
Falling Words Activation Code And Serial Key For Pc



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About This Game

Falling Words - a simulator game created to improve the results of high-speed typing with three different difficulty levels, detailed statistics and a global ranking.

The game has three modes that differ in the rate of falling words, the gaps between them and their average length. You can play in two languages: English and Russian. Each dictionary contains more than five thousand of the most popular words of the language.

Your task is to print the falling words as fast as possible without letting them fall below the danger zone. There is a detailed statistics of your games, which you can view, both in short and in detail. The better your results (the number of words and speed dial) are entered into the global leaderboard.

Title: Falling words
Genre: Indie, Simulation
Developer:
Mikhail Melnikov
Publisher:
Mikhail Melnikov
Release Date: 16 May, 2018

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Minimum:

OS: Windows XP/7/8/8.1/10

Processor: 1.2 Ghz or faster processor

Memory: 256 MB RAM

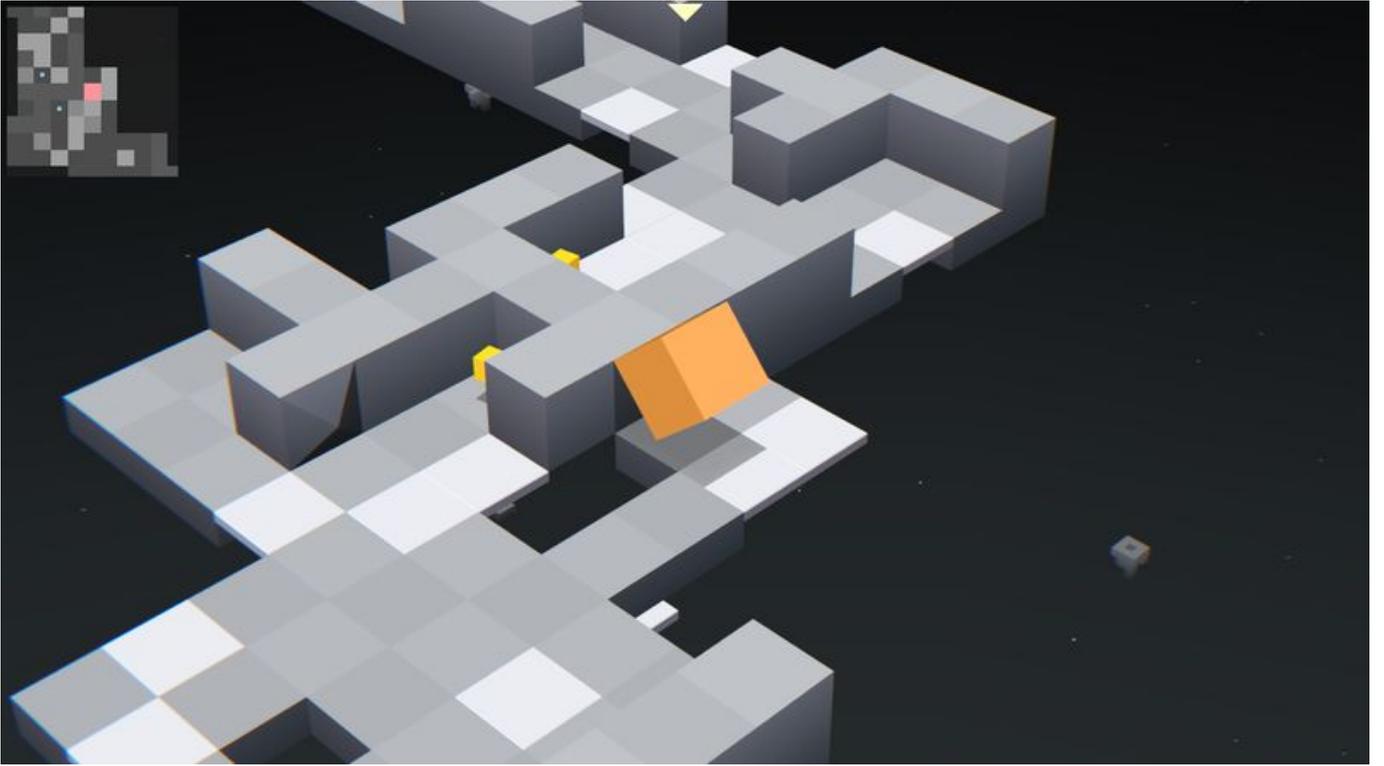
Graphics: 256 MB

Storage: 120 MB available space

Additional Notes: Keyboard and Mouse

English,Russian







The core of the game is that you have to guide the protagonist through the dangers by helping him make decisions. And that's where the interesting premise starts to fall apart.

First of all, the protagonist himself. He lacks any real character and at best can be described as "common", "annoying", "whiny" and only occasionally "witty". I suppose it makes him relatable but it's only a matter of time until he annoys the hell out of you, especially if he keeps dying because of random choices.

Yes, the choices. This is the perfect example of bad and meaningless choices that all CYOA games should avoid. For every situation, there are only two choices, and 90% of the time the choice is whether to go "left" or "right". That's it. You'll spend hours telling the protagonist to go in one direction or the other without any meaningful interactions. The protagonist then continuously asks you whether you are absolutely sure you want him to go this way and continues to whine. If you ignore his whining, congratulations. Most of the time, he'll end up dead and you'll have to replay a large chunk of the game.

Lastly, the story. What starts as an interesting space horror/mystery rapidly devolves into some typical b-movie and ends. Without spoiling anything, I was both surprised and dissatisfied by the ending, having wandered in space for many days before reaching a quick and unsatisfying conclusion.

Oh, and if you want a good CYOA game with similar mechanics but better story, mystery and real choices, you should play "Lost Crew" instead.

Definetly not Vigil: Blood Bitterness! The most stupid and worst graphic game of all the stupid games of steam! It is not like terraria or minecraft or any of those other games with bad graphics, it is just not a good game overall! Do not recommend!. A worthy sequel to the first volume. Do keep tabs on your island, though. If you forget for too long... well, that pile of bones mocketh thee.... This game is really good! It's simple, but has enough complexity to be challenging. I always like to play this game when I have no other games in mind to play. It's relaxing, and a good puzzle, too. This game has SOOOOO much potential!

It's a shame the game doesn't use any of it.

Very dissapointing game, I thought it would be a smaller civilization game. If you put the time in to learn the game (which could take awhile as the tutorials are in video form with the least interesting narrator of all time)...MAYBE it could be enjoyable. In other words, I bought this game for sale and I still feel ripped off.. I was looking through some random forums for decent old school space ship shooters on Steam, and Satazius was mentioned "A LOT", I thought "Satazius huh? Kinda sounds like Gadius, I'll give it a whirl".... And my god, if sounding like Gadius is one thing, looking and playing like Gadius is another.

Satazius is an exceptional game that has CAPCOM's seal of approval, and it's one of the better inde shooters I've played. Basically take Gadius, and take away all of it's medication, force feed it a diet of protein shakes and suffering, then you'll have something that doesn't even come close to Satazius, this game is hard as hell!!! The beautiful thing about Satazius is that the similarities are all there, but it's not a shameless rip-off. For a starts it's way harder, and it's a lot prettier.

I find it difficult to write about shooters like this, well because they're pretty much the same. But the moral of the story here is "Why fix what is not ultimately broken." If CAPCOM put its stamp on it, then it's got to be good right? That's Satazius, an old school side scrolling space shooter, that get's everything right, no complaints from me. Take it from someone who plays these games non-stop.

... And seriously... Good luck with this one, it's well hard!. The plane controls cannot be reversed. I'm uninstalling this right away.. Didnt care for it

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