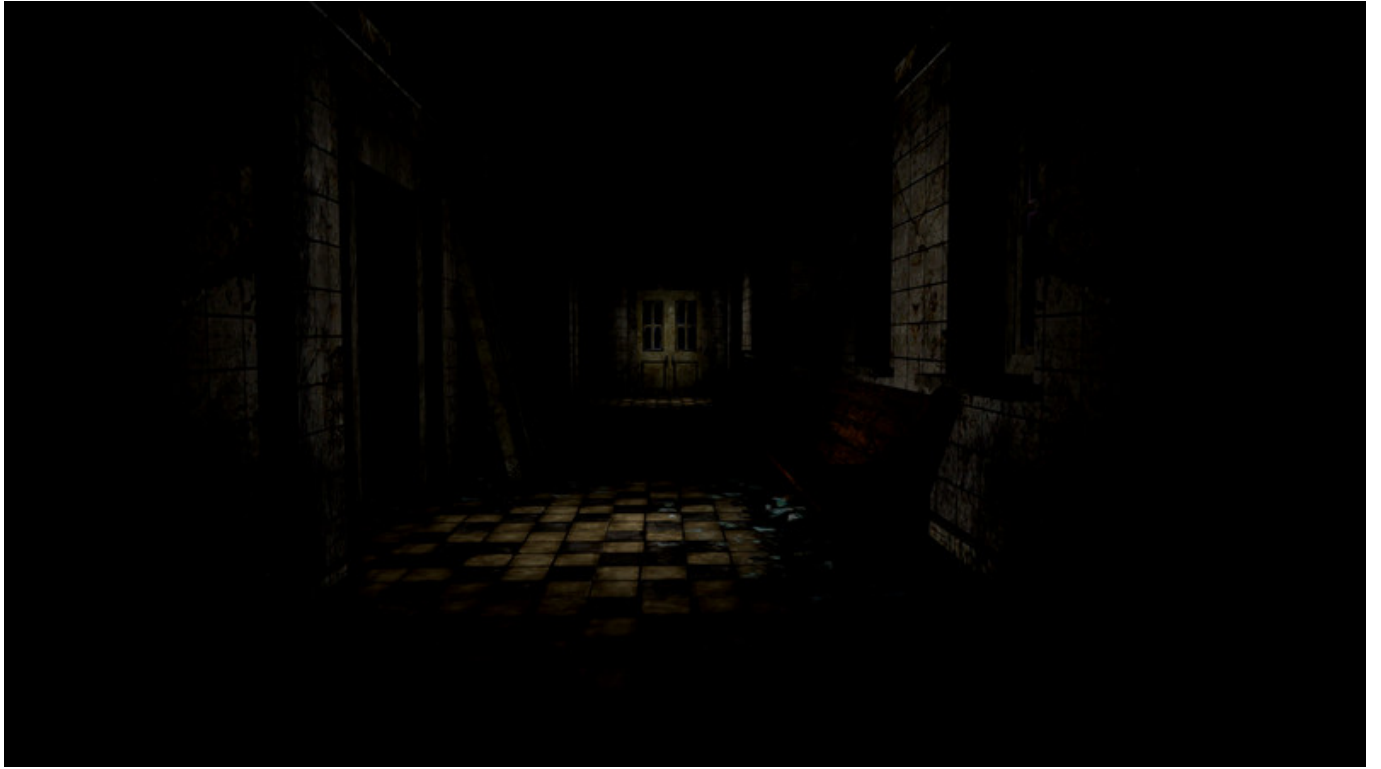
Release Date: 13 Nov, 2012

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English,German,French,Italian,Japanese,Dutch







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Yaaaaaaaaaassssssssss. This is a quick and fun tower defense style game. As other reviewers have said it's not really one of great depth and once you've got the hang of spamming archers then most levels are straightforward.

This is also a simple game to get "perfect game" with 15 do-able achievements and a useful guide to getting them all is on the community page. Took me under 4 hours play time to complete and get perfect game.

My one annoyance with this game is the game board doesn't quite fit on one screen and the scrolling is clunky.. This game makes me Stress but I do liked to play it So much SO ADDICTING and HARDCORE GAME !!!!. Great puzzle platformer. Puzzle and platform are equally important in the game, both skill and brains will be needed to beat it and even more so to complete all the secret levels.. Yomawari: Midnight Shadows is an overall improvement to the series, surpassing the original while keeping all of the details fans will enjoy. It seems to run on the same engine, with minimal graphical improvements, but makes better use of its artstyle by challenging the setting with a greater amount of environments to explore.

Midnight Shadows is split between two playable characters, who take turns under your control while facing different trials for each chapter. Like the first game, you have extended periods of exploring the town, but the core "levels" of the game occur inside structures such as a library, haunted mansion, and sewer system. The puzzles have a similar complexity to the first game, but add in more details thanks to variety of areas you explore. In addition, each chapter of the game has its own boss encounter, which some may find appealing. Personally, I thought they were difficult but unrewarding experiences due to the gameplay being unsuited to faster-paced enemy encounters--especially considering the "angular" camera which can make it difficult to perform precise movements. In particular, I hated a boss which scrolls the screen automatically, but who is too slow to keep up with you. This meant that your character could outrun the screen, and would glitch up against it, and the pace of the battle was controlled by the boss and not by the player. Lots of these boss encounters suffer from similar issues.

One of the better additions is that the new town is somewhat bigger, and the game feels a little longer. You can also go back and explore a slimmed-down version of the town from the first game. Many of the exploration-based collectibles in the post game experience are also less reliant on luck, though they can still be devilishly hard to find. To improve this portion of the game, you can also return to any of the indoor levels you completed before, and there are a variety of upgrades you earn through the story experience. I found the post-game to be the best part of Midnight Shadows, while I barely touched it in "A Night Alone."

The music remains about on-level with the original, containing a good credit song, but mainly being devoid of memorable tracks. Much can be said the same of the story, though it is clearly more complex due to a higher amount of characters, it's nothing astounding. It has some great "meta" sequences and will keep your interest, however.

If you enjoyed the first game, Midnight Shadows is a great investment; otherwise, if you have an interest in Japanese mythology, horror, or anime-styled games, it's a comfy and creative game to get lost in.

. Amber Throne is a turn based RPG in the style of classic rpgs such as Final Fantasy and Dragon Quest, but without the inconveniences that the older titles were plagued with.

The plot revolves around a mute girl who has a single desire, to destroy the titular amber throne, an artifact of great power which can grant the wishes of those who use it. Throughout the game we see the effects of the amber throne on the various races, whether they have had a chance to use it or not. It paints the throne as both good and evil in equal measures, though ultimately, it becomes clearer and clearer as the game progresses that the throne is more than what everyone assumes it is. Along the way you'll meet a colourful cast of characters, each one having varying stakes in the story. Some feel like the Vaan and Penelo of the story, having little reason to go to these insane lengths with a girl who can't even speak. But overall, the entire party fits well. The biggest thing the game has going for it plot wise, is the metaphors it presents throughout the game, I'd list an example, but I don't want to spoil anything. But suffice to say we get to see each nations wish twisted against them in some form or another, and the execution is beautiful for an indie title.

The combat is as traditional as it gets, turn based with menus. Its alot more streamlined than the classics though, instead of having everyone be able to equip all kinds of items and magic, each character has a list of skills they can unlock as they level up. With a set amount of these abilities being equippable to that party member at any given time, forcing you to pick and choose what way you want to specialize that character, but giving you the option to swap abilities out of combat whenever you like. You

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can have three of the roster of five characters you'll eventually have by the end of the game on the field at any one time, and can't swap them out mid battle. Each combination of characters works in different ways, since you could have all of the debuffers in one group, or the tank, glass cannon and taunting tank in another, and both will work. My personal favourite combo was tank, glass cannon and spellcaster/healer, but that didn't mean I didn't experiment and have fun while doing so. Combat itself is very fast, normally lasting between two or five rounds in random encounters, to about ten maximum for boss battles usually, with the animations for attacks being swift and visually impactful. What little grinding that you might want to do is made painless because of this.

Visually speaking, the game is a mixed bag. Its all hand drawn, but not to an insane, breathtaking quality, at least not all the time. During combat, the art really stands out, both with your characters, and the enemy sprites. The cutscenes shift in quality, but for the most part they look very nice as well, using a slide show format with the text underneath, giving it a slight storybook feel. The overworld map and overworld sprites for everything are pretty simple, but they aren't bad by any means, nor are they good, they do their job and don't look out of place. Though, it is a bit annoying that the quality shifts so much throughout the game, with one part in particular with the final boss really looking like smudges across the screen.

The music of this game is very simple, no grand scores or epic pieces. To the end the tunes pick up the pace figuratively speaking and get much better, but for the most part the music does its job and it does it fairly well.

Overall I love this game, its everything I could possibly want from a classic inspired RPG, with some added depth. It isn't an RPG in the sense of dialog options or massive impactful choices, but in terms of combat and character development. The story is what you'd expect from a classic RPG, but with alot more connectivity and substance. You aren't going from one place to another, doing things to get four crystals of the elements, or stop the evil emperor, or save the princess. You have a goal, and everything you do revolves around it, every boss you fight is directly tied to the main plot. Everything, revolves around the Amber Throne. The best comparison I can think of is Chrono Trigger, minus the time travel. While not as perfect as CT, Amber Throne manages to really be a retro rpg, and something much more at the same time. I would recommend it to anyone who is a fan of classic Final Fantasy style games, or titles similar to them.. loved it had a minor issues with achievements but oneshark took care of it immediatley couldnt ask for a better company



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An excellent asymmetric multiplayer game. In fact, this game is strictly asymmetric multiplayer. Don't expect to be playing alone. The powers add a very interesting mix to the game. They make it stand out from similar games. I have enjoyed playing this games with many of my friends. It still feels like the god character is still slightly at an advantage, but that's to be expected. I can't wait to see more levels and/or powers added to the game.. Wooohooo! Ahahaha! It's pretty horrible so far. Refund. Maybe in a year or so.. Got it in a random Steam key on♥♥♥♥♥ that says enough.. Amazing! My arm is now about to fall off :). Viaerium is truly a unique game...

There's no losing unless you give up~

No possible way to fail unless you stopped playing this game.

Those stuff aside, the game itself is quite luckluster, to say the least. It's graphics are minimalistic, yet pleasantly arranged artistically, making up for the very few assets it uses.

The game is very short, being able to be finished in under 30 minutes if you go along a normal pace transversing each level. Each level contains red orbs or the "orbs of wisdom" where picking one up causes inspiring quotes to flash on the screen. It is not mandatory to pick them all up to finish the game itself. As you complete each level, you approach closer to this so-called "Council", which are those gold cubes you bump into every time to complete a level.

To be honest, it would be unfair to judge the quality of this game based solely on my review. Some people like the well composed levels and short, inspiring story it delivers, others don't. I personally liked it, and I'd definitely say it's worth checking it out if you have a spare dollar or two to spend.

. Edit: After some more time with the game, I've caught on to the flow of things, and while I still think some things could be a tad less frustrating, it was mostly a case of getting good. Really enjoying it now.

All the ingredients for a solid game are here, but unfortunately I'm finding it a little frustrating. The stages are too small vertically. You play very close to the blocks, which means it's easy to toss the ball behind you accidentally, and the unbreakable blocks tend to be annoyingly in the way too often. I would also argue that you move too slow. Especially if you consider getting all the coins. Each block drops a coin down to you when broken, and each level shows you how many coins you've collected in it. Getting all of them in one stage is frustrating and takes a lot away from the fun of the game, because using power ups can cause blocks to break all over the place and you'll never be able to get all of them at once, not to mention the need to catch the ball. Getting 100% completion would be a nightmare.

Aesthetically this game is fantastic. Looks, sounds and feels like a 16-bit arcade classic. I would guess that the game was inspired by the SNES game Firestriker, because it's sort of a beefed up version of that, although not so much in terms of gameplay. I was actually really hoping it would be more like Firestriker, because that game did this sort of thing incredibly well, in my opinion. But the premise here is still good. And for the \$1.13 I spent on it I'm willing to look past some of things I'd consider flaws and recommend it.



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