Juke Update 8 Download

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About This Game

Maneuver through tough levels and oppose difficult bosses on a mission born of desperation and determination. Juke is a challenging game that aims to create a harrowing but rewarding experience through overcoming intense roadblocks.

Key features:

- Tight controls
- 9 worlds + 1 hidden / unlock-able world
- 132 levels + 18 bosses
- New challenges in each world

Title: Juke
Genre: Indie
Developer:
Jello Godfri
Publisher:
Jello Godfri
Release Date: 9 May, 2018

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Minimum:

OS: Windows XP SP2+ or later

Processor: 2.0 Ghz

Memory: 1 GB RAM

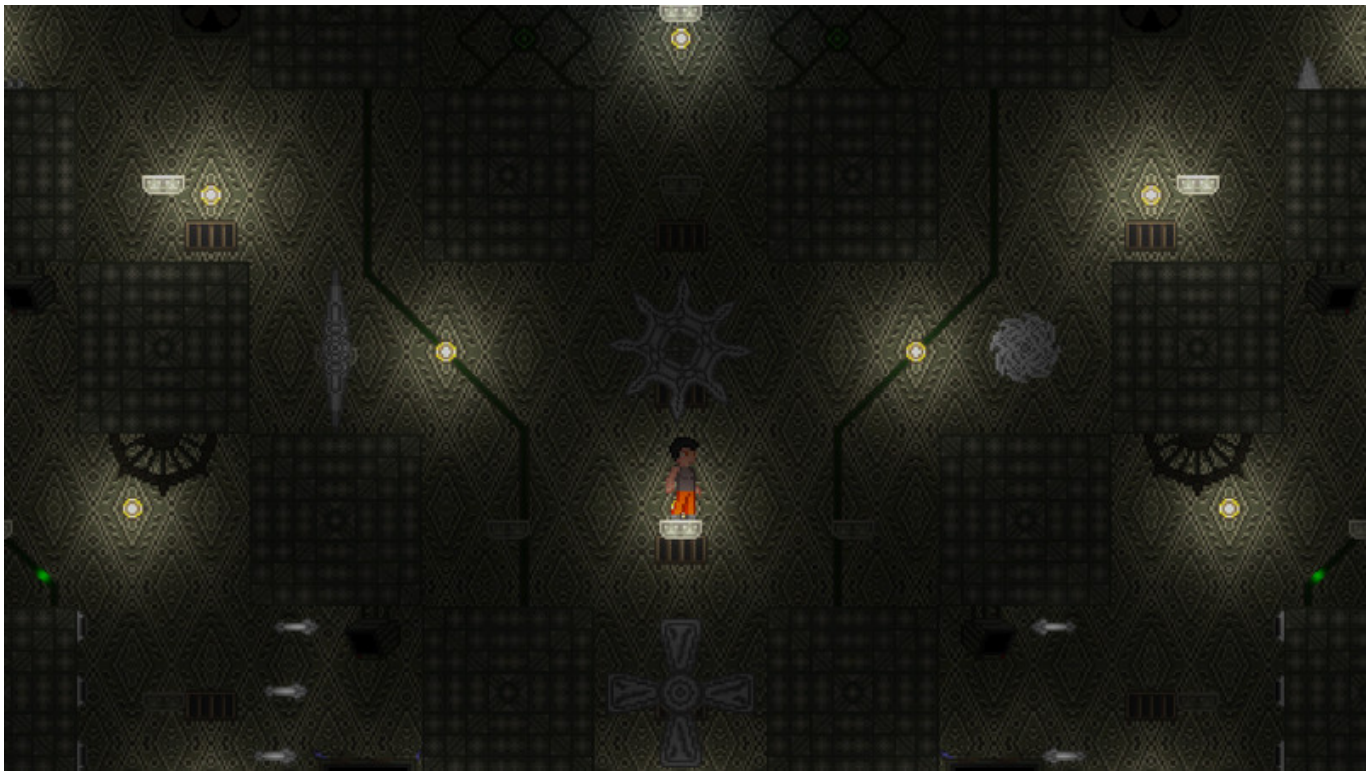
Graphics: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities

DirectX: Version 9.0

Storage: 300 MB available space

English

RIGOROUS TRAINING?
Thelo (7), play Rigorous Training or pass.
CHALLENGE #7: MIDORI'S DRAGON FORM RUSHDOWN
Goal: Win in 4 turns.
Midori must often work around his Dragon Form's inability to buy purple orbs to maintain momentum. Stay in Dragon Form, use various tricks to control your gem pile, and crush your opponent!
Turn: 1
PASS
COMBINE
Puzzlebot
Thelo (7)
Rigorous Training
Reaction: When an opponent buys a 4 or more cost chip, trash a non-purple chip from your hand then gain a chip costing up to 3 more than the trashed chip.
Ebb or Flow
Main or Reaction: Choose one: All players trash a 1 from their gem piles -OR- You ante a 2
Chip Damage
You may put a chip from your discard pile on your bag. Each opponent discards a purple or two chips.
CRASH GEM
Training Day
Trash a non-purple chip from your hand, then put a bank chip costing up to 3 more than the trashed chip into your hand.
MENU



26/100
0/100
226
PLASMAGUN
963842
3
25
18
17
26
13
WAVE 14
Level: 31
Experience: 960 / 2475

Weird, spooky fun. Not my cup of tea, but it's good value for the money. It has some interesting spooky characters. The controls are goofy, perhaps intentionally so to confuse you. It would be nice if there's some sort of loading screen, and a way to speed-past some of the death animations.. \u0425\u0430\u043b\u044f\u0432\u0430!!!. If you want story and feels, it's ok.
If you want actual gameplay don't get it.. The best course to develop video games. It is very simple and easy to understand. You learn a lot during the course. You dont need a previous knowledge in video game development. This course gives everything. Totally recommended.. In Grim Dragons you get to play as a Dragon..... you can also fly and spit napalm on to Civilians and watch them slowly burn to death. 100\/10 grate game!

OWO. If you're living with someone else it's adviced to use headphones the sonds are rather lewd. The story of the game is good and with a patch its almost excellent. Downside is that the end turns into a grinder for points.

I'll rate it 8/10 worth the price. Absolute Garbage, Avoid like the plague.

This is the best game ever. The graphic pull you in, imersing you fully into the lore and story. You can feel the pull of the story with all its twist and turns. You fear what will happen to the city if the fruit happens to hit it. The tension as you move the hoop left and right, invergrate you. It complex control system is hard to master but once you get it under your belt its smooth and fluid to the extent that i forget im even playing a game. Over all i would recomend this game to anyone who favors world building, story, action, love, drama, and dispair. It fun for the Whole family.. It has a lot of potential, but definitely could use some tweaking.

Tweaks I'd like to see:

Reduced cooldown time between scare.
Reducing scare meter take away.
Increase scare items pay out.
Reduce scare cost.

I got into the cycle of only being able to scare someone and it would just get give me back what I just lost.. Anyone who plays this game send me a friends request. No one ever to play with.

IS the demo multiplayer with others playing please let me know. I would play demo it thats whats it takes to play with humans.. This is a game where you throw balls at round enemy robots who are trying to shoot you and you can teleport to a series of cubes (the internet is not a big truck... it's a series of cubes!) and depending on where you teleport, you're standing on a different cube face facing a different direction. It's all very disorienting and kinda disturbing.

I only played the easiest mode (yeah yeah, call me a wimp if you must) where you don't have to throw the balls, you just aim in the direction and fire and it goes that way. I did OK, but I found that I really had to keep teleporting or I got killed.

Speaking of that, when you die, you only had the one life so that's it. Then a creepy robotic voice says "you died! Game over man" or "they killed you!" "You got shot!" or some other line. I guess it's amusing...sorta.

The graphics are really basic. Cubes to land on and stand on, some spacy looking background, round enemy robots that don't move, they just teleport in and eventually locate you and shoot. Oh and it seems the cubes can be destroyed so that means eventually if you survived for long enough, the places to run to might dwindle to nothing.

It seemed to me that this game was probably made very low budget. I didn't find the music that memorable, the gameplay was kinda flat and repetitive (but to be fair I was playing the simplest mode where there are no powerups) and I kinda lost interest quickly.

Things I liked about this game:

- I guess it could be like a big shootout, and maybe with the powerups it'll be cool. I only barely played it so I might not have seen the best it can give.
  Things I didn't like about this game:
  - Nothing really grabbed me about this game. I'll try it again and see if I change my mind.
    Right now, the verdict is still out, but I would say pass on this game based off of what I saw for that short time period. I'll give it a few more runs and see how much my opinion changes. If I go from "Ugh" to "meh" or even "I Love it!" I'll come back and update this.
    . Short review - It's $1, and it should be in your VR list, so just buy it.

    Longer review.

    I grabbed this and had a quick flick through yesterday, I wasn't expecting much obviously, it's $1 , and I was right, there isn't a whole lot, you go to a few static scenes and look around, however, these scenes are great, I love the way the Dev just loads you right on the edge of the cliff, it's like "You're going to look over a cliff" and then it loads and you're like "Whoa! I didn't realise you meant right on the edge of the cliff!" , the Window Gondola

was a great experience, although as a "VR Vet" so to speak it had little effect, as someone else said , the city is very Richies Plank style, I would also suggest the gondola raise higher, but fun none the less. The closing walls scene was an Indiana Jones moment, except no escape, and then of course what everyone talks about, the Spiderman-esq swinging through the city like a pro.... did I say pro? I meant swinging through the city smacking into buildings because I suck at Spiderman.
Overall this is a great little tech demo, you can't go wrong for $1 and is a great intro for VR virgins.
This should be in everyones VR list, well done Dev, simplicity is genius.
Would love to see this heavily expanded on and re-released.. Fun stuff!

A bit of bullet-hell rogue-like combined with Magicka.

. Music will drive you insane. Simple matching game that runs smoothly and doesn't offer much to stand out from the rest. However, if you're looking for a simple, casual, and relaxing game of match then this fits the bill perfectly. The price is right, especially if you can find this on sale. The achievements are simple to get, though the arcade mode portion takes quite a grind to get to. Overall, not a bad indie game that is worth your while..
This game has been in early access for some time. You should note I bought this game when it came out, and it is currently May 16, 2019. It receives major updates which come out around twice a year on average with more content each time for the most part, and is still working its way towards being a full game.

It still feels early access, although I can report it does feel like an actual game and not the framework to one.

Get it on sale, not the full $30.. lol. I love these creative indie games.

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