
One Hit KO Free Download [torrent Full]



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About This Game

One Hit KO is a fast-paced, single-player, 2-button fighting game that pays homage to classic martial arts video games and movies.

Press left to hit left, press right to hit right, but be careful, if you miss it's over! One Hit KO is a simple game about pure skill, reflexes and concentration.

As you keep playing new enemy types are introduced and the game quickly becomes frantic and exhilarating. You'll fall many times before reaching the end, and that's ok because the game frequently rewards you with one of the 24 unlockable characters to keep you motivated.

Features:

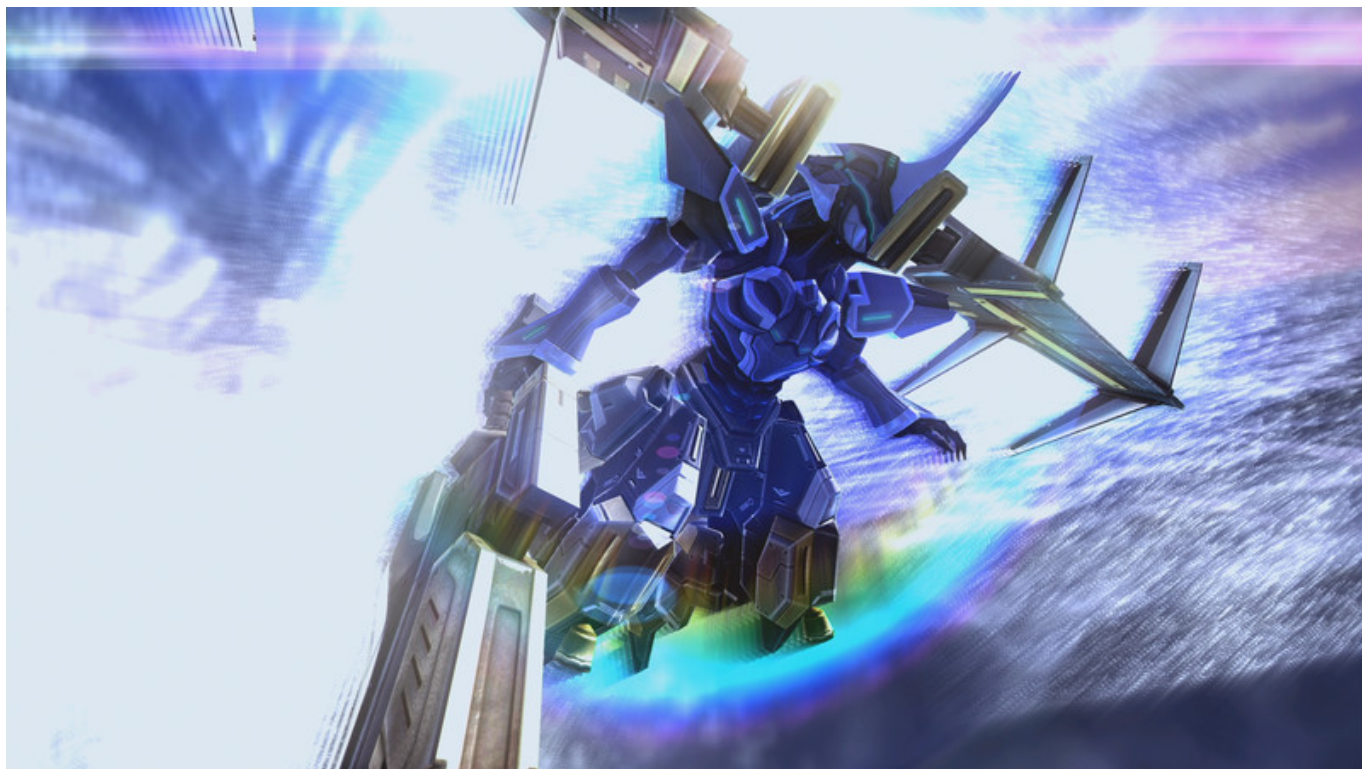
- References to the 80's and 90's world of martial arts.
- Unlock 24 playable characters as you improve your high score (cosmetic, no gameplay changes).
- Learn to defeat 8 enemy types (+1 final boss).
- One long level with 7 random scene changes (cosmetic, no gameplay changes).

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- Only one (secret) power-up to aid you, your skills and reflexes are what matters.

Title: One Hit KO
Genre: Action, Casual, Indie
Developer:
Three Frog Studios
Publisher:
Three Frog Studios
Release Date: 5 Apr, 2017

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English







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Generally, I like space piloting games, trade and mission/quest based games a lot, but I find Helium Rain very unsatisfying at the moment. This is my personal opinion, technically there's nothing wrong with the game. It showed no major bugs (except impossible missions) and seems in a good state, especially considering it is early-access.

I played for about one hour, so I only got through the basic tutorial, and found most of the gameplay boring and a bit clumsy. At a point where I got annoyed by a feeling of wasting my time I requested to refund. Here some particular aspects that I didn't like:

Inconvenient UI design. I saw no reason, why I

- have to select a target system, go to another screen, select "travel" go back to orbital screen, select "fast forward"
- can't do all of the above directly from mission screen
- have another UI layer for trade and undocking (there are two menu schemes, one is a top-menu when hitting escape, with F-key shortcuts, one is a on-screen menu when docked, popping up while holding the middle mouse button and dragging, very confusing)
- have to go through many more smaller quirks (details on a commodity brings a screen with systems, details on a system goes back to commodity screen, ill-bought commodities cannot be given back, etc.)

Space flight is very boring in this game. It is over-simplified and could be completely replaced by just selecting a target station (what happens, if I understood correctly, when upgrading the ship computers?).

As a side note, I found missions that were not possible to complete: A passenger mission that should have been done in 7 days, when the travel to the system for pick-up already took 8. That's okay for an early-access game, but should be fixed.

Maybe this game gets more exciting when trying longer, but I didn't have the wish to continue playing. I see this game has some potential. I keep it in my watchlist. Maybe I come back to it after some time.. Let's start by saying that I recommend this game. It's fun and entertaining. Right off the bat the intro music i couldn't help but laugh in a good way. The music is awesome. I enjoy the graphics and the concept of simplicity of the game. The only con I'd say is that there wasn't clear explanation on what to when you get to the street. I have only played 20 minutes so far and I'm sure I will go back and play more. Simply watch the video and make a judgement yourself, but way to go Pickle Drugs A++++++

<https://www.youtube.com/watch?v=CQCraIXgNaE>. still waiting for 2 but this one was really good. I tried to like this game. I really did. Trying to enjoy the atmosphere of the game was a challenge. Running everywhere trying to figure out where to go. But the one thing that killed the game for me was the puzzles. The damn puzzles.

[In any of the Penumbra or Amnesia games, which this game seems like its trying to be a spiritual successor, the puzzles in those](#)

games were fair and solvable. Gave you a good amount of information & hints to solve them. Made you think and they were fun to solve, without taking you out of the atmosphere of the games.

However, in Doorways Holy Mountains of Flesh, the first few puzzles have very little information to very vague hints, breaking you away from the excellent atmosphere of the game. Puzzles done wrong? This game is an excellent prime example of how you do not program puzzles and supply little to no clues on how to solve them.

This is a Walkthrough kind of game. Which means you have to watch someones Lets Play. Skimming through someones video just to see how its solved. Which makes you feel like you're cheating and that you're really stupid. Then you find out that when they're trying to find the solution, they needed help or look it up themselves.

I cannot recommend a game that breaks you away from the atmosphere due to its unforgivable puzzles. The rest of the game however is superb. But when it comes to the first Doorways game, it was a great game. Was scary, excellent atmosphere, and it managed to grab the attention of the player with ease. This game provides puzzles that frustrate and breaks you away from what the original game provided.

I will not say do not buy the game. If you like hard as nails puzzles, like in the old Silent Hill days, then this is your game. A word of warning however, when you get stuck (and you will get stuck often), do not be ashamed to use a walkthrough. Because this game alone literally frustrates you enough to look for one.. This game could have been interesting. It really could. But the only promise it shows is at the end, which makes me believe that this is what the rest of the game was build around. And it's simply not good. You go from one short scene to another, have to bear with horribly blurry graphics (that are strangely absent from the promo material displayed here), jarring cuts, and voice acting that can be hard to make out.

And what gameplay does it offer? You walk around, interact with a few objects and make choices in the end. All of which takes you about 24 minutes. Absolutely not worth it.. I am giving it a 'yes' in spite of some bugs that were introduced with a 'hot fix'. Heist mechanism is ok, I'd like an ability to issue orders while paused, but it is ok. Controls are not as bad as some claim and the game is fun.. I bought Clash of Heroes mostly because I'm a completionist and already own the Might & Magic, Heroes of, and Heroes Chronicles series in their entirety. I didn't expect much, but I'm really having a good time playing it. It's definitely my favorite color-matching game of all that I've tried. I definitely recommend giving it a go.. Tons of fun! A bit reminiscent of Guacamele at times, but with guns instead of luchador moves.. DO NOT BUY THIS!!!

I bought this after it "was released". It is nowhere near finished. This is a short (15min) alpha-quality demo level, which is terribly painful to "play" (its not play, this is the worst "gameplay" Ive ever seen). Basically the description of the game is a giant pack of lies. I wont dig into the details (Im sure others have), but suffice to say its false advertising at the very least.

Valve - you should give refunds for this, and delist this piece of sh*t.

All I have to say is Horrible even if you can get it cheap it's not worth 1 cent.. This isn't a game.
It is a cinematic tour through nightmare land :D

Even with sightseeing and a high dying rate still easily finishable in an hour. And WHAT an hour. Beautiful and haunting!. level 24 is bugged , you die from nothing , not completeable , dont buy this game. It's a very nice game, I played it like for 1 hour, i thinks its a little bit confused on the beginning and it would be good if you include a map to avoid cross again and again on the same place. But i really recomend it because it's a new way on the puzzle games for the future, very nice game!. I'd like to know what's the name of the first cg in the page three of the gallery and how to get it??
. This is a pretty decent DLC.

You got 4 new missions, this time with varying objectives (rather than the usual "kill everyone") and unique features in each mission (like in the hostage mission where you got a cop - who can shoot people - as your "sidekick"). I like the uniqueness in each mission, as it gives you different kind of gameplay mechanics.

I wish there were more unique missions like these though, as with only 4 missions, it feels rather short. I beat this in about 4 hours. IMO you should get this if it's in discount.. Spelling mistakes aside (which is always a sign of sub-optimal care), the graphics are actually pretty good for an indie game and overall you can call it an ok platformer.

The controls (or shoud i say controlls dear developer? :p) are a bit on the slow-responding side, but the game is playable.

For me, the one thing i didn't like at all, is that when you jump, the whole screen moves around, making the game tiring and dizziness inducing. Also, our character's abilities/special moves (aka the ways you kill enemies) are pretty dumb.

Finally, the voices and sound effects, are bad, irrelevant and repetitive.

All in all, I didn't hate it, but i wouldn't really recommend it either. There are MUCH better platformers out there.

But if they fix some things here and there, keeping the nice graphics, then i will probably change my mind for the better:).

TL;DR SCORE: 10/10

I've been a lifelong fan of horror, and I admit to having pretty high standards. I can't stand triple AAA hide-and-seek snoozefests, and most indie horror is "oooooh look HP Lovecraft and SCP very spooky!" Yai Gameworks sets itself apart as a reliable source of top-quality horror experiences. Excellent story, flawless presentation, endless replayability, and genuine fear are all brought to the table here. If you, like me, loved the creepypastas of yesteryear and the feeling of deep-web found .exe files, this is PRECISELY where to look. I'm more than satisfied with ALL of my experiences with this developer, and I look forward to purchasing and playing more.

Graphics: 9/10- perfectly fit the style of game

Voice Acting: 8.5/10- Well above expectations for Indie development

Gameplay: 10/10- simple, without being stupid

Story: 9/10- replayable, with multiple endings and tons of secrets

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