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About This Game

The Great Forest was once a vibrant land gifted to humanity by the gods themselves. Alas, after many bloody wars and the discovery of forbidden black magic, the forest is now known for its terrible curse in which every decade hordes of undead ravage a once great civilization. After an outsider accepts a job protecting an old woman from "creatures" keeping her up at night, he soon finds out about the horrifying calamity first hand.

That outsider is you. Your task is to defend the cabin and yourself from waves of beasts, zombies, demons, and what have you. Utilize strategy, quick reactions, and a multitude of enhanced arrows and upgrades to make it out alive!

- Simple gameplay (aim, charge, and shoot) that still allows for great challenge
- 20+ levels featuring enemies with various attributes and abilities
- 3 different difficulties to accommodate any level of skill
- Gamepad support

Title: Curse of the Great Forest
Genre: Action, Indie
Developer:
Cool Breeze Games
Publisher:
Cool Breeze Games
Release Date: 15 Apr, 2017

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English







Less polished than Gal Gun: Double Peace, but a solid evolution of what Gal Gun VR teased. It's a shame that official VR support was never implemented, because so much of this game just screams "I was supposed to be a VR experience!" Like seriously, the Pheromone Goggles are a PSVR headset, this should have been a VR game.

As for what is offered, Gal Gun 2 trades out the on-rails movement of Double Peace for teleporting between points on the map (likely to alleviate potential motion sickness). This makes the game a bit less frantic, and in my opinion slightly easier. I'm not even sure you can get a game over, or if it's like the VR version where getting hit only resets your combo and causes less mini Kuronas to spawn. The variety of mission types is refreshing, though the limited number of defense mission maps makes them a little repetitive.

Story wise, I'd say this game falls a bit short of Double Peace. The different routes are not distinctly divided (plus side; there's no mission 1-2 this time around), so you end up replaying the same missions over and over, just changing up the order in which you do them to arrive at different endings. The three routes I've finished so far all had decent finales, but it's a bit of a drag to go back over and over.

As far as recommending this game, I do with stipulations. If you haven't played Double Peace yet and are trying to decide between the two, get Double Peace. Then if you enjoy Double Peace and desperately need more Gal Gun, get this. If you've already played the VR version, there's a decent amount of content beyond what was teased in that. Some of the levels are exactly the same, down to where the girls show up in a level. You'll play some content you've already played in VR again, but there's a lot of new stages and new routes through old stages, plus the additional game modes.. I just can not recommend this game but let me start with the pros

Pros

- +Great Graphics
- +Satisfying sounds
- +Solid Gameplay
- +Enemy Design
- +Weapon Design

Cons:

- Difficulty is too steep
- Weapon Unlocks are locked behind steep achievements
- Unavoidable hits
- Some enemies are damage sponges
- Abilities don't work as they should

Honestly the game just isn't very good for what it is, and with the weapons locked behind achievements of getting Gold on the Highest difficulty is just too much. Both my boyfriend and I bought the game as a fun co-op game but it's just really hard to enjoy it. We managed to get up to the bull boss on the first stage and he just kept killing us, no matter what we did we just kept taking damage. The bomb enemies just soak up damage and it's nearly impossible to kill them before they get too close to damage you.

With the game being in early access they could change things around and make the game a bit more manageable but as it stands right now I can't give this game a recommendation.. Silly fun!

My favorite so far is playing as Dirty Potter (Dirty Harry/Harry Potter).

Oh and you get to roast an aging Marilyn Monroe, among other celebs!

The voice acting is top notch, but the insults are tame.

Developers, please make a no-holds-barred one next.. Zoned out playing this for an hour. Feels nostalgic yet modern at the same time. Default controls on Vive are not the most pleasant in terms of ship control; but overall a good experience with neat visuals and a lot of potential.. Looked like a promising game on paper, but once you get in, you realize how little there is.

You get the opportunity to construct tracks for the trains to drive upon while collecting stars. That's about it. You can go inside the train but while in VR, you have to aim a cursor at the horn and the speed of the train instead of using your actual hand. The way you select a level is the same way, by aiming and hoping you are pointing to it. There is no walking around the table so when you get a level that is hard to see, you have to try to adjust yourself to be able to point to it. The controls are barely explained to where I didn't even know there was a settings menu until I was 8 levels in. I know I only played this game for 15 minutes, but I don't see any enjoyment coming from this game in the long run, just wonky VR controls.. Good horror Game
My favorite part of this Game was last Boss.

Puzzle was annoyest part

Gameplay 7/10

Horror rate 7.25/10

graphics 8/10

. Easy 100% / 6min

The small experience is a very effective YouTube video, but didn't translate well to a VR experience. There isn't anything to do, and the story is not very compelling. It is free, but I still recommend passing on it.. funny space action game with lots of ships, upgrades interesting tasks. Superb puzzle game with clunky back story. Slide the blocks, open things, close things, reach the target. Starts easy, ends impossible.. Since no english reviews exist at the time of the review, I write it in english to help, so expect some grammar mistakes:

The third Adventure of our all-time-favorite calligraphist. An adorable Vinty, bad jokes and a new location to explore. What do we want more?

Pro:

- Pictures inspired from real Locations in Singapore
- Like in WW2, it comes with YT-Links to videos from Singapore
- Poodle
- Shower scene with Vinty (\u0361\u00b0 \u035c\u0296 \u0361\u00b0)

Contra:

- Links to videos are available only for one textbox so they are easy to miss, so be carefull while reading
- Art is typical WW, so it doesn't look that polished like Unhack 2 V Last birdling (Especially for the background). But if you are used to it it isn't a problem and it looks far more gorgeous than WW2.

Honestly: It's basicly more Vinty to enjoy. If you liked her previous adventures you absolutely gonna like this one. Others should try the first game since it's for free.

PS: First 40+ Year old MILF best Girl in VN History. the game control is just a terrible. Battlepillars was originally a phone game, and it certainly shows. But does that mean that this isn't any fun? Certainly not.

Here's a Quick Look video of what you should expect when heading into this. Take a look if you're interested or just read my summary of the game below. Just a warning though, it has birds carpet bombing with their crap.

<http://youtu.be/cpoGKJ-wYVw>

[I'll start by saying the basic premiss of this game is a tug-of-war between two sides, something you've probably seen before in other games. But does this do anything different? No, not really. However, it's still pretty fun to play.](#)

[You construct your units with a regenerating resource that can be upgraded to regen faster for the same resource, the cost gaining in price every time. The units themselves are mashed together by a decent number of parts you can select before going into the match, and each one does different things, such as make your guy charge faster, shoot enemies at a distance, knock the enemy backwards, set up mines, poison an enemy, heal the soldier over time, and so on. The charm to it is constructing the unit you want to make and seeing it charge into battle and \(hopefully\) crush your foes. You just have to keep in mind that even though you're creating a stronger unit, it costs more to make it while the enemy might be swarming in on you.](#)

[The other fun part to this game is customizing your soldiers with skins and upgrades, and you can choose which upgrades/skins you want without having to go through others first, which is always appreciated. I also like how open ended this game is about beating certain levels/challenges. There isn't always a correct way to go about something to achieve victory. You can either spam out fodder to overwhelm your enemy, have a mix of certain parts that benefit off each other, or have titans with every expensive part you can throw on it that stomp mostly anything in their path. There's just a good number of things you can do.](#)

[But lets talk about some of the negatives now. Because this is a phone port, there isn't much interaction with you and what's happening on the field. You're kind of farting around and waiting to send out your next unit. While it is fun to watch your units do the work, I wish there was more you could do than just summon an animal friend.](#)

[I'm also not a fan of buying straight upgrades for parts you already own. That doesn't encourage swapping parts from ones that you made better than others. I much rather play with a different weapon to give my units than use the same ones for every mission simply because the game is that much easier with them. The fact that the game limits how many parts you can take into battle also irks me. There could've been a lot more depth to the game if you could always choose a counter unit to what your](#)

[enemy was sending at you instead of being stuck with what you chose and hoping it works out.](#)

[But to sum this game up, even with the lack of interactivity, this is still a solid title for under 3 bucks currently, and possibly still worth it for 5 if you enjoy a decent time waster. The multiplayer options also open this game up for more fun if the campaign and endless modes aren't your thing.. A fun and addicting little puzzle game. It's not particularly difficult but it can challenge your ability to recognize patterns. The gameplay is simple: make squares\rectangles where all 4 corners are the same color blocks to clear them and gain points.](#)

[If you're looking for a simple pick up and play puzzle game akin to bejeweled this might be a good pick for you.](#)

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