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## About This Game

The aim of the game is to get one resource, as all clickers, and in this case the resource is obviously, money.

You have some different types of business, you click on them, and will give you money when they are done. You can improve that types of business to be faster and to generate more money, and you can also make them automatic by hiring people to manage them.

This is not a clicker where you can only click and click, in this game you need to follow a strategy, there are different, so it's your choice.

What to expect:

-Easy gameplay

-Relaxing clicker game

-A lot of options

-Very long gameplay.

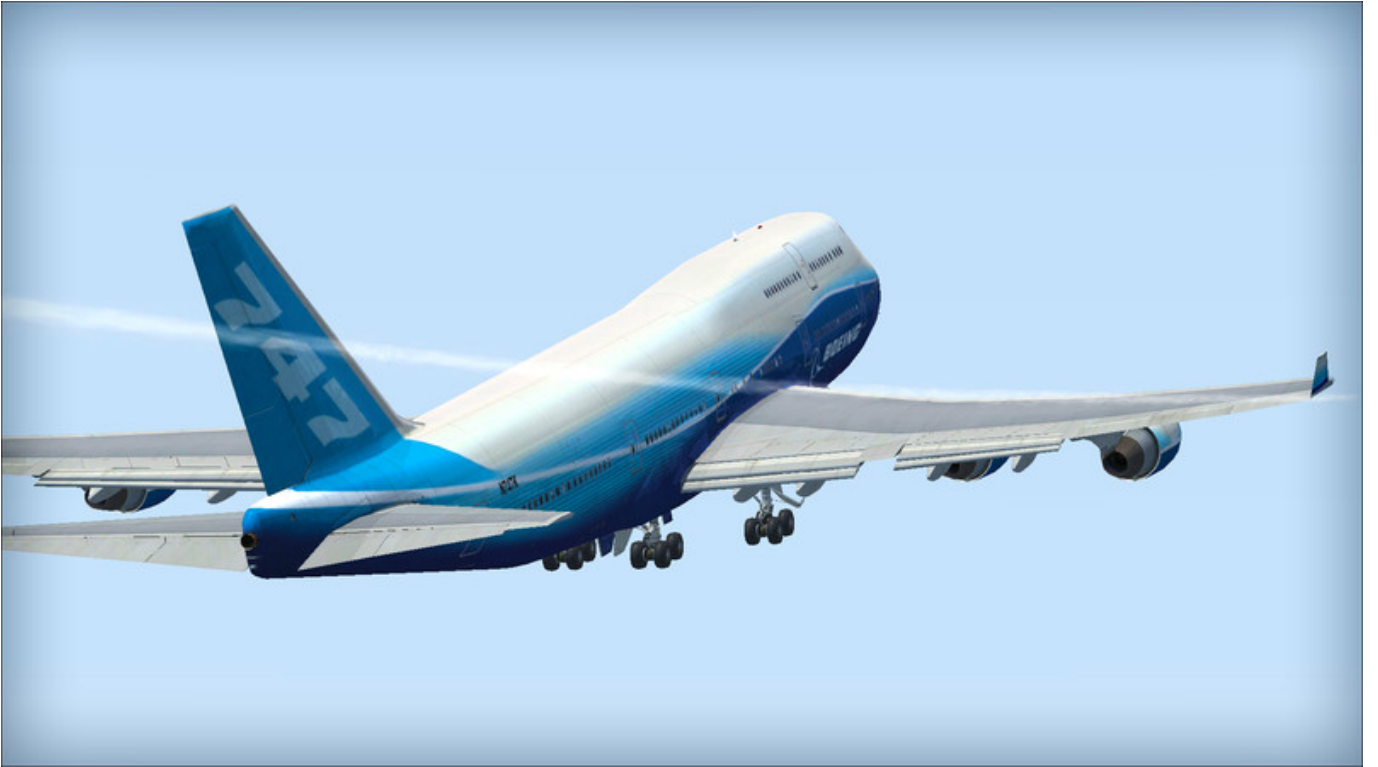
-If you close the game, it will be auto saved.

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Title: Business clicker  
Genre: Casual, Indie, Simulation  
Developer:  
Dexion Games  
Publisher:  
Dexion Games  
Release Date: 5 Jan, 2018

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English



Rytmik Ultimate is a **powerful** music station with unique **drag&drop** interface.





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I was originally put of this game purely due to the graphics itself. If this is an issue for you then wait for the remake OR have a look at the new mod that adds a HD finish.

The game's story has to be one of the greatest plots in FF history. As approved by literally every gamer alive. I have this on multiple consoles and I've loved reliving it every time. I wait (in)patiently for the release of the remake but replaying this will suffice for now.

The characters are great, the villain, even better.

Even for its year of release the graphics aren't dreadful, excluding the character models of course.

Materia was a great feature in this title, with the ability to individually level up abilities themselves rather than just the party adds a whole level of customisation to your game, in theory you'll be designating jobs to party members by assigning specific materia to them and not others.

Buying materia and selling them once mastered is a great gil making technique

9V10. Not bad, but little more than a mini game that can get boring after a bit if you must try it then wait for it to go on sale. I liked the concept and the different branches, but a lot of the story feels more like exposition and it's really hard to bond with the characters as we hardly spend time with them. There's not a lot of time to truly connect and the romances have a 'strangled by the red string' feel. That being said there's a lot of branches and different ways to do the story so you'll get your money's worth on the sale if you're okay with all the expositions and the sparing use of dialogue.

If you're looking for a character driven story that allows you to bond with said characters--which is what I'm personally into--you won't get much here.. Best of the best game about solving a mystery. Short, peaceful, sweet little experience targeted towards lovers of walking simulators and visual stories. If that's your thing, then so is this. If that's not your thing, then neither is this. But regarding what it aims to be, Leaving Lyndow is a brilliant little introductory prologue-type experience, with peaceful surroundings and a short but lovely storyline that I'd definitely recommend to those who enjoy this style of game.. Good game, thoroughly enjoyed it. Nice storyline however it is not a long game and finished it pretty quickly. Not much replayability but it is still good. Does not have really scary jump scares but still nice. I would recommend this to anyone who likes story lines with a sickish and a bit of horror twist to it, but does not like real jump scares.. Very good platformer! Game design is great and forgiving. When you die you don't lose the blueprints that you may have found in the level either from secrets or drops! Improvement on the original overall and I loved the first one.

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Not only does this game look great, but it feels really natural too. The physics are really nice and the interactions between racquet and ball are smooth.

I'm loving the Tron vibe i get from this game, everything looks like a lot of time went into it.

Cannot wait til they release this for multiplayer!

Will update as i play more. If you made speedrunning into its own game, it would be BIOS. The game is punishing, yet fair and has nearly flawless level design. You're forced to make choices like "Do I run through the lazars to save time, sacrificing half my health in the process?" or "Do I slowly clear this room of turrets, or do I make a break for it, hoping none of them finish me off?". The game is even fair when you die, there's no annoying death animation, you just get a game over screen and a slow-mo first person view of your death so you can see exactly how you screwed up, and it only takes 3 seconds to go from death to retrying the level. The levels don't have any BS like hidden turrets or enemies that can hit you but not vice versa, it's designed for you to go as fast as possible while killing as fast as possible. Currently, there's only about a dozen or so people on the leaderboards on the harder levels, which is a shame. The amount of content already available for such an early in development game is astonishing, and the music is fantastic. The best way for me to describe this game is as if Super Meat Boy were an FPS.. It's a nice adventure game. The ending is a bit cliff-hanging, but I took it better than expected (provided all the negative comments here about it), I'll definitely wait for the sequel.. Developers done a runner

GG Still dead. IT'S FIFA 16. Summary: Not currently worth the subscription fee. Plays reasonably well and never crashed on me, but the massive amount of missing features (compared to Football Manager) and general lack of things to do in the game prevent me from recommending it at this time.

The good:

- Helpful community
- Runs fairly well (though the UI is slow at the moment)
- Those familiar with Football Manager will pick it up quickly

The bad:

-Match results are basically random. Playing with an attacking mentality seems to cause my team to concede more, but that's about the only consistency I've found. Possession, for example, seems to be totally random and not at all effected by match mentality or passing style, or even home versus away.

-Tactics are limited to choosing your formation and setting a few match parameters (match mentality, passing style, closing down). Seriously, that's it. There are no individual playstyles for any position. If you want one of your central midfielders to act more defensively or offensively, the best you can do is put a player in that position with attributes that match how you want them to play. But even then, the game gives no indication of how (or if) player attributes are used for different positions.

-The match itself is currently only viewable in commentary form. Not even a 2D topdown view is available yet, although you would think so if you watched the preview videos.

-Player development has not yet been implemented. About the only things that can happen to your players right now are injuries, disciplinary actions, and reputation changes. The latter seems to be based on match performance versus matches played, and seems to only effect the player's value.

-When you create a team, the game places you into a league with other newly created teams. The only options you have are to play in that league or to play friendlies. The problem is that in order to play against a team in your league, the other player has to actually be online and up for a game. That makes sense from a tactical perspective, but when half the teams in your league either never play a match or quit the game after just one or two matches, it really takes away from the realism.. Free starting stuff? Cool. snake in VR! love it. Simple but entrancing, just be careful not to trip or tangle your chord as you play

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