
Hell Girls Download] [Patch]



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About This Game

Hell Girls is a unique puzzle RPG that prioritizes match 3 strategy over speed. Fight monsters with diverse characters that have unique fighting skills based on their personalities. With anime inspired artwork, each character has loads of cute and sexy outfits. Hell Girls blends addictive gameplay with immersive roleplaying and story. Story: Three mysterious families are blessed by the gods to give birth to girls with powers over fire, ice, and lightning every century. Their powers are unknown to others, but they will be called by the gods to travel across Hell and Earth, slaying monsters to save the world from being swallowed by Hell's corruption.

Their quest has earned them the title of Hell Girls.

Features of the game:

It integrates match 3 and puzzle game mechanics, gem drops and RPG.

Each character has lots of cute and sexy clothing.

Each character has a unique playstyle based on her element.

Victory depends on strategy and skill rather than speed.

Acknowledgments:

Special thanks to SURIYUN, Shop3DSA, RedPanda, and Nagisa.F for their help with artwork and music production.

Special thanks to Thanatos of Team Frostfire for supplying English localization for Hell Girls.

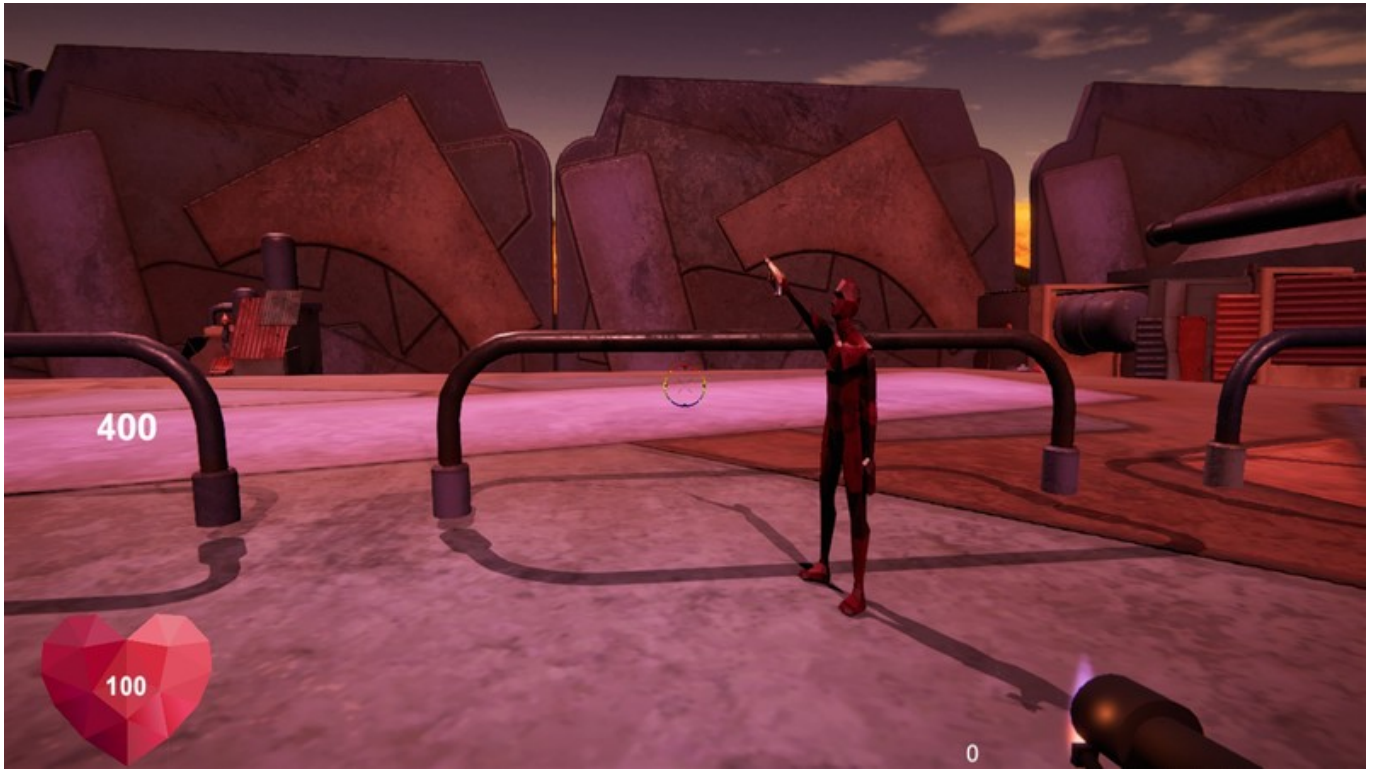
Special thanks to Ricardo-Stryki (Ricardo Fernández Cuesta) for supplying Spanish localization for Hell Girls.

Special thanks to TrapperHell for his exceptional proofreading and translation.

Title: Hell Girls
Genre: Adventure, Indie, RPG, Strategy
Developer:
Athena Works
Publisher:
Paradise Project
Release Date: 12 Jan, 2017

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English,Traditional Chinese,Russian,Japanese,Korean





HOPPER ROULEY
Blance, curse 93%

QUICK STRIKE
Effect: Deals 11 damage (130% of Attack) and increases your Energy by 6 (75% of Attack).

Hopper Rouley






Spend 4 skill points to unlock:






Spend 8 skill points to unlock:






MASTER OF COMBAT (3/10)

Skill: Quick Strike
+5 to damage (30% Attack)

Next rank:
+7 to damage (40% Attack)



SKILL POINTS: 6

CHARACTER'S STATS



One of my favorite games (and i want the steam awards 2016 badge ;)). In its current state it's painful to play. Everything rams you, knocking off your guns and blocks though most of the guns are useless in a circle strafe dog fight because only lasers (much later in game) and machine gun (starting wep) are the only 2 weps with projectile speed fast enough to strafe-aim with. If you don't strafe you get rammed, repeat. The ship building portion is kind of ok but Avorion is miles ahead. You'll ram ship parts and destroy them if your cargo bay is full because the pickup range is set too near, needs to be extended. The hover over tooltips could use less flavor text and more stats. The stats menu can use some polish with additional stats like power usage vs power gen, etc. Plenty of Bugs, glitches, not game breaking but pretty annoying, a reload save usually fixes. The last update was 5 months ago ... Spend the extra 2\$ and get Avorion. Maybe one day this will be enjoyable but as it stands, it needs more work.. This game is really good and deserves more attention. It reminds me of Superhot, but without the time feature, and with a space theme. It's currently a short game, but for that price it's totally worth it. I love the concept of playing every scene in roomscale and having no need to walk or teleport. Good music too. Awesome!. I love this game! I don't understand the negative reviews at all. For me, this was a very atmospheric game, good story and excellent execution of the concept. The dive pod feels real (and kind of cozy ;)) and the controls work well. I enjoyed diving around in this mysterious ocean and I hope more content will come!. The soundtrack is awesome. It really puts you in a zen state of mind. Play this while drinking some tea late at night or early in the morning.. Boring as hell.... Unacceptable "DLC" pack. As someone who has put hundreds of hours into this game, it goes without saying that I adore building parks. I am the kind of player who makes intricate buildings with hundreds of pieces, spending hours on each one. For me this pack is a joke.

It adds numerous new building sets like "Bavarian" and "Classic" - these packs are INCOMPLETE, so much so its laughable. They have maybe 5 different types of walls, but have NO roof pieces for these sets, meaning you'll have to mismatch roof pieces from other building themes that WONT look good, making the entire suite of building sets entirely useless.

The "Victorian" set is even more of a joke, it has only a doorway wall piece and a couple window wall pieces. Not only does it also lack a roof, but it doesn't even have plain walls which makes it another useless set. Unless you want to make some asinine looking building with windows covering every square inch, you won't be able to use it. No wall add-ons either.

After you realize you won't feasibly be able to use these building packs in any cohesive or sane way, you're left with a meager TWO rides you can place. That's it. For ten bucks I feel absolutely ripped off. Store description is intentionally misleading and these morally bankrupt business practices disgust me quite frankly.. I'm kinda shocked at just how good this game turned out. I think like most people who stumbled upon this game, it was the aesthetic, and a bit of nostalgia for that time frame of the internet that led me to pick it up. But once I got into it, I realized that I was exploring it and the interface like I used to back in the day, and for the same reasons. A lot of what was fun about going through old Geocities accounts (which this clearly is a reference too) was seeing the small little interpersonal dramas, seeing people update personal projects and explore this new and exciting space. And yeah, all that is here. You see people put up their own art and music and writing and as you interact with the world it slowly interacts back with you.

Add on a legitimately good overarching storyline, and it's just a fun exploration through this old world.

My only real complaint is that it does occasionally have a bit of old LucasArts point and click syndrome, where you have a good feeling you know what the answer to a particular puzzle is, but you just can't find out how to act upon it. It's thankfully VERY rare, and there is both a good in game hint system (just search hints!) as well as the obvious guides that you can look up (some are even nice enough to just provide hints themselves) online should it come to that. Other than that, a fantastic game.. I was impressed with the art style they went for it is gorgeous, the retro 60's style you'd find in countless posters, books and cartoons. Though the game itself is very linear, the puzzles you have to complete one at a time, however the journal gives you multiple clues to go for but that's just to make it all "sphagetti" you are always only chasing one goal.

I had a few instances that I was [like.....HUH? when I try to complete a puzzle and had to look it up because the Logic was really really awkward.](#)
[I think that it's a shame. when point & click adventure game have](#)

puzzles that are un-logic. people will need to look it up and they are tempted to use the guide for the rest of the game.

Anyway. the voices were recorded well though!
and story wise. meh not my cookie. very strange story
just like the puzzles..
I thought about it because point & click games are one of my favorite
games and I do hope this genre stays.

But since puzzles are mandatory I would have liked to give a
in between rating . but since that's not possible I'm geared
toward no..

Its got so many open world problems. Enemies don't scale properly and you just can't level up to any meaningful stage. Exploration is punished and most routes are simply locked to avoid letting you through. Dying in boss levels is pathetic as each death takes more and more from you, so you have less and less to fight with?! Whats the plan here? Learn to win with less than you started? Its frustrating and stupid, with no real options available to players.. Game must be played in 1080, if played in 4k it will not fill the screen

rotation doesnt line up properly

little content

\$20 dollars is too much to start asking right now, either wait to open to EA or lower price. I'd say I got my moneys worth out of it. I did enjoy the gameplay aspect of it, the story not so much. The only major issue I had with this game, and I'm not sure if it was a bug is I had trouble getting a certain special seed from a meteorite to progress since all my quests revolved around it. I speant hours waiting for meteorites to fall with the seed in it and it wouldn't give it to me. I ended up quitting the game and going back the next day only for my first set of meteorites to hit containing the seed. After that it was smooth sailing and the game became enjoyable once more. I do want to point out this game is not good for people who get easily motion sickness cuz the camera can be a bit whacky when you're controlling your character on your planet.

Fixes:

I think there needs to be a fix implemented involving Bom and Yuki: I've noticed when your emptying out the mine to Goliath, mid dialogue they will charge from his ship and sometimes it's hard to spot them on the way back so you end up losing materials. I just don't think these characters should be raiding your place when you're trying to talk to someone it gets annoying.

Mun dissapearing on Ankora made it so I couldn't speak to anyone there, I had to leave and craft more gas to go back so she would show.

When you get to an area involving a spaceship, I had to reset my game because of a door not opening since I had not killed all the enemies in the area, thing is I think the enemy either glitched out of the map or was not there to begin with.

NPCS interupting with dialogue after you complete a "Kill all enemies" mission preventing you from picking up loot, only to have to watch it dissappear before your eyes.

Suggestion:

Fishing I found to be trouble at first mainly cuz I used a keyboard to play. It took some time to get use to the weird key suggestions to fish which made me want to avoid it completely till I had a quest involving fish. I just think the fishing needs some touch up on to be more fun.

Enemies need to be stronger or pose more of a threat, I never used the staff to deal with anything.

More achivements would be great for us achivement hunters. I went through and finished everything in over 14 hours, but I want more. I'm assuming more story is going to be added to the game later, personally I would like the incentive to go back through achivements cuz it really lets me look at the game longer and find bugs. I know I said the story wasn't good, but it literally started picking up at the end so I'm curious to see where it goes.

All in all I do recommend the game, it's got a sense of calmness to it when you want to just relax.. Hmmm..... Not bad, but it gets a little too tricky for me to enjoy.. If you're familiar with puzzle games, Metamorphic plays a bit like antichamber, but drastically improves in terms of visuals and refining mechanics. This game is smooth, fun, and a great way to destress for a few hours. Highly recommend!. Already repetitive after half an hour. HOW DO TORSOS STAY ALIVE!. I would so love to recommend this game but it is terribly unoptimised, I pull around 30-40 fps on max settings at best, lowering them makes virtually no difference (I did only lower the overall spec down to high but considering the rig I have, I should be able to play moderately demanding games at a decent frame rate without having to make the game look like\u2665\u2665\u2665\u2665\u2665, I appreciate the setting, I appreciate the realism, everything else about the game, I appreciate, but the unoptimisation really holds back any positive opinion I have on this game.. Good graphics atmospheric

game.. Currently am enjoying this recording software. Play with us in this unique project !

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