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About This Content

Do you love seeing maps with detailed towns and buildings, but lack the artistic skill to create them yourself? Then this pack is just for you.

Fantastic Buildings: Medieval contains 45 detailed and unique buildings that are ready to be used in your maps. Some can even be combined with different tiles for alternate versions. Just select the building in the editor, and place it on the map - it's that simple!

This pack contains:

- A variety of functional buildings such as inns/pubs, stables, churches, tents and NPC homes.
- Specialized buildings such as blacksmith, guild and castle.
- Easy to use materials -- already formatted into tile sheets for you!
- Material that matches the RTP, as well as the large variety of Celianna's resources.
- **Bonus:** Tile object details (gallows, lamp posts, garden/farm fields, market stalls, castle walls, hanging signs), Tile A4 ground tiles and parallax extras.

Title: RPG Maker VX Ace - Fantastic Buildings: Medieval

Genre: Design & Illustration, Web Publishing

Developer:

Celianna

Publisher:

Degica

Release Date: 9 Jan, 2015

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Minimum:

OS:Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor:Intel® Pentium® 4 2.0 GHz equivalent or faster processor

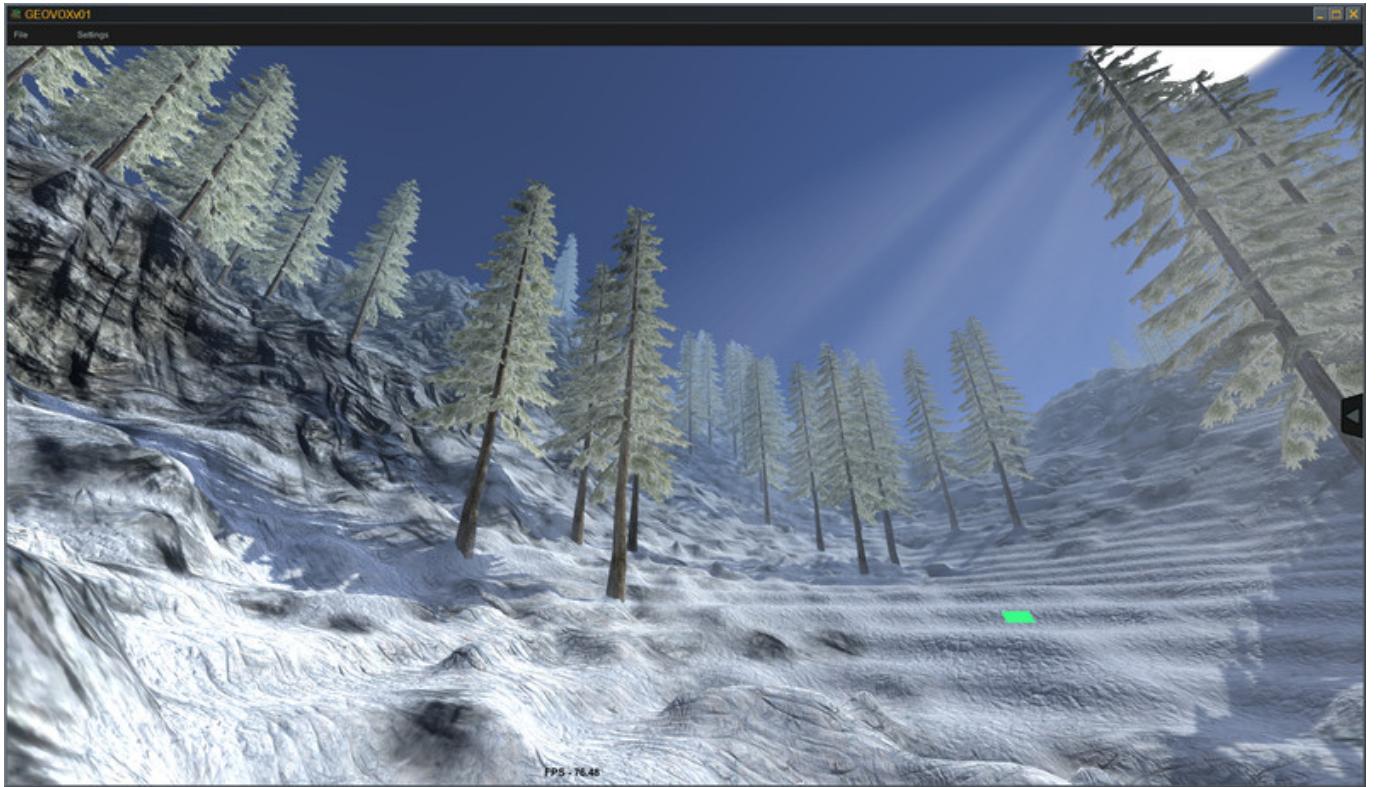
Memory:512 MB RAM

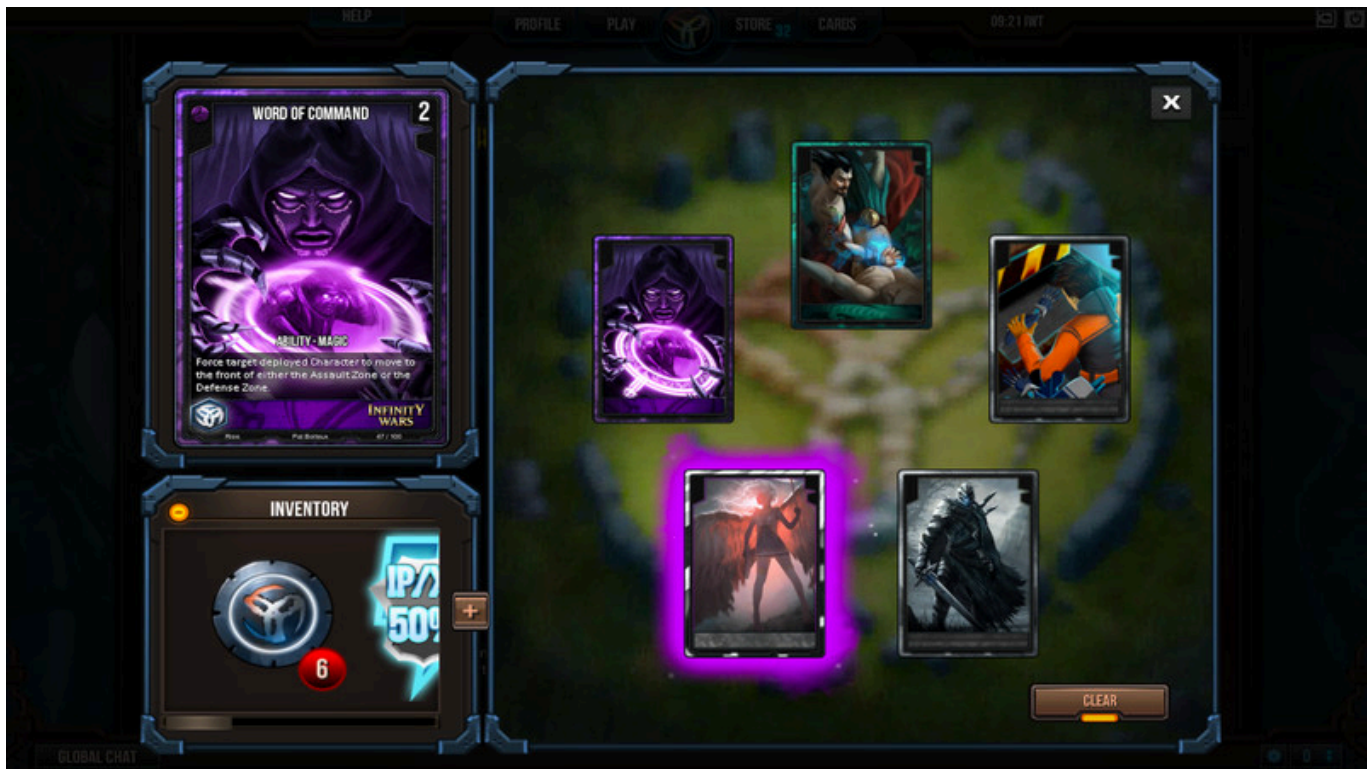
Graphics:1024 x 768 pixels or higher desktop resolution

Hard Drive:400 MB HD space

English,French,German,Italian







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Loads and loads of fun.

Most fun that I have had playing with myself al day.

This game brings back so many memories of the early days.

69/10. Fun game

+You get tired of It in 1 hour but It's cool to destroy houses

+It does not cost too much

-Don't really like beta D:

-Could be online/multiplayer game :D. Is this game worth .89 cents? Tough call for me personally. I'm going to say yes, but just barely. It's really just an endless runner with an end. In other words, it's just one track. It's a pretty decently sized track. There's several obstacles along the way. You move your head to move side to side (which may be a deal breaker for some and I did not enjoy this control scheme and it will cause neck strain if you play more than a few times). You crouch. You move motion controllers to pick up speed. That's pretty much it. No tricks, no jumps, no winding paths. Obligatory pick up coins along the way included.

Rating 4.945555V10 Yeah, get on sale and only if you want another endless runner, but with a skiing twist.. This whole finding things genre has never been my thing, but the story in this was worth it. Great atmosphere and the visuals are quite pleasing. At \$15, there's not enough content. I suppose a few completionist types would enjoy it, but it's not for me.

I like the art, but it's too sparse, and that's a shame as the art is the best part of the game.

The writing is almost good.

The biggest downside is that the game is a serious grind and there's a timing mechanic that serves no purpose.

If it's on sale at \$5, grab it up.. You're mostly buying this for Battle Royale

Let's not beat around the bush here -- with the new Pac-Man Museum compilation, you're getting a bunch of really old games you've most likely played before, a few you probably already own, and Pac-Man Battle Royale. Royale is a bit of a unique release, as it's only been playable outside of Japan at special events and arcades, and has been highly sought out by fans of the genre.

To be blunt, this is the perfect opportunity to wait for a sale just to pick up Royale.

Pac-Man Museum (PC, PS3, Xbox 360 [reviewed])

Developer: Namco Bandai Games

Publisher: Namco Bandai Games

Released: February 25, 2014

MSRP: \$19.99

Reviewing a collection of old games can be tough, so let's start at the iconic, timeless classic: the original Pac-Man. It still holds up today, and although Museum doesn't pack a ton of nuanced options to fundamentally change the game, it does have few extras like the ability to select a starting level (once you earn it), and increase your life and bonus life thresholds.

Having said that, I know a lot of people who hated the original Pac-Man until they played the Championship Edition of the game which really helped them "get it" -- since it was pretty much better in every way. While CE is fully included in the Museum, sadly the DX upgrade that came later is not. Why Namco would opt to give you an inferior, outdated version of Championship Edition is beyond me, and counts as a strike against Museum's quality.

Next up is Pac-Mania, which is similar to the original, just with an isometric view, expanded boards, and the ability to jump. Pac's leaping power is a lot more useful than you'd think, as he can change his trajectory mid-air and jump around corners, making for a more action-oriented feel.

The problem is since the view is at an angle, you can't actually see the whole board, and it's frustrating to have to track down that last pellet you can't even look at. Because of that, you'll have to change up your strategy fundamentally and go on specific routes, clearing pellets along the way. Pac-Man Arrangement is very similar in that it offers up jumping capabilities (with a classic view), but it goes a step further with other power-ups like speed boosts. Both are fun, but not nearly as engaging as Championship Edition.

Then you have the decidedly dated Pac & Pal and Super Pac-Man, which don't hold up today, as they essentially operate like the original, but with convoluted additions such as "keys" and other weird concepts. With Pal you have a ghost that steals items and with Super, Pac-Man grows really big and can speed up to smash through walls -- that's about it.

When it comes to Pac-Land and Pac-Attack, they're anything but familiar. Land is basically the black sheep of the franchise, taking the form of an odd 2D platformer in which Pac needs to escape from ghosts chasing him in vehicles like old-timey cars and UFOs.

It's got a perfect "so bad it's good vibe" going on, although you probably won't want to play it more than a few times. Pac-Attack is basically a clone of Dr. Mario, with Pac-Man pieces eating the ghosts (viruses) instead of the requirement to match up colors. It features a two-player versus mode, which is just about the only way you're going to get mileage out of this game.

Again, Battle Royale is the main reason you're probably interested in this pack. There's no surprise here -- the concept of putting four Pac-Man players in an arena and forcing them to eat each other is good fun. It uses the Championship concept of automatically arranging levels in real time around you, and it speeds up over time to increase the tension. Even if people aren't Pac-Man fans, they can still enjoy the fast-paced, simple gameplay of Royale. Thankfully, it also supports solo play against an NPC, but you'll definitely want to find three local friends for this one (mostly because Museum doesn't have an online component).

Museum as a whole supports full leaderboards for every game, an in-game Stamp Book achievement system, and a "Pac-Room" to mess around in that stores collectibles. Visually on consoles the game looks fine, but every game outside of CE and Royale will support a tiny native resolution while a border takes up the rest of the screen. As a side note, if you buy the game before the end of March, you'll net the wonderful Ms. Pac-Man for free, which sweetens the deal.

Pac-Man Museum has a bunch of middling pieces, but the addition of Battle Royale is the icing on the cake. If you've never played Championship Edition before and thus do not have DX to compare it to, it's a perfect way to re-acclimate yourself to the franchise, while you use Royale to spice up your next local gathering. Everyone else who lacks friends on-hand or has already played CE should wait for a sale, or pass this one up entirely.

Pac-Man Museum reviewed by Harley365

7/10

GOOD

A solid game that definitely has an audience. Might lack replay value, could be too short or there are some hard-to-ignore faults,

but the experience is fun.. The Curse of Yendor is a simple but tactical-like roguelike game that you must make sound decisions. Do I attack the mob while my health is low and try to get the treasure, or do I go somewhere and rest first. Each run through is random, so if you are not careful, you may die on floor 1...or die on floor 5. And the loot is randomized as well. It's a nice little game to play when you don't have hours of time to invest. And it's always fun to see if you can beat your score from the previous game. If you are into rogue-likes, I recommend it! :). I didn't really enjoy the high-energy pellets in Portal 1 because of their time limit, and they were replaced by lasers in Portal 2 for this exact reason. However, Rexaura is more about finding a way to set things up so that you have more than enough time, making the timing puzzles more puzzle and less timing. There are also green pellets which last indefinitely and give you plenty of time to think. I enjoyed this mod and I recommend it to anyone who likes the Portal trilogy.

For more in-depth commentary and spoilers, you can watch my full playthrough here:

<https://www.youtube.com/playlist?list=PLBCsoffCh90q3iQ1LFENm-2ianluzNgh5>. Logitech G900 + Best Clicker game ever = Bliss

It is a great game--beautifully written and made. I loved it in every shape and form. The game is very promising, and if you're one for multiple-endings, this is the type of game for you.

. Not bag hog games bundle, some are better some worse but overall it's pretty good value in this. For the price, its a pretty decent horror game, 2 dollars for about 90 minutes worth of fun so I have no problems with that. It did scare me several times, and for the graphics it does a good job with atmospheric horror. Not many puzzles, but the ones that are there I did enjoy. Only 2 complaints, no english voice over (not huge problem with the text there) and the music during the spider room and the red room was more unpleasant than scary.

Overall I had a good time playing it so I don't regret my purchase at all.. Actually funny :D. Pretty simple but funny and entertaining movie-like quest. Indiana Jones meets, well, Indiana Jones again.

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