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About This Game

Symphonics is a unique way to compose music in VR by physically manipulating the melodies and beats you write. Each note is an object you can grab and move around, and instead of being limited to individual tracks, each note can be activated from anywhere in space, adding a new dimension of improvisation to your creative process. With the built in exporting and custom sound systems, you can bring Symphonics directly into your existing music production workflow.

Features

- Effortless experimentation - no longer constrained by a grid or a series of tracks, playing with your musical ideas is just a matter of grabbing things and moving them around.
- Export music easily with our built in audio recorder.
- Export your audio - use the built in recording functionality to easily move your ideas to any editing software you use, to give them a finishing touch.
- Add your own custom sounds - make your music sound like virtually anything you want with a dead simple way to import your own sounds to use for notes.
- Share and send songs easily- songs are saved as JSON documents, which they're easy to convert to other formats.

Title: Symphonics: Make Music in VR

Genre: Indie, Simulation

Developer:

Brian Fitzgerald

Publisher:

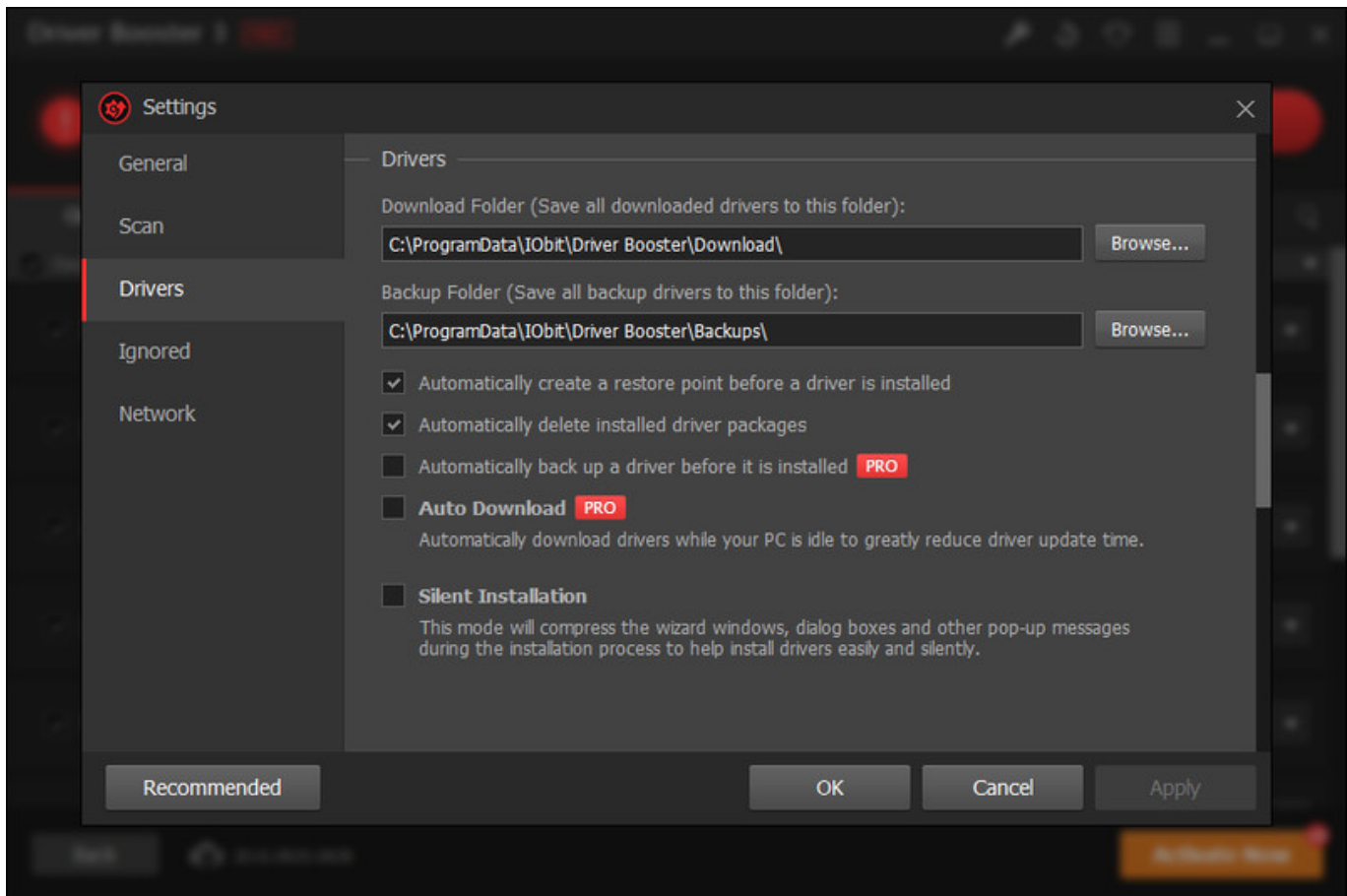
Brian Fitzgerald

Release Date: 6 Sep, 2018

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English







Party Hard Tycoon is a game made by the same guys who created original Party Hard. Party Hard is a game about killing people on the parties and it looks like a great idea to expand so called universe with a tycoon game where you try to make great parties. I got a coupon for the game and instantly bought the game. The graphics is the same as in Party Hard game, so for everyone who expects to see new visual style, please do not bother to buy it.

The main goal is to make money by throwing great parties, so the core gameplay is going around managing fans, building party, micromanagement of resources and stuff.

It's fun game as for me, I really like it. Soundtracks are cool but I'd like to have more of them in the game.

Its early access game so I hope to get more content, music and fine tuning in future. I'm glad to support the devs during EA and to give them my feedback.. Has more of a visual novel feel, where your choices affects the story. I became addicted, and was dying to see how my choice driven story would play out. I love this and can not wait for the next part..

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An extremely short walking-simulator, and the sequel to the 2017 game Nephise.

Like its predecessor, you walk around a procedurally pre-generated environment consisting mostly of copy+pasted assets while a narrator reads poorly-written dialog. The map is bigger and even more poorly designed this time, still lacking almost all contextual clues hinting at where you need to go. The game takes 15-60 minutes to beat, depending on how long you decide to wander around aimlessly before looking up a guide.

If you liked the first one, you'll probably like this one, but I suspect most people won't enjoy it.. Great game. Fun gameplay and beautiful visuals.. Needs more maps and some tools to speed up the end of the rounds when 2 players can't kill eachother. Could use rewards for winning/ranking up. So bad. I like the idea of a specific weapon to kill but bad implementation with cramped corridors that force you to take damage, especially when you are forced in a fight when 7 of them are there. And since they are mixed there you are forced to melee and take damage or accidentally hurt yourself using the wrong color. Game definitely needs either more health drops instead of time or slower enemy actions cause this is ridiculous.. This game is okay but if you're choosing to either play this or Guilty Gear XX Accent Core Plus R just get the other one but I would also recommend you get this if you don't want to get the other Guilty Gear games. In this game, you are just doing something: Drive ---> Lose ----> Upgrade --->Again. But also its addictive. A calming little game when you are bored. It was a mobile game, i didn't played it in phone but i finished it in PC.. totally worth it

Not bad game, simple space shooter.. 2016/05/14 update:

I quite like the concept behind this game, and I really wish that I could enjoy playing it...

I love that the developers have read my review, and responded and even implemented some of the features.

However, the game still feels largely unfinished and unpolished, so I still cannot recommend it.

The biggest problem with the game, in it's current state, is that I feel blind while playing it.

I need to be able to see at a glance where everything is in 3D space, at the moment I see mostly icons moving around the screen, and have to guess where they might be. Rotating the camera can help with that somewhat, and I super appreciate that they have improved those controls. However, the game REALLY needs a way to tell how high everything is compared with the selected's plane, or something similar.

The units need to better respond to your orders, so I need to see lines leading from my units to their targets.

I need to be able to see Resource Units. At the moment, I have to find the near-black objects floating in space to know where they are. How can I be expected to watch my collector if I have no idea where they're going to go?

I would also highly appreciate some modification to unity icons based on specific class (so bomber and inteceptor should have slightly varying icons, maybe a well-placed dot or line).

While I could now play more than one level of the game, I couldn't play too far before that feeling of being blind impacted my enjoyment too much to continue playing.. Great little game! Highly recommended.. In an effort to work through my Steam library, I'm trying to play each game for 30-60 minutes and then provide a review. Here's my review for Bomb Defense:

The main issue above all else is that you pretty much have to trial-and-error every single level.

You're given a base amount of money per level that you have to strategically use to build a contraption to protect the kitten. However, it appears that you often have to build exactly as the game intends in order to succeed, because the amount of money they give you is very limiting. As a result, the game isn't very fun.. BOOLETS FEAR DE BRAVE! FOR STALIN!. Free and fun game, seems like it would be fun with friends.

. Incredibly fun little game. I expect that the community is either dead or dying about now.. really ♥♥♥♥♥ game :(This game has a colorful graphic style and interesting artistic look. The voice acting is fun to listen too, and intro works on windows 7 but not windows 10!! It is a well done old school game with graphics well ahead of its time. I have enjoyed it so far, but play it on windows 7 for the full experience. It is simple point and click thats not complicated. Buying on sale is a must.. Third review in a day... Yay? Again this is almost a carbon copy of the first deported, with almost the exact same mechanics. If you had fun with it, go right ahead, but for me, this didn't provide any meaningful gameplay for me.

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