Peakvox Escape Virus HD Download Install



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About This Game

Escape Virus Reboooorn!

This game is the DNA's battle for survival between the Virus in the micro-world.

There is no rest and starting all over again if you got hit.

Keep your eyes on the screen!!

Also,it is compatible with the network ranking.

Let's try to compete with the world users!

Enjoy in five game modes.

?Mode:normal?

Save your allies and to escape from viruses. Keep to avoid viruses even for your allies, if they touched viruses you get separated!

Raise the multiplier depends on the length of DNA chains.

?Mode:radio control[Chaos]?

Almost the same mode as normal, but the operation has changed to radio control. DNA and items are increased, then a dramatic decrease in viruses !It's totally in chaos.

The point-addition is proportional to your speed. Go forward and forward without stopping!

?Mode:horde?

No allies appear in horde mode. To take out viruses by immune bomb that can use continuation. The multiplier will be up when you could use the same immune bomb again and again.

?Mode:zoom128?

Rescue 128 DNA allies in the larger screen version. Trying to break the shortest period of time! The screen is fixed. Be careful about the viruses bustle around.

?Mode:shooter?

This is 360-degree shooter mode with shootable DNA mutation. Viruses also became enormous!

Twitter @peakvox / @peakvox_en

Title: peakvox Escape Virus HD Genre: Action, Casual, Indie

Developer:

peakvox, O-TWO inc.

Publisher: peakvox

Release Date: 9 Nov, 2016

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English, Japanese







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Good to know that professional gaming is not a easy thing to achieve..... Fatal Twelve is def one of my top favorite VNs. The soundtrack is spot on and tug your heart.

Just playing them remind me of the scenes in the game. It's perfect.

Thank you for creating such beautiful story and game.

. Not quite ready. I've noticed a few things with this game off the bat. Every turn it gives you a summary of the action in the last turn and the statistics were not telling me about the ships I lost. Combat is simplified kind of like the Civilization games, this combat is a little confusing; much of the time it will show my ship destroy the other one and find out it had destroyed my ship as well.

I do like the game and with a little work these things will probably get smoothed out in a few patches until them I can't recommend this to anyone.

Lastly this is not a 4x game, there is no research and there is no diplomacy I could find.. An RPG Maker game with a fun, tongue in cheek, meta concept, but not enough polish in the execution to stand out.

This is such a fun concept, using a financial system to slay your "debts" (legions of monsters), and interpersonal skills in your one-on-one battles with run of the mill creatures like "Annoying Coworker" and "Late Bill." Unfortunately it still succumbs to the fate that so, so many RPGMaker games do--it's slow, and frustrating to play.

While the writing is fun and cheeky, and the music and art are done quite nicely (again, for an RPGMaker game), the constant random battles reminds me of the first Dragon Warrior game. Sure, it's a classic, but mechanics have changed for the better. It's obvious that the developers of this game also took some advice from Dragon Warrior by not giving us any direction whatsoever, or dropping a single sentence of some vague instruction that we're supposed to intuitively know. Mostly, you'll find yourself wandering around, retracing your steps, and then losing a bunch of progress because you'll wander in to some part of a dungeon or forest you're not supposed to be in and some big ol' mofo will strike you down as swiftly as a hawk on a hare.

Speaking of lacking direction, item and skill descriptions are also comically vague. There are more than a couple of items that have office-related names (they do a good job of keeping the meta theme going), but the descriptions will be "Cures some status effects." Who knows *what* status effects. The best time to trial and error is obviously while you're in battle getting hammered by creatures inexplicably 10x harder than all the other annoyances you've been squashing in an area. After you finally figure it out, it's up to you to remember what cured what in the future. Good luck.

Then there were some odd polish issues. There's no way to adjust windowed, bordered, fullscreen, resolution, gamepad bindings, or anything, really. There's no options menu, period. So, there I am playing this game on a 15" square section of my 55" TV, which may have been another reason I found it so hard to immerse myself in this game.

I loved the concept, and was really hoping this would be one of the few, the proud, the standouts--alas. It's better than most

RPGMaker games at least!

4/10

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https://steamcommunity.com/groups/diggingdeep

It's a really bad and laggy game. I don't get why you lose money because you die! If you don't want them to unlock the gun then just up the prices and get rid of cost for being a *****Class.. Expecting a Summer Sale - Paradox Interactive increased base prices for most if not all their games.

Anything morally and ethically wrong with it?

Vote with your Money.. a gameplay for you https://youtu.be/V85PcX -fps. fun game to play with not very lenghty smooth and with good enough music in the backround 3d platform sothnig different but recomended. Yeah Jam Fury is a nice looking game with some good graphics, cute characters, and even mangoes and ghost peppers?! Well anyways, you got the main protagonist named Yeah, who is really handsome looking and really nice, with his biggest mouth and a big heart, he's the actual grin that everyone loves! But he's a but too chatty because of the quotes he said like "Rock a doodle!" and "Hupsakee!". He's rather slow, but... He's always my favorite. Then you have Jam who was the cool dude With the same Hight as Yeah. He has the fastest speed in the game! And then you have FURRRRRRYYYYYY!!! Yeah, Fury. The big guy who punches blocks and drinks fresh milk from the Z-Mart:). Except he dances too much...And Is more of like a Dum-dum cause his movement was a bit too STOMPY. Last you got the main villain named Ms. Carrot who dislikes the three dudes from the trio and come in the level: "Happy Birthday", and she was not friendly. The game starts with a tutorial and some nice A & B sides in it. The Hard ones like "La Danse Sourir" Where it flips the level and makes it in reverse, and Z-Mart in the B Side where you need to get \$8.00 To get the mango without touching the food! And last but not least: The Ghost Lingers, the secret final level that took me a long time from today to beat and got the cutscene unlocked.

The gameplay is awesome! The graphics are cool! The Boss fight in the last level is epic! Kicked Ms. Carrot's Butt soo much! And even the music is soo Crazy!

Score: 93 / 100 Rank: *SUPERB!* You got a medal! <---Rhythm Heaven reference

I Hope there's gonna have some DLCs!

And a sequel! And the thing I wanted this for the GOTY Award cause it's very challenging!

Love, FlowerCat. Great casual object finding game game with good graphics. Great fun!. I am a gorilla.. Very in depth and complex. You can change so much the possibilities are endless.

Alive [Patch]

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