

## Fatal Twelve Mini Artbook Download No Virus



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### About This Content

The mini artbook for Fatal Twelve.

Contains 24 pages of illustrations featuring work by character designer shio koji and many others! DLC contains both the English and Japanese version of the artbook.

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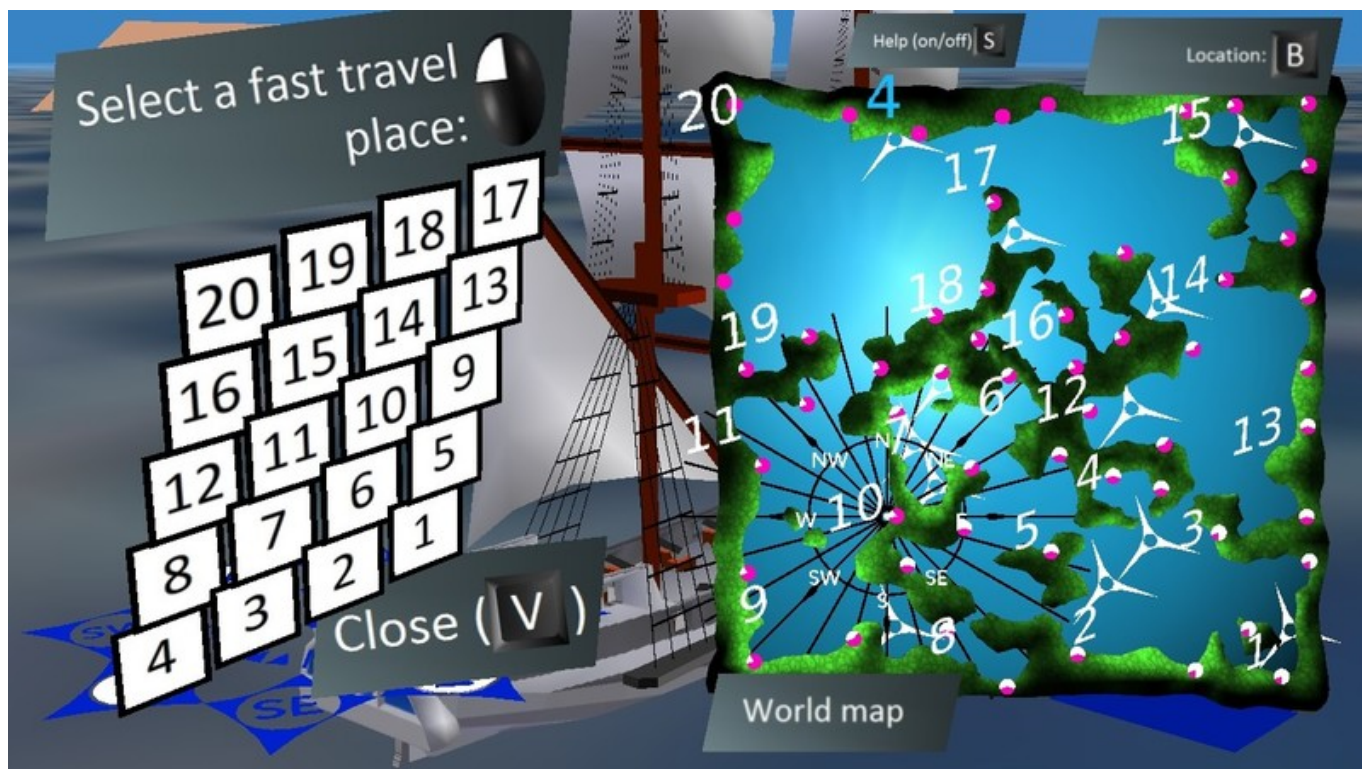
Title: Fatal Twelve Mini Artbook  
Genre: Adventure, Casual, Indie  
Developer:  
aiueoKompany  
Publisher:  
Sekai Project  
Release Date: 13 Apr, 2018

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English,Japanese







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fatal twelve mini artbook

Super fun side-shooter, reminds me of my glory days playing Super R-Type. So many custom weapon options, really enjoying it.. "Dodge: A normal dash with coughing."

I died XD. An amazingly thought out puzzle game, it is like nothing I've ever seen. If you like a true challenge, where you have to do every move right, but without the pressure of time, definitely get this. Not only that but the artwork, audio, and even the storyline all go together to create what I believe should be considered a masterpiece. The Quell Series just keeps getting better and better, perhaps they will astound me yet again with a fourth ;). + Relaxing & Simple gameplay

- + Most perfect "Flat" Design
- + Perfect for Astronomy enthusiast
- + Easy Achievements

- Why too Short?
- the one "Circle" is annoying to search in Mirror object, better make it Two
- Sound too noisy

Hope another game like this but with Trading Cards. The third part doesnt dissapoint!!. Get it if you

- like arcade shooter games
- want to customize your spaceship, making extreme tactics valid (ramming, regenerating ship anyone?)
- don't mind random spikes in difficulty
- rooted for HAL in Space Odyssey, Skynet in the Terminator, and the Borg in Star Trek

Don't get if you want

- a lot of different enemy types
- more realistic or artsy graphics
- a good storyline with meaningful choices
- true space physics. Waste of money. does not work with my graphics.. The game is buggy. I stucked in 3rd location because after inspecting one area I cannot do it again and take the object necessary to proceed. Wasted money. This a Chinese player. Good game. Nice story & artwork. But why can't I have directly access to the resources when I dealt with the triggered battle?When the battle is over, I have to check the scavenge place again, might have to fight again..

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Generation Zero is a simple game with complex elements stuck on. A lot of people have been critical about the game and all of its bugs and issues those of which I have not encountered in the short time I've been playing. This game has obviously had a lot of work put into it and a lot of people seem to be ignoring it. The game doesn't tell you anything about the robots only that there are robots when you first spawn into the world, the only background you get is delivered through an opening black screen text introduction and everything else is delivered through you having to go out and hunt everything down by looking through various military bunkers and completing quests to figure out what's happened to all the now missing people on the island just off of the Swedish mainland.

The game's premise isn't new by any means, Big Robot is a developer that released "Sir, You are Being Hunted" and "The Light Keeps Us Safe," both games that take place in a robotic apocalypse where you're stuck ducking and dodging robots by any means possible, both games have their own quirks but "Sir, You are Being Hunted" is the game most like Generation Zero, you can play it as a stealth game, as a shooter or a combination of both, and that might seem good on paper Generation Zero doesn't have your end goal shoved into your face at the beginning. I think Generation Zero is best described as "Vietnam only you're playing the Vietcong and the Americans are Robots" because that's what it feels like, the best this game gets is when you (and up to three other players) are stalking through a forest to avoid some of the nastier robots or while your scouting out a position covered with robots ready to make your assault.

Generation Zero's combat is insanely organic, robots have variants, and those robots have variants, for example the basic Runner enemy can be Prototype, Military or Finx but those can also have variants, they can be a drone that charges you and hits you with a concussive blast knocking you down and shooting you with a shotgun or they can be armed with missile launchers and machine guns that tear you up. This section is marked spoiler because combat against robots is kind of the main focus of the game. There are only 6 enemies in game but they have special versions listed above as Prototype, Military and Finx. The Robots also unlock new abilities as you encounter the tougher ones, Finx Runners have rocket launchers and the prototype and military don't, the large but dumb Harvesters spew toxic gas at Finx class as well as the terrifying Tank enemy. and to top it all off you have to learn the weaknesses and new abilities of the enemies as you go,

I can't say much on the story because I have yet to finish it but it seems good so far, you have to hunt down answers by hunting down a regional bunker and finding codes to enter and check out what is called a "War Board." because they aren't just thrown at you. Literally they aren't if a quest says go find something it really means go find it. Hunting down houses can be a pain because they don't have any world indicators to show where they are, no addresses on homes or street names so if you want to find a particular house it can be a struggle. Locations aren't the same. If you want to find a bunker or a military base look at your map and start walking.

The world building is great. People might complain about floating objects, objects stuck inside other objects and other things but this did little to hinder my exploration and enjoyment of the game, I can't say they broke my immersion because it happened so infrequently. A lot of the buildings especially random houses is copy pasted but I can see why, it's better to copy paste a whole load of houses with the same thing inside then to leave the houses inaccessible husks populating a town. The game world is massive and many people have said that lack of vehicles is an issue but if there were vehicles the game would lose a substantial amount of the game would be lost due to just driving to new areas instead of taking the slow quiet walk to locations avoiding robots, that being said vehicles would be nice for traversing areas that have already been traveled because despite there being fast travel and safe houses liberally placed around the map a lot of these safe houses are kinda far from target locations and walking through areas that have been walked a million times over is exceedingly boring.

I might add to this review as the game progresses in development continues but for now I'm rushing through making this because the game has been blasted for the bad released.

I recommend this game but only if you have friends to get lost in the world in and enjoy the exploration side of games because despite this game's lack of content it looks like the developers put lots of time and effort into making an interesting world.. I didn't feel like providing feedback, but the begging of (positive) reviews when starting the game changed my mind. The way to get positive reviews is to make a great game, not trying to get sympathy by stating you're a small studio.

I bought this game in the hopes it would offer competition to the current leading title and especially its online-mode. Safe to say I was disappointed.

The UI and logic are, with a few exceptions, awful.



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## UI

- It's slow.
- It sometimes looks like a project a 1st year CS student made with the white background and no borders (Setting numbers and some others I don't remember)
- Finding things is, at least personally, hard.
- The

## Logic

- Crashes happen way too often for a game at this price tag.
- There is a "funny" bug when going to start screen from a game and then pressing previous on your mouse.
- When trading, you need to have the team selected on the navigation tool as well to see the salary.
- Sometimes the salary negotiations bug and you offer them 0/minimum for 1 year. This makes the players mad and unwilling to resign. The bug also persists itself when the player has cooled down so if this bug occurs you're all out of luck and have to trade the player to get some value.

Gamedesign has issues as well.

- Why is there no tutorial? The game has a lot of options everywhere. That would be a good thing, but some options don't have any descriptions (tactics come to mind). It would also help a new player to know where to find things.
- Why is it such an integral part of a GM's life to set player numbers. Why can you not automate it? It is also weird you need to assign them numbers every time they get called up.
- The window for signing prospects is a really weird thing. Why can you not sign contracts in advance and they just kick in when the window opens.

To me it seems like the coding is sloppy and weak. I also don't know how some of these things slipped past QA. They become obvious very quickly when playing. There are also positive aspects when it comes to some features, but for now it seems like there are too many glaring holes in the product for me to enjoy it. Too bad it took more than the 2 hours granted by Steam to figure it out.

TL;DR Has some potential, but too many bugs/bad design make it unplayable. I'd say 5 bucks would be a fair price to pay for it.. Yes, the game is pretty bare bones at the moment but that is what is promised for now. The game definitely has quite a bit of potential in it & i can't wait to see where this game goes. If you're into the Skate series, the controls are refreshing. It's of course, quite a bit glitchy but that's apart of the fun for now. Definitely worth adding modded maps to get some more enjoyment out of it.. There is no multiplayer just splitscreen. But it adds a nice twist to the original snake.. great game i love the map but the game for each wave it a repeat over and over again. Probably my least favorite of the classic three, but still a fun game. Restarted it recently and forgetting the series of events kicked my\u2665\u2665\u2665\u2665 but once I remembered what to do I had fun again



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