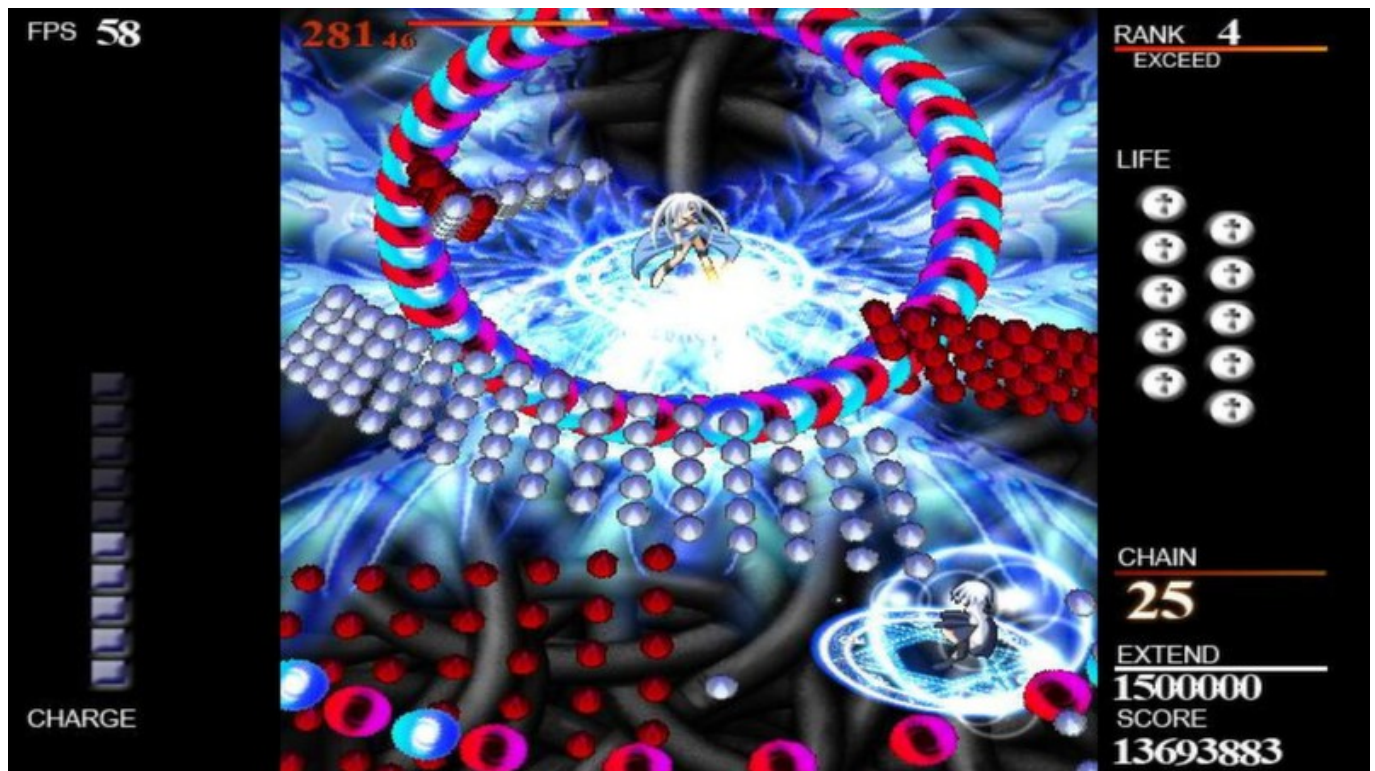

One Night, Hot Springs - Art Collection Download Rar File



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About This Content

A 15-page art collection for the visual novel [one night, hot springs](#) with art from the game along with intros for the main characters.

The PDF file will be placed in your "one night, hot springs" game folder in the Steam Directory:
...Steam\steamapps\common\one night, hot springs\onsengame-market

Title: one night, hot springs - art collection

Genre: Free to Play, Indie, Simulation

Developer:

npckc

Publisher:

npckc

Release Date: 30 Aug, 2018

b4d347fde0

English







This beautiful game features a great soundtrack and layout. I recommend this game to any puzzle lover. I must say that the game is interesting at the beginning but overall gameplay gets boring and repetitive really fast. And I do mean repetitive!

Overall the concept art is nice, the different possible "side-endings" are also nice, but the mid to end-game power ups do not make the whole ordeal fast enough, just easier...

In little less than 10 hours, you will be able to get all achievements, but doing the same things over and over and over again.

If you do not care about not having much novelty during gameplay, and like point and click simple games, and also like darker themes, you might enjoy it..

Check out our [Steam Curator Page](#) and [Website](#)[[bluntlyhonest.review](#)] for even reviews and exclusive content!

The game concept sounded cool, in the way it sound a good idea to chugg a bottle of cheap vodka, sure its a thrill for a minute or so, but after the grim reality of what you just did dawns on you as your insides burn, and your head swims, well that is as close to this game as i can imagine, with the ability for players to use all sorts of vehicles in a Br that are as badly overpowered as single player "Rambo" variants it was clear the thrill would never be there for most people, and so after a dismal launch the game quickly died, bonus points however for this being the first game where the main menu says the game is "closed right now, but to check back soon!" LOL

This mini review is part of our article "10 games so bad, they should feel ashamed"

<https://bluntlyhonest.review/2019/03/28/10-games-so-bad-they-should-feel-ashamed/>. Funny game.

Unfortunately nobody play it.

You can earn achievements.. Imagine playing Super Monkey Ball with a cube while being bound and gagged. That experience is similar to playing Grivilon.

It tries to do new things, but commits a lot of design flaws that contemporary platformers like Super Meat Boy streamlined. Dying doesn't automatically restart the level, and the animation is a little long. Inertia is difficult to judge, much less use with precision. The arrow keys are not mapped for use. And for God's sake, you're semi-randomly tumbling around as a square.

I did find its level design interesting, but basic movement was just too puzzling to stay fun. Sometimes, you don't have to reinvent the wheel.. Oh how i wanted this game to be good, I found out about it through Kotton and figured i would at least try it since it has a free version but this game is horrible, the gunplay feels cheap/unresponsive and the sights feel very off plus there is hardly anyone playing it, most of the people i played with on an Eastern US server were from china... You want a good world war I I shooter? go play RO2 or Heroes and Generals, dont waste your time here.. I give up, after many trials, I think I understood it, and it's quite ok, but then I start a trial (which I succeeded previously) and famine kicks in and despite having a huge population and moving my pawns all over the map to food resources, I still can't fight it, game kills the pawns and I still can't keep up when I thought I had maximized -at least optimized- my economy compared to my previous games.

Unnecessary punishing >> not fun eventually, I wanted to enjoy but looks like it's either too hard as a matter of principle, or based on luck/ resources you have access to. But I have almost all the maps visible and most of tribes assimilated and tons of resources, however a simple trial will suddenly drag you down at one point no matter where you're at, whereas in another game it seemed just challenging but fair.

Bluh, enough time wasted, let's start another game

It's not a bad game at all, with all the assists turned on you can treat it like Mario kart and just hold down the gas non-stop on all but the most complex tracks. With everything turned off the game requires a bit more care and finesse but is still pretty laid back, cars can very easily regain their grip and stability regardless and the game has a generous rewind system with no limits. Still arcade as it is, it does support limited pre-race tuning of your car and H-shifter configurations for the transmission so that is nice. Turning assists off and increasing the difficulty will increase your score multiplier, this acts as the game's XP system and will allow you to unlock vehicles and liveries faster if you challenge yourself and drive more flamboyantly.

The game is a console port, right down to throwing you into an intro race almost immediately; though you can still configure video settings just before the start by pressing F9. The actual options here are generous enough and you can adjust everything you'd expect to including UI elements. It runs in Unreal engine too so it looks decently pretty while getting good performance on just about anything, just tone down the heavy motion blur.

Tracks are divvied up onto 4 basic types: long cross country sprints and loops, mixed surface circuit races and arena mud baths. The former two are the game's main strength and selling point so it's somewhat unfortunate that a lot of the later content is more traditional circuit running.

Speaking of content the game is rather short, on hard with assists turned off and a conscious effort to avoid abusing the rewind I got almost 7 hours to clear every event in 1st place. The game does have online multiplayer and weekly challenges but it could definitely benefit from some track DLC. Perhaps actual rally style courses since the current cross country sprints while fun have roads so wide it is rarely challenging.. Absolutely loved this game as a kid! Played it through like 5 times. A few years ago I saw it on steam and decided to give it a go again. It wasn't as brilliant as I remembered it, but I still liked it.. This game is awesome! Its a lot like Gang Beasts, but 2D. Weapon drops and maps are completely random, which usually allows for skill not to be the deciding factor everytime. I think this game is best with friends, and the game makes it extremely easy to do! Local multiplayer is also fun! If you plug in controllers to your computer, they usually connect right away, and you can get right into playing!. Playable. It isn't a bad game though. I'd say, the game just isn't interesting enough.

It has 82/100 metacore. Bit too much, imho.

About 85% players on steam didn't even beat 50% of the game and only 9.3% finished it.. I bought this game with some money left over from the Summer Sale and honestly I played the first 2 levels and this is a time killer. The game has a very odd battle system(for me anyways) that I feel the devs put little effort in the combat. The story I don't even now what is happening, from what I seen it's that robots go against humans. The cutscenes are just pictures of the devs and just some lines of text in the bottom. I understand they might not have a lot of money or have a big enough of a dev team but they could atleast put some effort to fix bugs and improve the game. 2/10 If you have money laying around and don't mind bugs or are just bored then buy this other wise stay away from the game. Honestly I am glad Valve added a refund option due to games like these with little effort.. Bad PC Port But a great game

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