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## Happy New Year Clicker Activation Code Keygen



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### About This Game

New Year's clicker with New Year's achievements!

There is no New Year's mood? Play the New Year's clicker! This game will be a good gift for you and your friends!

Your goal is to buy all the gifts for the new year! Each gift hides behind itself a heap of achievements!

Play, click, gift!

Features:

- Simple clicker;
- New Year's music;
- New Year's achievements;
- Pleasant price;

**Happy New year and Merry Christmas!**

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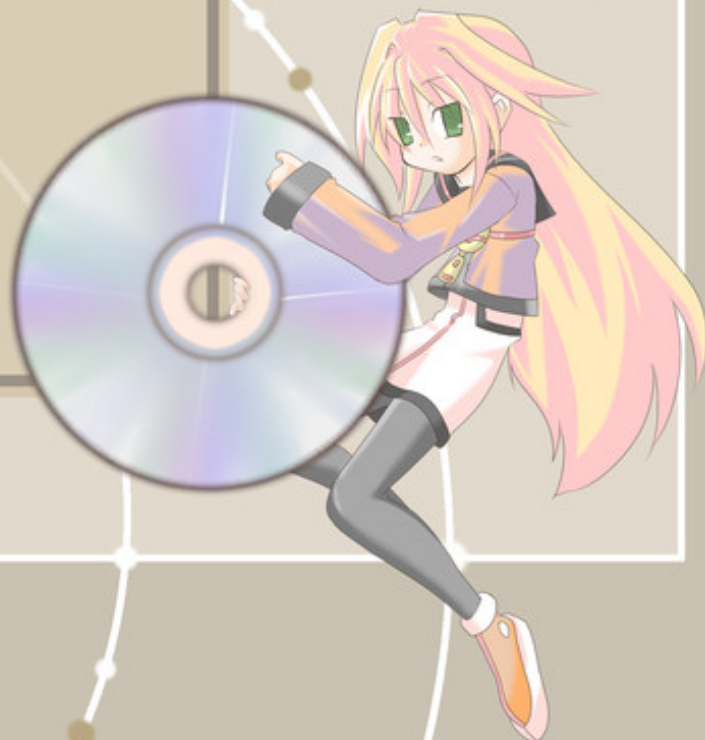
Title: Happy New Year Clicker  
Genre: Indie, Simulation  
Developer:  
CSM  
Publisher:  
W.T.B.  
Release Date: 13 Dec, 2017

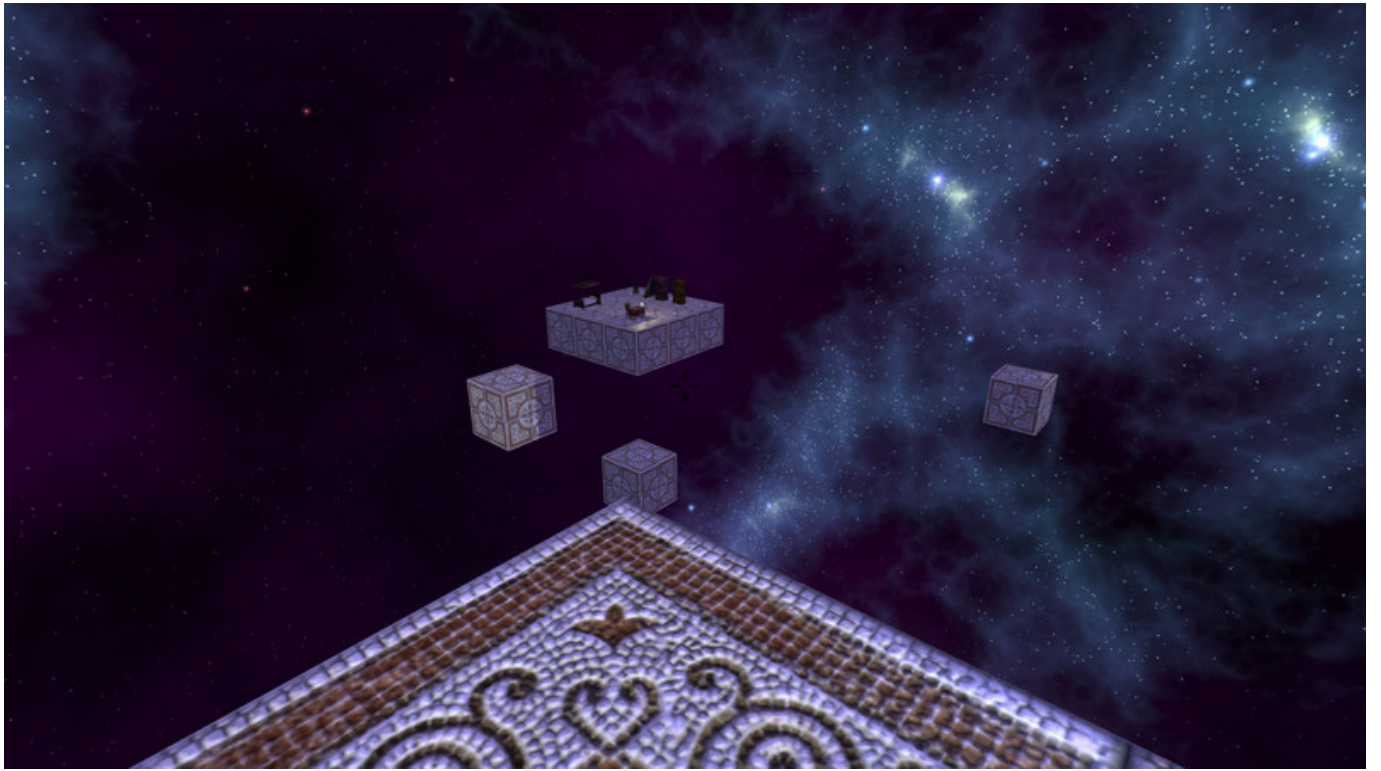
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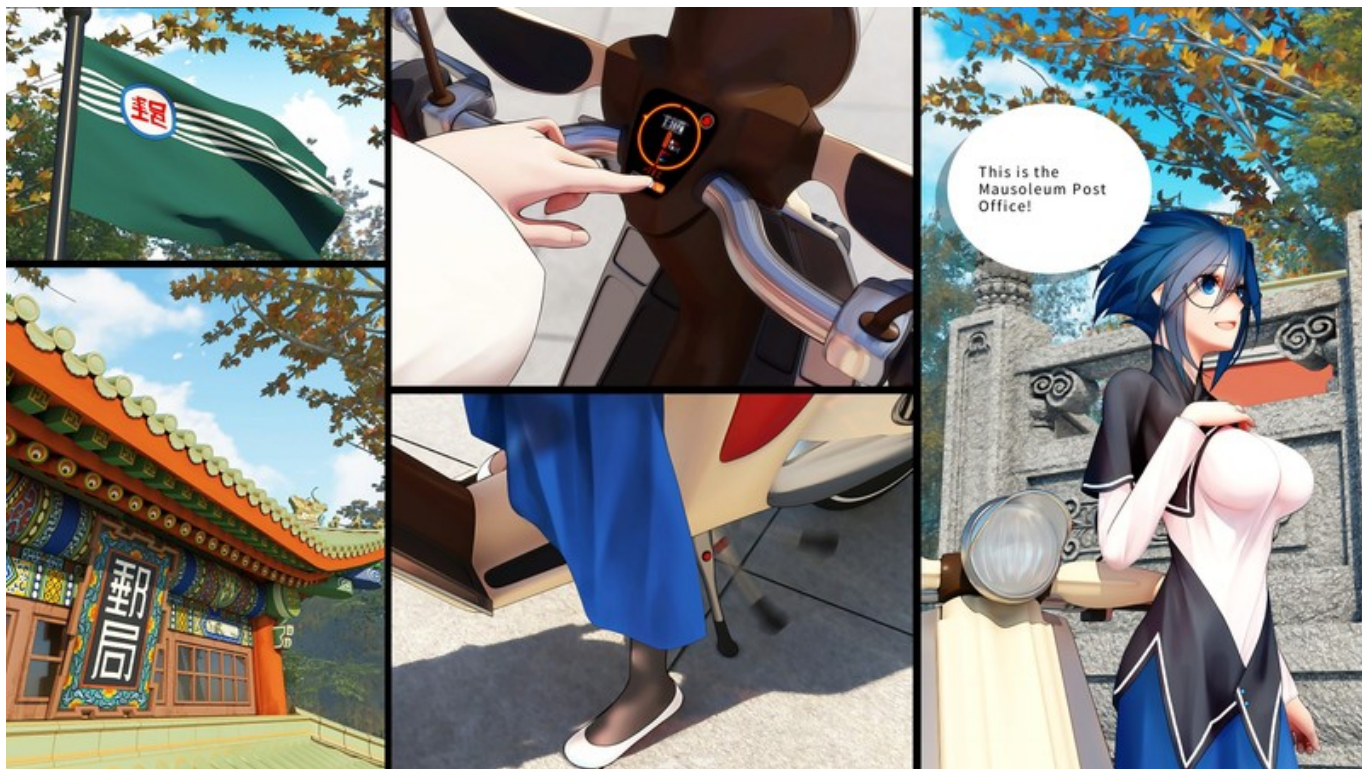
English

- 1 Voyager 1&2
- 2 Nazca
- 3 Hat
- 4 Glassy Plain
- 5 Be My Dawn
- 6 Suburbs Of The Winter
- 7 LingLing
- 8 Green Bird (Piano.ver)
- 9 Icarus
- 10 Green Bird
- 11 Rendezvous
- 12 The Things We Have To Do Now

# Realism. /DEKU







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happy new year clicker

Usually I don't give a bad review of a game but this one deserves it.

1. Hardcore? That's \u2665\u2665\u2665\u2665\u2665\u2665t. Don't excuse an unfair, poorly gameplay and lack of optimization on difficult, the game itself is stressing and pointless, the hitbox is completely absurd, only in the first map there are some points where you have to jump but you don't have the time or the frame to jump again because the code and the endless movement just screws you.
2. Completely boring in a way that is concerning, didn't spend more than 5 minutes playing and already uninstalled, too simple, the music just loops with no changes (Maybe the song but those are the same tunes and samples) in different order and it gets tedious after 2 minutes listening to the same
3. The graphics are just horrible. Hey i'm not asking for a 4k on best resolution but even with the graphics and resolution and maximum it seems like a bad and quick-done 8-bit game, i know its 2D but i have seen games done in Unity way better than this.
4. Literally everything kills you, refering to the point #1, the jump sistem with the left-click is god damn uncomfortable and unprecise at many levels, if you hit the tiny corner of a wall you die, you can't stop running and if you barely touch a wall, you are dead, its not even a jump high enough to avoid double-danger situations, and the cranks are there with the worst hitbox i have ever seen, even in one run i jumped and landed right after the crank with enough pixels between character and crank and I died.

Conclusion: I don't care i got the game free, i'm going to delete it, its just a waste of time, space and i know its going to be dusty in my library so thanks but no thanks, also to be that cheaper it shall show that the creators really put interest into this to give the player at least a decent plataformer.

Not recommended at all.

PD: To publish this review i had to play for at least 5 minutes (Only played 4 when tried to publish) And to be honest, it was the longest minute in my life dealing with this garbage of game.. It was cool the US became Fascist.. Really fun game, i havent played that far yet but the story seems funny and the gameplay is like many other management\simulation games except this one adds a bit more fun with these mini games you have to do. So far so good! Now I'm just waiting to beat down Kim.. Emogame and Emogame 2 were staples of my adolescent experience. They turned me on to a slew of music that I wouldn't have appreciated otherwise and managed to be both hilarious and thoughtful throughout. When I saw that the creator of those flash games, Jason Oda, had developed this odd-looking title, I was intrigued. So, I'll lay out the negatives first: unskippable intro (that you will have to sit through many many times), boring and awkward combat, unintuitive gameplay mechanics. With that in mind, the game is a remarkably beautiful meditation on mortality explored by proxy through slain video game characters facing deletion and finally oblivion. If you go into this expecting a hack and slash dungeon crawl, you will be sorely disappointed. This is more of an interactive poem than a game, and it excels in that respect.. DriftForce is incredibly simple yet surprisingly hard. It's just a lot of fun, almost meditative somehow, and absolutely worth the 5 bucks!

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The concept seems fun. First-person point & click adventure game featuring a private eye who is investigating a murder.

However, the execution from both a gameplay and writing standpoint are really poor.

The dialogue is very obviously translated, and it comes off as stiff and robotic, with odd grammatical quirks here & there, and even some odd lines that seem like mistranslations. The voice acting is serviceable, but given the lines they're working with, it sometimes comes off a little wooden.

All of this makes it very difficult to get invested in the story.

On top of this, the game controls poorly. You have a cursor that you have to move to the edges of the screen in order to turn. Think Wii Motion controls for a first-person-shooter, except you're using a mouse instead of a wii remote. It's feels sluggish and makes playing the game feel like more of a chore than it should.

I also didn't much care for the amount of interactivity. With only one of two things for you to inspect in each area, it felt very limited, almost like the game didn't want you to explore the environments, but just push forward.

Overall, this game feels like a chore to play, and since the story isn't as captivating as it needs to be, it's a chore for pretty much no reason. The game doesn't hold up today whatsoever, but even when compared to other adventure games of the era such as the Nancy Drew games, Myst III, or even one of Microids' other games, Siberia, Post Mortem just doesn't cut it. You'd be better off spending your time playing something else.. Plays a bit better in the physics but other than that it's the same old boring gameplay where I find myself getting bored after the first lap, The main concern is there is no commentary, I know racing games don't get commentary but damn this near puts u to sleep.. The pictures and the video looked interesting enough for me to buy this game, even though the game description is kinda awkward. I mean, a story that will show me what's important in life? Well, we will see. You begin the game in a house, with obviously no memory and..no clue what to do. As you can see in my video, the start is kinda rough because you have no directions or whatsoever.

<https://youtu.be/VokYHxzVEr20>

Even with the weird beginning, I'll continue to play this game because I'm curious what will happen. The graphics are okay, I guess it was built with RPG Maker and the sound is fitting.. A ton of work went into the aesthetics and the style really shines. However some work on gameplay and adding more enemies is needed. For instance, allowing the player to duel wield and reducing the cooldown would ramp up the fun factor.. 17 thumbs up. Well done. Who knew chickens could set off land mines! .Too short, too boring, no storyline, stupid "screamer" in the end. I don't recommend anyone to buy this game. It would be better if you spent your money for icecream. :). So I have many vive games. This is one I return to time and again. Its just fun.. Have to admit, one of the most amusing games i have ever played. This is something i do everyday at Walmart! This game is literally about my life. 10/10 would fart again!. I spent hours to get the achievements, which I never do. Only to find out before I finished the game getting 500 population and the using the portal to leave the island that I have no coal for some reason. The coal is needed to make tools which seem to be required to pickup the coal near the mine. I watched as my people starved to death and the undead climbed to the hundreds. I sat and watched as every single person died....I finally figured out how to get enough food to even be able to play as the chicken + - gets pretty confusing the first play though. Thanks for making a game that let me die a little inside.

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