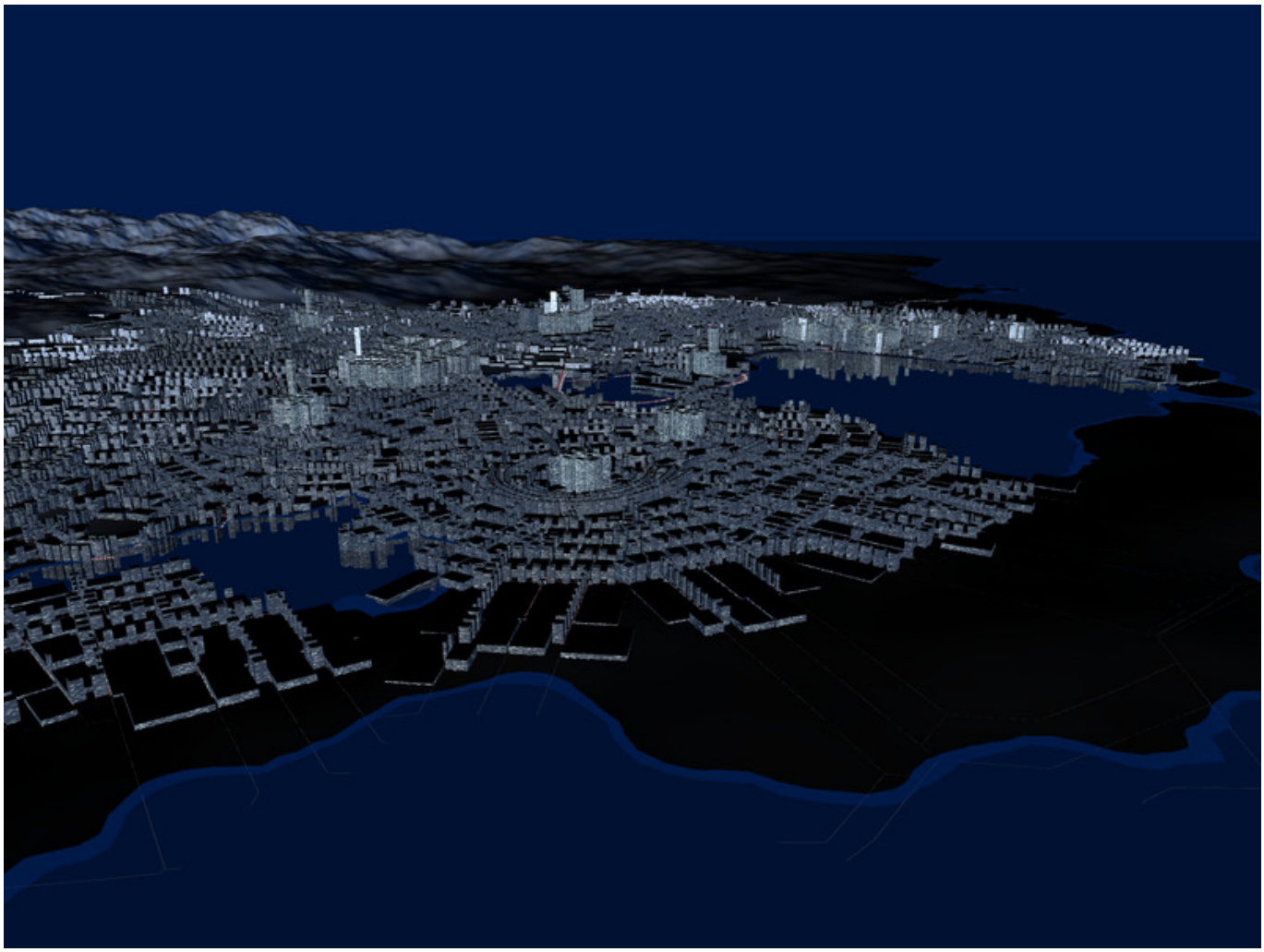
IHF Handball Challenge 14 Download 12 Mb



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About This Game

Discover the best handball simulation!
Become a handball champion playing the first simulation with 120 official teams from the 3 most prestigious leagues: the Ligue Nationale de Handball (France), the Toyota Handball Bundesliga (Germany) and the Liga Asobal (Spain).
Experience all the sensations of handball with 8 types of shots, 4 types of passes, various defensive moves and the possibility to adjust your strategy in real time.
Play the best teams and the best players of the 2013-2014 season, such as Luc Abalo and Dominik Klein.
Create your own player, customize him from head to toe and get ready for a unique Career mode. Participate in national championships and international tournaments, create your own tournament and play with up to 4 players at the same time!

Title: IHF Handball Challenge 14
Genre: Sports
Developer:
Neutron Games GmbH
Publisher:
Bigben Interactive, Plug In Digital
Release Date: 28 Mar, 2014

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Minimum:

OS: Windows® XP updated with the latest Service Pack

Processor: Intel™ Core 2 Duo 2 GHz / AMD™ Athlon 64 X2 or above

Memory: 1 GB RAM

Graphics: NVIDIA® Geforce 8800 GT or AMD® Radeon™ HD 3870 or above (has to run Pixel Shader 3.0) with at least 512 MB video memory

DirectX: Version 9.0c

Storage: 1500 MB available space

English,French,German,Danish,Polish,Swedish

W
NW
Lord Berich Vlindrel

+ even tho the game is from 2015, the graphics are very nice
+ medici, the island that u have to free from general di ravello, is beautiful and very large. i love the mediterranean flair with the many small towns. it was alot of fun exploring the island
+ there is lots of stuff to blow up. u can also be very creative in the way u destroy ur enemys and there bases.
+ by doing secondary missions (for example time races) u can get points which u can use to unlock or upgrade ur skills.
+ if ur a bit creative, u wont get borde in this game
+ a lot of vehicles u can unlock\/find on the map

- long loading times
- connection to the game servers sometimes stopps
- story is in my opinion not the best and a bit to short (not enough drammatic for me)
- some missions felt more like work than fun. but thats only the case in the minority of the missions
- the npcs are pretty \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665, but thats mostly funny xD

overall i can give that game a 8\/10. i got lost in the beauty of medici and sometimes i wish the island could be real :3

btw there are alot of dlcs that u can buy. they are not necessary. but if u like the game they will be a nice adition. This is my second experience with a Sapphire Dragon Productions game, with the first being Love in the Glen. I'm sorry to leave another negative review, but I hope it's constructive. I really don't intend to be mean.

Heart and Seoul (great name, BTW) is an otome (G x B romance) visual novel. Players experience the story through the eyes of Kim Yoon-Ji, who's spending her spring break in Seoul- the capital city of South Korea- after moving from Daegu. Kim agreed to housesit her rich uncle's apartment while he's away in New York on business. Shortly after arriving, Kim meets Park Hyun-Woo (the dark-haired guy), who works as an architect's assistant for her uncle's architecture firm. When he learns Kim is jobless, he introduces her to his best friend, Lee Seok-Jin. Lee is a rising star DJ currently working at one of the most elite clubs in Gangnam (an upper-class district in Seoul). This club is looking for a new bartender and quickly, Kim is hired. Kim spends the rest of her spring break working at the club and hangin' with Park and Lee... Perhaps falling for one of them by the end of the story.

All-in-all, I'm "neutral" about this game, but ultimately went with "don't recommend" due to huge shortcomings in its writing; an obviously important aspect of a visual ***novel. I don't think Heart and Seoul is "terrible". However, almost every aspect of the writing is undeniably subpar, even for a short title. Including other shortcomings that I've detailed below, I wouldn't recommend it in most instances... Especially if story quality is very important to you. In my opinion, the cons outweighed the pros. On the other hand, it's extremely cheap and short, so it's not a huge investment of money or time- however your experience turns out.***

For more details:

PROS:

+ The setting is unique for an otome game- I can't think of many otome games that are set in Korea.

+ I preferred Park, but both love interests are likeable.

+ I enjoyed watching Park and Lee interact with each other. Scenes with these two together were the most entertaining.

+ Its low price.

+ While it is very short- at just about an hour long- this is a "pro" for people who don't have time to spend hours and hours on a game.

CONS:

- The writing is undeniably lacking, but not to the point of being "horrendous". However, too many major events are dumped right at the end with practically zero build-up. For instance, I could believe that Park and Lee became good enough friends with Kim in this short space of time, but to fall in love with her over the course of a few days after showing no signs of being anything other than quick pals? Not believable in the least. Also, the "telling" over "showing" problem is still prevalent in the narrative. In fact, I wouldn't have learned anything notable about Park and Lee if they hadn't "info-dumped me" at times or if one friend hadn't mentioned anything about the other.

Speaking of which, the best-written parts came when Park and Lee were interacting with each other, rather than any moment they interact with Kim one-on-one. I like romance visual novels that aren't wholly dependent on protagonist x love interest romantic interactions, but the non-romantic interactions shouldn't eclipse the romantic ones. The balance is hard to strike, yes, but in Heart and Seoul's case- being advertised as a rom-com visual novel- 95% light-hearted slice-of-life with moments of comedy and 5% romance stuffed in at the eleventh hour is just too imbalanced.

- The characters are very flat and underdeveloped. While I do like Park and Lee, they are one-dimensional. Neither go through any development nor do you ever get to see anything other than what's on the surface (and the occasional things that weren't on the surface are informed traits). As for the protagonist, Kim... I don't dislike her, but I found her boring- there's nothing interesting\/unique about her. She has almost no insight and nothing of interest to note about the situations she's put in... not even about the guy she's supposedly falling for. So it's a mystery why she fell for either of them to the extent of seriously considering to make a permanent move to Seoul. Also, it goes both ways- it's a mystery what both boys see in her past her [stated] good looks.

- The endings are not only unfulfilling, but the differences between Park's and Lee's are minute. To be more blunt, it's practically a copy-paste. They both confess their love for the protagonist in almost the exactly same way, respond to her acceptance\/rejection nearly the same way and plead with her to consider staying in Seoul almost identically. Regardless of who you choose and where you choose to live, straight after, there's a few lines of uninteresting monologue by Kim and that's it.

- While the interface is relatively bug-free, it could still do with a handful of improvement. The text skipping was finnicky- in order for the Ctrl key skip function to work, you had to press it down before a line of text ends, but thankfully, the alternate skip function works fine (the "Skip" button in the textbox menu). You can't save your game when you arrive at a set choices- this is where you want to be able to do so the most, so it was slightly annoying. In terms of aesthetics, it's on the uglier side... but the text is still readable, which is what will ultimately matter more to me than bells and whistles.

- The sprites, for the game's price, are fine in terms drawing quality. However, they're very static. Their expressions never change (not even once, unless I missed them for some reason) and they only move when the locations\/scenes shift. Also, Lee's sprite is noticeably larger than Park's, giving the impression that Lee is standing closer to Kim although both guys should be the same distance away.

- That cutscene with the club and clubbers is entirely pointless. In fact, as another reviewer pointed out, it doesn't appear to be Korean in the least. Moreover, you can't skip it. It does go on long enough to be annoying- especially in subsequent playthroughs.

I had an under-average (but not "horrible") experience with this and Love in the Glen... but I don't like to write creators off until I've experienced at least three of their works. It's hard to say if Heart and Seoul is an improvement over Love in the Glen. Heart and Seoul is an improvement in terms of artwork, its mini-game and the functionality of its interface, but a significant step down when it comes to replayability and music. In spite of Heart and Seoul coming after Love in the Glen, it shared many of the latter's problems; especially in regards to its writing as a whole. In fact, judging by the feedback on SDP's other titles such as True Lover's Knot and Last Days of Spring, it seems to be a recurring problem.

I think my next SDP game will be Last Days of Spring (seeing as I already bought it some time ago) or another future title if it interests me. Hopefully it's third time lucky!. I love this game!!! I used to be a metro comflict player back in the day and

was soo happy yo hear that its back!!. Not a bad game, but neither is good. An experience so simple (because it's meant to be played in movile devises) that really doesn't make an efford to stand out. Bland narrative, mediocre graphics, tedious bullet-sponge bosses. There isn't even a scoreboard implemented and the game dificulty levels feel the same, it really doesn't have replay value. In the other hand, the price tag is fair.. I really want to give this game a positive review because it's one of the very few halloween themed games in existence. It has a lot of potential and it looks really cool but there are a lot of things that need to be fixed. First of all some of the enemies take too many hits to kill and when they come up to you and attack you go flying up in the air and they just circle around you so you just have to aim down and spam until they're all dead which is pretty annoying, It would be good if there was a difficulty setting to help with that if there's no other way of changing how the enemies attack. The enemies projectiles go through walls and hit you almost every time which is a load of crap. Also the mouse moment feels really weird and slow, and you can't look directly up so it's hard to hit the flying enemies when they're above you. As well as that when you shoot if you're moving in a direction the bullets swerve whichever way you're moving which is dumb, the aiming is off aswell and most of the time you can't hit the enemies, maybe its the hitboxes or something but it's very annoying. The gun doesn't sound very good and that could be improved. The maze game mode isn't very fair cause you don't start out with a weapon so you can't kill anything. The arena mode is really difficult aswell. Overall it looks really cool but there's a LOT that needs fixing\/improving. Sadly it feels like this game was made by a child so I doubt this will have any major improvement at all ever.. Good variety. Worth the price, if your making a game with space ships.. the best Call of Duty DLC, total 6 maps 4 for multiplayer and 2 for the Co-op special ops
worth the 15$

This aircraft is something you want in your hanger. This model is the Virtavia B-29 but without the extra skin. If you plan on buying this airplane buy it at FlightSim Pilot shop. It cost $18.00 and comes with the default metal skin and a Dina Might Skin. To get more skins buy there is a pack with 2 new models and 7 new liveries $14. The steam edition on here seems to reject the additional skins. 10\/10 model and sounds. But buy it from FSpilot shop.. I have to say that i realy enjoy this game. There are some bugs here and there, but overall i like it.
It is not the same as Farmingsimulator from giants. But this game has elements and features that giants dont add and vica versa.

. I got 15 hours out of this on my first playthrough, beat it in a day or two. It's pretty fun but I still prefer the Diner Dash series as far as time management games go. The English translation was a bit sloppy, in my opinion.. But it's not a huge issue. Just a few typos and rarely some odd grammar. It was more complex than usual time management games and really focused on micro management. You couldn't make as long queues as in other games, either, because sometimes you'd have to wait for an action to be complete before you can queue the next one. I thought the levels were a good length. I didn't find myself bored at all. And I think the difficulty was good too. I got just over half gold on the first play through and got maybe 90% of the challenges right. I thought the story, characters and art style was cute, too. If you like time management games I think it's worth checking out.. I'm dissapointed enough to remove it permanently from my library.. Cute, beautiful game. I'm surprised by the lack of controller support.. This is a solid game. The difficulty balance is good for the most part, the only thing that bothers me is how many bombs you get, this makes the game a bit too easy because the bombs themselves are quite powerful. Numerous areas of the game are synced with music, which definitely makes them very enjoyable (the music itself is great too!). The graphics could be a bit better I guess (most notably the stage 1 background in my opinion), but that doesn't really take any enjoyment out of the game. Obviously, the game is very similar to the Touhou Project, but I wouldn't really call it a clone because numerous things are unique. The english translation is, uh, not the best, but it's easily possible to understand everything. Keep in mind that the option to toggle it is not in the in-game config, and can instead be turned on using the config.exe located in the game's installation directory.

I would definitely recommend this game to anyone who enjoys Touhou-like games. The thing that bothers me the most though is the fact that the lunatic difficulty has to be unlocked. You should get enough coins to unlock it by playing through the game twice, but I feel like it shouldn't be locked in the first place.. Very funny game with a lot of jokes and parodies about computer's life and zombies. The history is hilarious and the gameplay is rich. If you want to play something casual (easy to play) and quite much WTF is this!? You should try it. If they would had been added voices, it could be a cartoon TV Show. Still playing it, but i will finish it for sure.. So, I bought it when it was on sale (probably like 0.99 cents) and i have to say that was a bargain. For a horror-indie game, it's actually on another level. Kinda sad that you can't save mid-game, but that's just for the gameplay. Interesting storyline and still can't figure out how to not fu****g break that vase.

Vote: 8,5/10. 1. Browse local files.
2. Make zip folder.
3. Upload to file-share.
4. Free game.
5. Profit???

edit: but honestly, its abandoned game \/ abandonware, its a very good game yeah, hell yeah. But its not longer updated as the dev has fled for some reason :(

This game has A TON of potential... This VN is really good and i enjoyed almost everything about it. The characters are vibrant and are very enjoyable and cute. My only qurralls with the game is some of the H-scenes are terribly long and drawn out when they dont need to so it makes you just wish for the scene to end as fast as it can. This isnt to cut away that the scenes are bad because they arent, just wish some were shorter. The plot for the routes is well written and got me invested into some of the characters. Witht he twist of magic in the game it makes some of the storys corny and takes some of the seriousness out but they are amzing otherwise. The MC is your very typical average guy who is nice to everyone and comes into contact with a event and meets tons of girls because of it. But the main thing that makes me like him a lot in the game is the fact that his personality changes when going throuhg the different routes. I recommend this game 100% if you enjoy playing VNs as the price is worth it and so is the play time.

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