
Free Download Shooting Chicken Insanity Chickens

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About This Game



The problem game of Kohei Gallery has been powered up and came back!
Appears much easier to play than previous work!

Easy mouse operation!!



Left click

Shooting!!



Right click

RELOAD!!



You can play intuitively with the mouse!

Left click: Shooting

Right click: Reload

Mouse operation is all !!

Show your

Mouse Skill!!



MISSION which is difficult for the game is prepared!

Let's challenge with the skill of mouse operation!



If you meet the stage's success criteria, you can challenge the next stage!



It is also possible to customize weapons!
Increasing the number of ammunition and expanding the range of attacks,
Custom weapons according to the situation!



CRITICAL POINT!!



QUICKLY SHOOT HERE
CHANCE OF HIGH SCORE!!

200,000 OVER!!

Let's capture the chickens that appear one after another and aim for high score!

Let's score if you shoot the emerging chicken!

An important point to get high scores is to shoot through chickens accurately and quickly.



Four kinds of ammunition!

Grasp the characteristics of each and fight advantageously!

https://store.steampowered.com/app/623670/Moe_Mekuri_SP_SP/

https://store.steampowered.com/app/644530/The_Maid_sans_Caving_Adventure/

https://store.steampowered.com/app/656190/THE_HOUCHI_PLAY_THE/

Title: Shooting Chicken Insanity Chickens
Genre: Action, Indie
Developer:
KoheiGallery
Publisher:
KoheiGallery
Release Date: 4 Oct, 2018

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Minimum:

OS: Windows7/8.1/10

Processor: Intel Core i5 1.9GHz

Memory: 4 GB RAM

Graphics: Corresponding to OpenGL

Storage: 600 MB available space

English,Japanese

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It's a pretty hard and beautiful minimalist puzzle.. Seriously?! The spelling mistakes in this are ridiculous given that everything has spell check these days.. It's not the game for me. I'm sure there's people who will love the game.

The game lacks exploration (you can never die), and is more focused on farming and town building.. You really want to explore the locations that weren't at the movie, don't you?

So, click on your mouse and let you play in the very interesting game.

Well, the interface is like in old school arcades. But if you like Disney Fairies - especially Tinkerbell and her best friends - you are played in it!. The Tiny Epic series are a great set of games. 15 mins to learn, hours of fun. The game is a great port of the box set and plays easily on the TTS. I haven't encountered a glitch or any issues to date.

Players take control of a western boss, with a good amount of choices. Each player has 'posse' members they can send out to the different boards (buildings) to activate bonuses there. If 2 posse members go to the same space, a duel will break out. Players roll a bullet shaped dice (with sound effects!) and add bonuses to determine winners.

After, players will collect one of 3 resources (gold, law, and force) and use them to buy buildings on the map to gain special abilities and victory points towards winning.

One of the most fun aspects of the game are the poker cards. They are dealt around the board next to the buildings and 2 to each player, one of which they keep. At the end of each round the player will create a 3 card poker hand from the one he has vs the 2 next to the building. Players with pieces at those locations with the best hand win the pot, each differs depending on the building. Cards can also be used to influence the outcome of duels and can be modified by number or suit with special abilities.

THINGS TO NOTE: Rules are simple. Right click on the rules book in TTS and set state to the different numbers to turn the pages. SAME THING goes for the posse members. It drove me crazy trying to lay one down when wounded. Right click the posse member and set state to 2 to lay them down, 1 to stand up.

There is a video tutorial on their website: <http://www.gamelyngames.com/games/tiny-epic-western/>

[1-4 players. solo rules in the book.](#)

[. Don't bother wasting your time. There are better anime-ish MMORPG's out there that offer a NEWBIE-FRIENDLY introduction.](#)

[I had no idea where to find monsters level 1. Had to ask random people and was met with a stale combat system.](#)

[Hell, even Maplestory could beat game.. One of the worst games I've played.](#)

[The platforming is nice, the graphics are nice, but the controls are worse than anything I've tried.](#)

[Kills every fun this game has to offer. At least there's achievements, but they are honestly not even worth it at this point.. I'd love to play this. The idea looks grand, however it is multiplayer only and there are 0 players online in the middle of the day](#)

[\(US\) on a Sunday. Hopefully it gets more popular, but for right now, this isn't a game at all.. Really enjoyed this it's kinda like a disney ride and way worth being free.. i have mixed feelings about this game, because the graphics and soundtrack are dope, but it's awkward to control, which takes the fun out of it... kind of like a pretty girl who won't let you go balls-deep](#)

Soda Dungeon is, essentially, an incremental game. Like Cookie Clicker and Clicker Heroes, the game essentially plays itself, though I'd say that Soda Dungeon both requires more interaction, and rewards the player more for said interaction.

You start by hiring heroes, equipping them, then sending them to fight monsters in an ever increasing difficulty dungeon. Every 5 levels there's a miniboss, and every 10 there's a boss. Once you reach level 100 (then 200, then 300), you ascend the world, and gain a new relic, which gives you pretty big bonuses - people who've played Clicker Heroes will recognise what's happening here. Characters do not level up, instead progression is done through items and leveling relics.

And really, that's all there is to the game. Like Clicker Heroes, it's very simple, with a surprising amount of depth. It's nice to just have on in the background, checking on it every now and then. Put auto battle on and come back once an hour or so.

The art style is, like the game, simple. There's a decent amount of enemy sprites, that are all pretty well drawn. The animations are a little too basic for my liking, but that's not a big deal. I'd like a bit more variety/interesting visuals, but oh well. I really like the music, but of course it tends to get repetitive after a while.

I only really have small issues with the game. This was a mobile game ported to PC, but no keyboard controls have been added (would be nice for selecting abilities). Some of the controls are a little awkward because of this, but it's easy to get over it. I'd also like a bit more control over how the auto battle works.. I really enjoyed this game and of the 7 wonders series, it is my favorite so far. It is highly addictive and really fun to try for the achievements. The only problem I have with it is that I've gotten them all now and want new ones to shoot for!

10/10. A very well designed match-3 game, one of the best that I have played. You can choose to play each level in timed or relaxed modes, you do not need to replay levels to unlock all the bonus power-ups you can buy (I purchased everything just before the last stage). The game has a nice sense of progression and never gets too difficult even in timed mode. It took me just over ten hours to complete the game in timed mode, and then I played the last level in relaxed mode to unlock the last achievement.

The game is highly recommended if you like match-3 games.. OK so this wasn't one of my favorite diesel engines.. its weird hump always made it look strange to me. But it being a new offering for TS15, and an American unit, I had to get it..

First impressions?? Well... there are issues.. and some seriously strange ones.

For starters, open the cab side windows during rainy weather, and the rain still streaks on the protected (now inside the cab) glass. It shouldn't happen (and can't in real life). This also occurs in snow. I know that it's not a game limitation (other engines like the FEF4 have realistic rain effects on the windows when they are open or closed

.
Then there's the crew - seemingly holding on to--- NOTHING??? open the left side front facing door and look in from the outside, you will see what I mean.

and if that wasn't bad enough... THE B Units have a cab view???? Uhhh the whole point of a cab-less B Unit was no cab... don't get how that was let out.

Oh not to gloss over that the numbers on the B unit don't seem to sit on the actual carbody at all, only hover slightly above it.

And in comparison to the other UP engines in the game, this is its own version of Armour yellow... but I guess this can be explained away by some.

Oh and if you want to be really technical, the font for the number is wrong/they are placed too close together on the number boards, and are too large on the cab sides... but I digress from the real issues.

A short video of what I am talking about:

<http://youtu.be/nI4ydYi0Ta4>

I hope these are corrected - the sound seems fantastic, and it is a really nice odd looking piece to run with. As it stands now (and only after being out for about 4 hours) I can't recommend this DLC to anyone, because the issues above. IMO these are things that should have been checked and triple checked before allowing out for the public. I hope in the future to be able to ammend and change my review to a more positive one.. This game is broken.

The developer even admits to this on the forums after some searching that there are several bugs that the game has that cause it to be broken and plans to fix them in the future.

This is not a Kings Bounty game. Its a kings bounty-like. If that makes any sense and in that same sense its also completely the wrong build for what they are doing.

The developer argues that the game is "Hardcore" but hardcore also means this game is frustrating to a point where you can actually cause yourself to be put into a fail state in the game within the first hour of playing and have to go back to a prior save.

The game isnt fun and thats the biggest problem. It isn't fun. It works, everything operates everything works as it should (I guess. The developer says it does and I dont find it amusing) but this is the problem. The developer keeps saying "Oh its suppose to be hardcore! Its suppose to be challenging!" Its not. Its just frustrating to play.

Example:

Your character does gain any meaningful troops until unlocking a part of the map that has better troops. You must complete a quest to get money on a daily basis. When you do this you can afford the troops and then slay more enemies. In the game you can pick up treasure chests and gold, you can put the chests into either XP or gold. Not knowing you should actually pick the gold for a majority of the times in the early game you can render yourself too broke to buy new troops. If you wait to build the money all the troops on the map multiply and make it impossible to ever kill them because the stashes where monsters spawn from dont multiply so you have to wait and buy them weekly which isnt enough time thus putting you into a fail state and you've already lost the game.

This game isnt fun and that is the bottom line. Its just frustrating to play.

If you want to play HoMM or Kings Bounty they are available on steam and just put the money into those or go to GoG and get them there. The amount of replayability you can get from HoMM 3 and Kings Bounty is endless. This game I just feel cheated from enjoying anything.

The Developer is amazingly full of themselves as well on the forums so if you want to roll your eyes until your retinas detach just read the board.

Edit: Note to the developers I still dislike this game even after the fixes. It just isnt fun, its tedious.

Edit 2: After being told I suck at this game and I'm \u2665\u2665\u2665\u2665\u2665 by a white knight in the comment section of this very review I have discovered that this is an amazing game. 10/10 -IGN, BEST GAME EVER MADE -Kotaku, The Game to End all games! - Some guy on the internet who called me an idiot. I have discovered that through being called names on the internet that I should retract and play this old af game when other things released DURING THE STEAM SUMMER SALE! Oh man Royal Bounty really stands up to par! BOY HOWDY!!!! The review stays, this game still sucks.. RECOMMENDED : Ratings 7/10 (Interesting Game Mechanics)

This game is indeed a surprising "GEM" which I enjoyed very much. 2 days ago, I bought it for a surprisingly low price of under \$1, and it was not even on sale. That was the day that it was just release on Steam, and there were NO user reviews at all. The graphics looks ok, but I cannot tell by looking at the pictures if it would be a good game at all. There were also almost no information about this game, except for a facebook account with some info.

I bought the game, and since then I have been playing for more than 12 hours. The story is kind of interesting but complex, with some dream sequences that I do not understand. However, I can sense that it is a well thought-out game, with a huge game world, and a developer that is actively working on additional contents which would be released "free". That is great!!!

The game is a typical RPG Maker game, with some interesting twists in game mechanics. You can buy weapons and armor from shop, but monsters will also drop new schematics and new crafting parts which you can use to crafter better weapons and

armors. Similarly you can also craft certain spells and powers from assembling various battle drops and chest contents. This will make detail exploration of the huge game world extremely important, as you can get a lot of goodies and powers if you meticulously look through every nook and cranny.

There are many types of quests. Beside the main storyline quests, there are contract quests from notice-board, side quests given by NPCs and a place called the Rabbit Foot that provide a series of additional quests. So far, after 12 hours I am not far from the start of the game, and will update my review as I spend more time on this game.

The steam achievements are also well made as well. I spend 12 hours and managed to get only 4 achievements, so the game really makes me work for them. That is great.

Anyway, for 99 cents, this is definitely a game worth getting. That I have no doubt.. I've played this on my cell phone for quite a while. Figured since I had a bit of money in the ol' Steam wallet, I might as well give this a buy here too. Definitely a great game for anyone who enjoys roguelikes.

DLC Maid_san's Caving Adventure material collection coming soon!:

Maid_san's Caving Adventure material collection "Maid_san's Caving Adventure Images" will be released!

Image material used in the maid's cave exploration is recorded.

Once you purchase, you can use it for your own game.

How about trying game creation on this occasion?

* Please use after confirming notes when using.

https://store.steampowered.com/app/993300/Maid_sans_Caving_Adventure_Images/

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I started Twitter!

<https://twitter.com/KoheiGallery>

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