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About This Game

Survive in the demolished district after the nuclear bombings. Face mutants born of the nuclear radiation, while dealing with what humans are left in the struggle for the hope to end your living nightmare. Decide who you'll trust and overcome the challenges that await you.

Doomsday on Demand is an interactive novel by Norbert Mohos. Your choices control the story. It's entirely text-based—102,000 words, without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Enjoy a 102,000-word novel filled with action, drama, and tough decisions.
- Face deadly enemies, varying from humans to mutants.
- Learn to overcome and adapt to the danger that lurks around every corner.
- Decide who you'll trust. Build and strengthen friendships or make enemies.
- Choose your personality. Let your conscience guide you to goodness, or turn evil and look out for only yourself.

Title: Doomsday on Demand
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 6 May, 2016

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English







This game is pretty fun! I love blasting the Hell out of those alien bastards with the many different weapons strewn about the maps. An issue I have is that the alien variety is pretty lacking. There is offline play which is really fun but I wish you were able to pick individual maps instead of it playing the same set.

Other than that, really fun game.. Advertised as "24 wallpapers" however, 10 of them are very cluttered BIO of the characters. To each their own, but I don't take these 10 as "wallpapers" at all. These aside, some really are gorgeous, but consider this DLC to be a donation with minor rewards if you aren't decided. Would have expected a bit more. On the bright side these are indeed of 1920 x 1080 size.. This visual novel bills itself as an "enchanted journey with [a] lovely female MC," but most people who play it will probably disagree. The focus of the story is the protagonist Mr. Heh's life with a young girl, Quin, that he runs into (literally) one night. As he tries to help her up, she threatens to frame him as a molester and he is forced to act like her servant and let her freeload at his house. The story later provides justification for her actions, but most people will probably (and understandably) be annoyed by her anyways.

He also reunites with an old classmate, Luo. However, the game ends before we see too much of their relationship (there will apparently be a sequel in which she figures more prominently, though no details are available about this in English yet).

It takes about 1.5-3 hours to complete a playthrough and there are no choices/routes. The art is decent and there are plenty of CGs for such a short game. The voice acting is kind of meh, though.

On to the most important part, English translation quality. SakuraGame is known for its poor translations (among other things that you can look up). The Moment We Met actually has a pretty good translation. You should be able to fully understand the story without knowing any Chinese, which could not have been said about some SakuraGame's earlier releases. There are many minor errors, however, and line breaks often occur in the middle of a word.

Overall, I don't think this game will appeal to all or even most people. However, if you want to give it a try then the low price point means you don't have much to lose.

Note: On release, the English release of the game was unplayable due to some pretty serious bugs. These were fixed within the first few days of release. My original review is below:

If you are familiar with SakuraGame in any way, then you know that their "English" translations are nowhere near the quality most people are willing to accept for a visual novel. Anyone who buys one of their releases should know what they are getting into so I won't be commenting on the translation quality any further.

The problem with this release is that it fails to live up to even the relatively low standards SakuraGame has set for themselves in terms of English releases. It is not even possible to launch the game normally with an English language operating system, as you will get an error about the game's text encoding. Once you switch operating system language or use a locale emulator to start the game, you will run into repeated errors within the first few minutes of gameplay. The only way to get past these errors is to switch the game's language to Chinese. Essentially, the English release isn't even a release as the game cannot be played in English!

TL;DR: Learn Chinese or wait for a bug fix before buying this.. 10/10 would play again. is not like what the ad shows and not worth buying. even if it was free I doubt id play it. poor game. **To me, Vicious Attack Llama Apocalypse was what Tesla Vs. Lovecraft should have been. Yes, they are different games at the core, but let me explain.**

What I like about VALA is that it's a modernized twin-stick wave fighter. It's 'room' based and not necessarily wave based. This slight nuance means all the difference. It doesn't feel so 'dumb' and thoughtless. It also has rogueish elements that add a nice layer of complexity to help combat the braindead act of fighting waves. The humor and polish are great (seriously, those llama puns are nuts). We have four player local co-op. We have metagame unlockables that make you stronger over time and add more variety. And most of all - it's really fun and addicting. Sometimes I even do runs just for the fun of it, and not necessarily with any particular goal in mind.

The only downsides I can mention are that I wish it could run on a toaster, and I'm not sure how long the whole game is by looking at unlocks. I will also mention that this game is difficult. Where Tesla Vs. Lovecraft had issues with the beginning game being super easy and the endgame impossible, VALA seems to have a consistent 'rogue' standard of difficulty. You will struggle. Thankfully there is a nice layer of strategy available with regards to hoarde management. That's what will keep me playing.

Pros:

- +Fantastic humor and polish*
- +Great twin-stick hoarde management strategy with satisfying abilities (using that stomp at just the right moment!)*
- +Fresh hybrid of twinstick wave fighter with room-based rogueish elements*
- +The metagame unlock system is refreshing and fun; it forces you to constantly try new weapons*
- +While I'm not sure how much content there is - it seems to merit the asking price*
- +Four player local play would be bananas*

Cons:

- Won't run on a toaster*
- Get ready to struggle*

I'm pleasantly surprised with VALA. From early videos, I almost decided to not pick this up last minute. Glad I did. I think it's worth full price.

This was easily one of the best and most intriguing titles I have seen from Choice of Games. The characters and attributes all played out very well. I honestly felt a decent connection to the majority of the characters. Also, for once, I felt that sticking with my chosen skills rarely worked against me. This is a title that I will definitely come back for later play-throughs in the future. I would give this game a 9/10.. ENG:

Sadly this is a only one & best a fishing a game on Steam just, where you can ride a motorboat & fishing freefoam.

Working & good a game, anyway. :3

FIN:

Valitettavasti ainut ja paras kalastuspeli Steamissa, jossa voi ajaa moottoriveneellä vapaasti.

Tomiva ja hyvä peli, jokatapauksessa. :3. This games soudtrack is very pretty, a little bit sad, but overall nice to listen to.

Its mostly instrumental pieces but a few tracks have lyrics (though if you've played through the Narcissu games you already know this). The music is generally slower paced with a sad atmosphere, though there are a few slightly more upbeat tracks as well.

As said in the other reviews, it doesn't change anything in game and the content is already free to listen to in the game extras. But this package gives you the MP3 files which you can access outside of game; which I like because in game you can't make it play as a playlist and have to click through each song individually.

I recommend this if you'd like to support the creators & translators of Narcissu or just want some easy listening music for when you're working or doing other stuff.. I am an old school fan of this game.

Discovered it when I was in my teens and thoroughly enjoyed the series as a whole through the time PS2 was in its prime.

Pros:

- Still a fun game, story is hilariously great, a bit campy.
- Voice acting is great, again, campy, but it makes it all the more enjoyable.
- No 'moral alignment' system. This is a game where vampires are vampires, you are expected to be as such.
- Feels like there's some inspiration from HG Gieger in some of the designs.

Cons:

- Porting the game to PC was not smooth from what I can tell. It wasn't ported properly and is in sore need of an update. This game crashes even the most updated computers and even goes as far as to freeze Windows 10- that's a HUGE problem.
- Controls are clunky, and you can tell it was obviously made for a handheld controller. Took me three different tries of control key-binding to figure out my best way to play.

Overall, I do recommend the game, but I also recommend making sure your computer is prepared.

Even World of Warcraft runs smoother at its lowest framerate than this game.. spaceBOUND is a little hard at some points, but overall is a great game. The gameplay is fun, the levels are unique, and I have a feeling this game will do really well.. Hardcore space shoot em up.

Not for people like me, who give up on challenging games.. Gryzor87 is one of the best Indie Game composers around. Most of the time, he makes music for Locomalito, a Spanish game developer who's behind some powerful arcade titles including Hydorah, Maldita Castila, and Guarodan. Sampling Gryzor's works from those games is easy enough because those particular games are freeware.

No seriously. Locomalito's games are free to download and play from his website. Look them up right now, you've got nothing to lose. I recommend trying out Hydorah first. Search it up, give it a play, then come back. I'll wait.

.....No, yeah! You really did get that for free! Can you believe it!? And now you know what kind of music Gryzor87 can make!

Anyways. This arranged soundtrack DLC for Crimson Clover isn't free... But it's WORTH IT! The music is intense and rockin' from start to finish! That part about it being arranged to fit the action is certainly no lie either. When a miniboss appears, it immediately sounds more tense and powerful. When you're in an area void of enemies, it gets a bit suspenseful and when the enemies return, hits you in full force! But no matter the situation, the music's intensity NEVER lets up. It fits into the hectic environment of the game perfectly!

Put simply, this is the kind of music I wanted to hear in Crimson Clover from the very start. It's actually what got me to buy the game in the first place.

Oh! And in case you were wondering, the music (mainly boss tunes) DOES loop properly in-game if it has to! That was the only thing I didn't like about the Hydorah soundtrack, but it's a non-issue here!

So! Do not be afraid to purchase this DLC. Get it. Embrace it. Be proud to own it! If you're still on the fence, then fine, get it during a sale. And hey, by paying for it you supported a fantastic musical composer. Congratulations!. This game is not really Mahjong. It's a matching tile game with mahjong tiles as an option. You can also change the option to more cartoony tiles that will be easier to match.

Pros:

1. Awesome sounds (music and enviornmental sounds, both very chill)
2. Very beautiful backgrounds environments
3. Simple, relaxing gameplay

Cons:

1. Only two environments and they are static (no movement, especially on the second environment, you can see the water is a still photo and it kind of takes away from the otherwise awesomeness of the setting)
2. Even though the sounds are great, would be nice to also have an option to listen to my own music
3. You're just matching tiles in the end, would have loved to learn how to play Mahjong

Rating 6V10 I do recommend for the price, just know what you're getting for your money

My personal wish list for this game: A koi pond with fish moving that you can see, hell you could be under water, either way this would be awesome

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