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About This Game

Get the Shot. Get the Game.

Experience fast-paced hunting action in pursuit of the biggest trophy bucks throughout North America, Canada and Now the Bavarian Forest!

- **Wilderness Madness!** Free Hunt Mode drops you right in the action with game a plenty, or for exacting hunting adventures try Challenge Mode.
- **Calling All Predators.** Track and hunt 18 of the most prized big game animals including Moose, Mountain Lion, Mule Deer and NOW the Red Deer.
- **Get Armed!** Choose from a vast arsenal of 32+ weapons including shotguns, rifles, crossbows, and more. Buy binoculars, hunting scents, rifle scopes and more to lure and track your prey.
- **Call of the Wild.** Encounter the fiercest animals on earth, including lions, grizzly bears, jaguars and more.
- **Command the Outdoors.** Trek through and seek out savage animals in 11 of the world's most expansive and challenging locations including North America, Canada and NEW this year the Bavarian Forest.
- Take aim at the Target Range before heading out into the wilderness.

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- Choose from 32+ weapons and accessories. Compound Bows, Shotguns and Rifles - Decoys, Blinds, Bait, and more.
 - Take on 110+ hunting missions that span the most remote and challenging habitats hunted today.
 - Design and customize the most realistic and perfect hunt using the Mission Editor – even replay your favorite missions.

Title: Hunting Unlimited 2010
Genre: Simulation, Sports
Publisher:
ValuSoft, Retroism
Release Date: 7 Jul, 2009

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English







Initially I liked it, but once I'd completed it once (too easily) it lacked any spice. I no longer recommend this game, as the once-existent support, vanished.. Imagine making some homage to old shoot 'em ups and then only offer KEYBOARD CONTROLS, because that's how you play those games, right ? RIGHT ? Listing Xenon, R-Type, Galaga and what not...you know what those games had in common ? You could play them with a Joystick or Joypad ! Over 25 years ago ! What a novel concept !

In other news...Audiovisuals are the well known "retro" fad, but the weird scanline effect makes everything blurry and just...bleh..Much like the enemy ship design, which is just uninspired and bland. Ship controls are sloppy and awkward with your ship drifting to the side a bit once you stop pressing a key. There's also a side-scrolling effect, which always seems to pull your ship towards the center of the screen when you stop moving for a bit.

Half the time I didn't even know what's a pickup, an enemy, just...background or a bullet. It all just meshes into one clusterflak of things on your screen and with you trying to fly over them, either picking them up, not interacting with them at all or dying :p

Oh and the keys are not rebindable, which is especially great for Germans like me, who have to deal with an Y X instead of a Z X layout --. Note: A friend got me this for my birthday so I might be biased.

ARAYA is a horror game set in an abandoned Thai hospital. I went into it blind and most of the time it felt very atmospheric and unnerving, which is a big plus for me in any horror game. Even though the animations, graphics in general and voice acting are a bit "meh" at times, the story about what happened to this girl called Araya and why she's ♥♥♥♥♥♥♥♥♥♥ off and haunting everyone kept me going.

Comparing it to similar indie horror titles however, I'd say it falls a bit short. The game can be completed in about 4 hours easily (even when you take your time looking around like I did) and because the game is 99% on-rails (the exact same things and scares will happen on your 2nd playthrough) I probably won't touch it ever again.

It's good for what it does though, and I certainly recommend this to any fans of the genre out there, though maybe wait for it to go on sale.. Absolutely purrfect! ;)

- There's a cat in a robo suit
- Awesome level designs
- The boss stages are creative and amusing
- Fantastic music & sounds
- MEOW THERE'S A CAT
- Simple gameplay, great for casual play (some levels do get more difficult!)
- Very addicting
- Did I mention cat? =^_^=

To those of you who are rating this poorly, just because it's simple doesn't mean it doesn't belong on steam...

Also, it's an inexpensive game that is fun to play when you're bored. It's great to play for short or long periods. I think overall it's great, people just expect way too much for a game that is such low cost and simple. Chill out!. This DLC adds three missions (one Human, two Goo) that add some much-needed content and depth to the (good but short) single player campaign.

Story-wise we get an insight on what happened to Singleton, the origin of the Goo and our first glimpse at the Silent Ones, who seem like they're going to be the next faction to be introduced to Grey Goo.

Everything that was good about the original game returns, with new elements in these missions including:

- Singleton as the first hero unit in the game during one mission (funnily enough, in-game he's taller than a human tank)
- The first 'make do with the units you get' mission
- Whereas in the original campaign you could use your Mother Goo as nothing more than a base if you wanted to, this time, you'll *have* to use your Mother Goo in combat
- The first time Goo are pitted against each other in the campaign

All in all a nice little expansion, hopefully more will come so more of our questions can be answered, such as: "Will Specialist

Redgrave finally get that blood off his face?". Loving this! An inspired re-imagining of the old "snake" format of games; leading a line of heroes to destroy wandering enemies without running into them (or the walls) you unlock new heroes by finishing stages, and the heroes themselves can be levelled to improve survivability and damage output (upgrades are a fixed path per character and persist from run to run)

In game currency allows for upgrades and skipping levels or adding more heroes before a stage starts, as well as a few buffs that will last for the entire run (however short that may be)

Picked this up on sale for the utterly insane price of 39p **HIGHLY RECOMMENDED!** ^_^ . J'adore ce jeu. La simulation est pouss\u00e9e \u00e0 un niveau de d\u00e9tail exceptionnel. La difficult\u00e9 est ajustable \u00e0 votre go\u00fbt, et en coop c'est vraiment tr\u00e8s fun... sensations fortes au rendez-vous !. Cute Outfit , 10V10. Really funny puzzel game. Game of life with more rules. Super!,
It only cost med 3\u20ac, almost nothing.

First things first--this is basically a visual novel. That's fine, I like visual novels, but it might disappoint others. There is, nominally, combat, but when you run (usually by accident) into an enemy, you either defeat it and get one Spacebuck or you don't and take damage. Enemies almost never block your path, and the main reason to use currency is to buy weapons, and weapons...allow you to beat stronger enemies. Hmmm.

Aaaaanyway, this game is for people like me who just wanted a story about cute alien girls running around and trying to save the universe. For that, it delivered. While the main cast is a teeny bit simplistic, they, and the story, are endearing and occasionally surprising.

Bad\u2665\u2665\u2665\u2665\u2665 This game had a staff of three people, and it shows. Both the editing and programming have notable oversights (look! there's a typo in that screenshot up there). Neither the occasional misspellings or the walking through walls is ever bad enough to affect my enjoyment. Even when some odd decisions or errors would slow you down, the programmers have put in optional Helpful Dolls to guide you to all solutions and difficult-to-find exits (they're downright necessary on the fourth planet; the sprites that are meant to guide you never spawn).

Edit: I'd also like to point out the puzzle-solving mechanic. Obstacles present themselves as either locked doors or blockages that are easily surmounted with the correct tools: a shovel to dig up things, gardening gloves for thick weeds, etc. You utilize the keys and tools by equipping them to your main-character Captain...and ONLY your captain. Despite the fact you can equip tools and keys to all of your party members and you can even remove the Captain from the front line or even your visible party, only the items your Captain has currently equipped will influence what doors or obstacles you can deal with. To get past a blocked tunnel that occasionally pops up, one has to go to the menu, go to the equip screen, equip the shovel to Captain Whomever, dig away the loose soil, go back to the menu, enter the equip screen AGAIN, and equip a pickaxe to finally open the way forward. It was not a dealbreaker for me, but it easily could be for someone else.

Edit 2: Electric Boogaloo : As of Jan 2017, the above comment about the mechanics has been fully fixed. Now anyone can use any tool or key they happen to equip, which both is a boost to quality, and gives a hilarious visual of your group of aliens armed with shovels, grabbers, and other hardware. This update removes almost all reservations I had with recommending this game.

I will return to Save the Universe, Please like I do a well-liked novel.. Thought it had been a while since negative review so game might have improved. Nope.

1. Buy game, install.
2. Doesn't launch multiple times, after 4th attempt launches.
3. Port Forward multiplayer, follow instructions, nothing works.
4. #\u2665\u2665\u2665it, solo player even though I bought it to play with friends.
5. Find secret path, awesome.
6. Monster "detects" me in secret path, blocks exit, somehow can't hit me and I can't hit him. I'm stuck.
7. Get to first safe zone, spend 20 minutes trying to figure out how trash or get rid of items from inventory. Unable to figure it out, [google.com. still nothing.](#)
8. [Guess I'll exit the game. Game doesn't have an EXIT GAME button? Have to use Task Manager to close game.](#)
9. [Refund pls.](#)

[Game videos make it seem better than it is. Highly disappointed.. A beautiful, original and fun game. Some minor things are worked on right now, but it's already perfectly playable.](#)

PRO

- [I love the overall concept of the game](#)
- [the room is very beautiful](#)
- [the Japanese music is perfect](#)
- [it's fun to play \(although not always easy to get the crates :-\)](#)

[currently being worked on some improvements like :](#)

- [when playing seated, it would be better if you could change the height](#)
- [in-game menu to set the music softer and to quit the game](#)
- [improvement of the wind effect](#)

- when the landscape "enters" the bowl during gameplay, it just moves through the edge of the bowl and especially with higher stuff like buildings, this is a bit weird sometimes. A visual effect to illuminate the edge of the landscape (where it still touches the edge of the bowl) with a fine line in a different color would be a good idea I think. It would give the game a more polished look..

- some crates are mandatory to grab, some are optional, a coming update will make this more obvious to the player

I think the price is right for this beautiful and fun little game and I can recommend it if you're looking for something rather casual and a bit different.. Cointains 4 Soundtracks (24th Jan. 2017)

No Shopkeeper Vocals included! Now it is in. :)

3 Tracks for each level in Zone 5 and the new Boss!

I assume that more Zones and Tracks are following and DannyB won't disappoint. :D. I bought this thinking it would be a fun game because of the positive reviews...Wow was I wrong. This game made me feel like I was actually having a stroke...at one point i'm pretty sure I smelled burning toast. the movent is extremely shakey and i had to turn my mouse sensitivity almost all the way down just to be able to move. I moved my mouse a fraction of an inch and I end up turning around completely. The game could be scary if you werent so busy getting angry at it.. Fun for passing time and has a good soundtrack from one of my favorite artists. I've already gotten used to it and can beat 1:20 on expert consistently, but the difficulty spike is nuts in this game. The transition between each level is drastic, and it will take a while to get used to the next difficulty and I kind of like that.. I wanted to like this game so bad! I've given it so many tries! And it always end the same: uninstall after an hour or two of playing.. I keep trying to give it another shot.. but the campaign mechanics are just too terrible to enjoy :(I finished this game in 2 sittings because it was torture the first time around.

My mistake was to play it on Expert which meant (almost) pixel-hunting for interactive objects.

If it wasn't for the map and the hint system, it'd have been a nightmare. Pity that on a few occasions, the map doesn't tell you what's next.

This game also falls victim to not knowing what to do next, checking the map and finding a HO scene.

Also, the ending was creepy and disappointing.

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