Blood 'n Bikinis License

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About This Game

PRESENTATION

Save the world and find the girl of your dreams among 8 hot candidates in this sexy 'zombie invasion' style RPG/Sim
5d3b920ae0

Title: Blood 'n Bikinis
Genre: Action, Adventure, Indie, RPG, Simulation, Strategy
Developer:
Juicy Melons Inc.
Publisher:
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Release Date: 17 Oct, 2018

English

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Came for the "PLOT" (u0361u00b0 u035cu0296 u0361u00b0) stayed for Plot.. "RGSS Player RGSS Player has stopped working" 100% of my "playtime" is failed attempts to launch the game, I have hopes they will fix it because i like AO games but I'm not holding my breath. I really liked this game. Not sure what all the negative reviews where about. I would say "it is what it is" because of the nudity and obvious reason why I and everyone else bought it. But on it's own merit, it's really a good game. Not the longest game, but plenty of entertainment. The battles where actually challenging towards the end, most of the characters where charming and likable, exploration was definitely rewarded. Thumbs up. I will say, the main character (the one you play as) is au2665u2665u2665u2665u2665u2665 Perhaps little more than au2665u2665u2665u2665u2665u2665 But, considering hypergamy, he is exactly what he has to be for any of the girls liking him to make sense. I hate to say it, but if he

was a nice guy, it would be immersion breaking. I died a little typing that. But it's the truth. Another note. I was hoping that there would be possible harem ending. There might be, but I'm having a hard time finding out. The process of earning love and obedience points from the girls is grueling (like real life, lol). If you spend your MP charming them, you get p0wned in fights. If you use your MP to survive the fights, the girls hate your guts. Items to serve as social lubricant are scarce at best. The formula for wooing them requires a doctorate in mathematics. (Not really, and devs - please don't stop using advanced metrics like this, they're wicked cool!) Really, about the only way to get one naked or get anywhere with them is to pick one for each play through, give her all the items and attention, and cross your fingers. Oh, and SAVE FREQUENTLY!! Like before entering EVERY room. You'll run over an event trigger or click on something and you'll be forced to make a choice that has no takesies backsies option. Also, *spoiler alert* don't waste precious resources on the girl with the biggest boobs in the beginning of the game. She dies. I about rage quit on her, lol. All in all, I give this game 9/10.. "RGSS Player RGSS Player has stopped working" 100% of my "playtime" is failed attempts to launch the game, I have hopes they will fix it because i like AO games but I'm not holding my breath. I really liked this game. Not sure what all the negative reviews where about. I would say "it is what it is" because of the nudity and obvious reason why I and everyone else bought it. But on it's own merit, it's really a good game. Not the longest game, but plenty of entertainment. The battles where actually challenging towards the end, most of the characters where charming and likable, exploration was definitely rewarded. Thumbs up. I will say, the main character (the one you play as) is au2665u2665u2665u2665u2665u2665 Perhaps a little more than au2665u2665u2665u2665u2665u2665 But, considering hypergamy, he is exactly what he has to be for any of the girls liking him to make sense. I hate to say it, but if he was a nice guy, it would be immersion breaking. I died a little typing that. But it's the truth. Another note. I was hoping that there would be possible harem ending. There might be, but I'm having a hard time finding out. The process of earning love and obedience points from the girls is grueling (like real life, lol). If you spend your MP charming them, you get p0wned in fights. If you use your MP to survive the fights, the girls hate your guts. Items to serve as social lubricant are scarce at best. The formula for wooing them requires a doctorate in mathematics. (Not really, and devs - please don't stop using advanced metrics like this, they're wicked cool!) Really, about the only way to get one naked or get anywhere with them is to pick one for each play through, give her all the items and attention, and cross your fingers. Oh, and SAVE FREQUENTLY!! Like before entering EVERY room. You'll run over an event trigger or click on something and you'll be forced to make a choice that has no takesies backsies option. Also, *spoiler alert* don't waste precious resources on the girl with the biggest boobs in the beginning of the game. She dies. I about rage quit on her, lol. All in all, I give this game 9/10.. I'm impressed it's a nice little rpg with several funny moments but it's very short like 6 hrs or less but it's worth the play

SimpleRockets 2 Has Launched! : After more than two years of development, it's finally ready! SimpleRockets 2 is now available on Steam for PC and Mac. SR2 is in Early Access now, so we are going to keep working on it and making it better with every update. Check our roadmap [www.simplerockets.com] to see how we're doing and if you have any ideas then leave a suggestion here [www.simplerockets.com] . It's already loaded with features, which you can read about on the Steam page. Full release day info can be found here [www.simplerockets.com]. Procedural Rocket Engines : We just released a huge update for SimpleRockets 2 today and we're celebrating it with a 20% discount. Pro Tip: If you already own SimplePlanes, you can get SimpleRockets 2 with an additional 15% discount if you complete the Aerospace Engineer Bundle . Did you think we would let this aggression [www.simplerockets.com] against rocket engines stand? No sir! You no-longer have to be content with basic cookie-cutter rocket engine variants, you can build your own with the eight new engine types, seven new nozzles, and six new fuel types that are available which allows for hundreds of possible rocket engine configurations. They also have slider options for size, nozzle length, throat radius, and chamber pressure so really there are infinite possible configurations. The new Performance Analyzer window in the designer will give you immediate feedback. You can see how their performance characteristics change with altitude as you tweak the rocket engine's parameters. One of my favorite details of the new engines is how dang good the exhaust looks, and that they react realistically to changes in their design and environment. From over-tightened shock diamonds to huge bulbous clouds of supersonic gas, the exhaust really amps up the variety of the already diverse rocket engine aesthetics. This update also brings a lot of improvements and bug fixes for building airplanes. There is now a plane/rocket building mode option available on the command pod and a new tool to help visualize and adjust your pilot's orientation/direction of travel. A lot of issues with creating airplanes boiled down to control surfaces, airfoil directions, and their relation to the pilot. Some highlighted changes include: You can now visualize the airfoil direction in the designer (and show live lift values in flight). Wing control surfaces set to auto now show which axis they're assigned to instead of having to hope it has assigned them correctly. Unlike rockets, most airplanes fly best with a single axis (Roll/Pitch/Yaw) assigned to a control surface, not multiple.you now have that option. Invert just the airfoil w/o impacting the control surface direction. Manually inverting should not frequently be necessary.adjusting the pilot orientation correctly should auto-orient airfoils properly in most cases. Ability to switch between Airplane/Rocket configurations for a design. Before Adjusting Pilot Orientation - Control surfaces assigned incorrectly/airfoils inverted. After - All good! You can find the full release notes here

[www.simplerockets.com]. Beta version 0.7.0.0 is now available : Eight new engine types, seven new nozzles, and six new fuel types are available which allows for hundreds of possible rocket engine configurations. They also have slider options for size, nozzle length, throat radius, and chamber pressure so really there are infinite possible configurations. The new Performance Analyzer window in the designer will give you immediate feedback. You can see how their performance characteristics change with altitude as you tweak the rocket engine's parameters. This update also brings a lot of improvements and bug fixes for building airplanes. There is now a plane/rocket building mode option available on the command pod and a new visualization tool to help visualize your craft's direction of travel.. Nav Sphere : The Nav Circle in SR1 made it very easy to control rockets in a 2D game. It took me a while to figure out the best way to extend the Nav Circle into three dimensions. I ended up with basically two nav circles: one for heading and one for pitch. The end result is now called the Nav Sphere and it makes controlling rockets in 3D extremely easy. The blue circle is for controlling the pitch of the rocket and the orange circle is for controlling the heading. You can click and drag the circles to adjust them or you can use keyboard inputs (or a gamepad) to control them. We will probably tweak the visuals a bit before release, but I'm really happy with how they've turned out.. Yukie: A Japanese Winter Fairy Tale CameraBag Photo Islet Online Barbarian Souls The Bard's Tale Trilogy Grim Nights In Other Waters Exanima Eselmir and the five magical gifts 2018 Aggie Award Nominee : BREAKING NEWS! Eselmir and the five magical gifts has been nominated for the 2018 Adventure Gamers Aggie Award " Best Writing Drama "! We feel thrilled. it is a huge honor for our tiny game studio and a great reward for all the hard work! We always considered the Aggie Awards as the Oscars of point and click adventure games! Here's the link to the nominees announcement video: Thank you so much! To get more on the latest news follow us on Facebook [www.facebook.com] or Twitter .. The soundtrack is available now! : We're proud to announce that the official soundtrack album for "Eselmir and the five magical gifts", featuring 31 songs by talented swiss artists, is NOW available on iTunes , Spotify [open.spotify.com] , Google Play [play.google.com] and all the major online music stores. What are you waiting for? Go get it and let us know which is your favorite song :) To get more on the latest news follow us on Facebook [www.facebook.com] or Twitter .. Eselmir launching January 12th 2018! : We're proud to announce that "Eselmir and the five magical gifts" will be released on January 12th 2018 simultaneously for both PC and Mac! If you have any interest in buying our fantasy point-and-click adventure game, feel free to wishlist it! To get more on the latest news follow us on Facebook [www.facebook.com] or Twitter .. Beta version 0.7.0.1 is now available : Continuing with the beta for version 0.7. If you missed the last beta post, you can read it here . Version 0.7 includes a big upgrade to rocket engine customizability, major improvements for building airplanes, and a whole lot more.. Re-Entry Effects : They said the Apollo 11 command module re-entered Earth's atmosphere at Mach 36 and temperatures of the air in front of the heat shield reached nearly 20,000 degrees Fahrenheit, which is well beyond the melting point of sanity. Today, I loaded up the latest build of SimpleRockets 2 with the new re-entry effects Philip and I have been working on and I hurtled my command pod at Smearth at nearly Mach 40. The new, resizable Heat Shield part is protecting the command pod and if you have really good eyes you can see in the lower left that it reaches over 13,000 Celsius. The command pod is mostly protected, though it does take some damage from the excessive heat. The G-forces from the deceleration (which I did not measure) would undoubtedly turn any person into a pancake of squishy. So, while I am way hotter than Apollo 11, my astronauts would be far more deader. It's a good thing we don't have any astronauts in SR2 yet. We're really excited about the new effects. Players have been asking for them for ages and we really struggled with how to tackle the visual effects. Philip did a great job with them and we're all really happy with how they turned out. We also reworked the drag model so we could monitor part temperatures. Amazingly, after implementing some thermodynamics equations discovered by really smart people, the model seemed to be about right without much tweaking. Of course, I'm sure when you all get your hands on it, you'll find all the hidden features (ie - bugs).