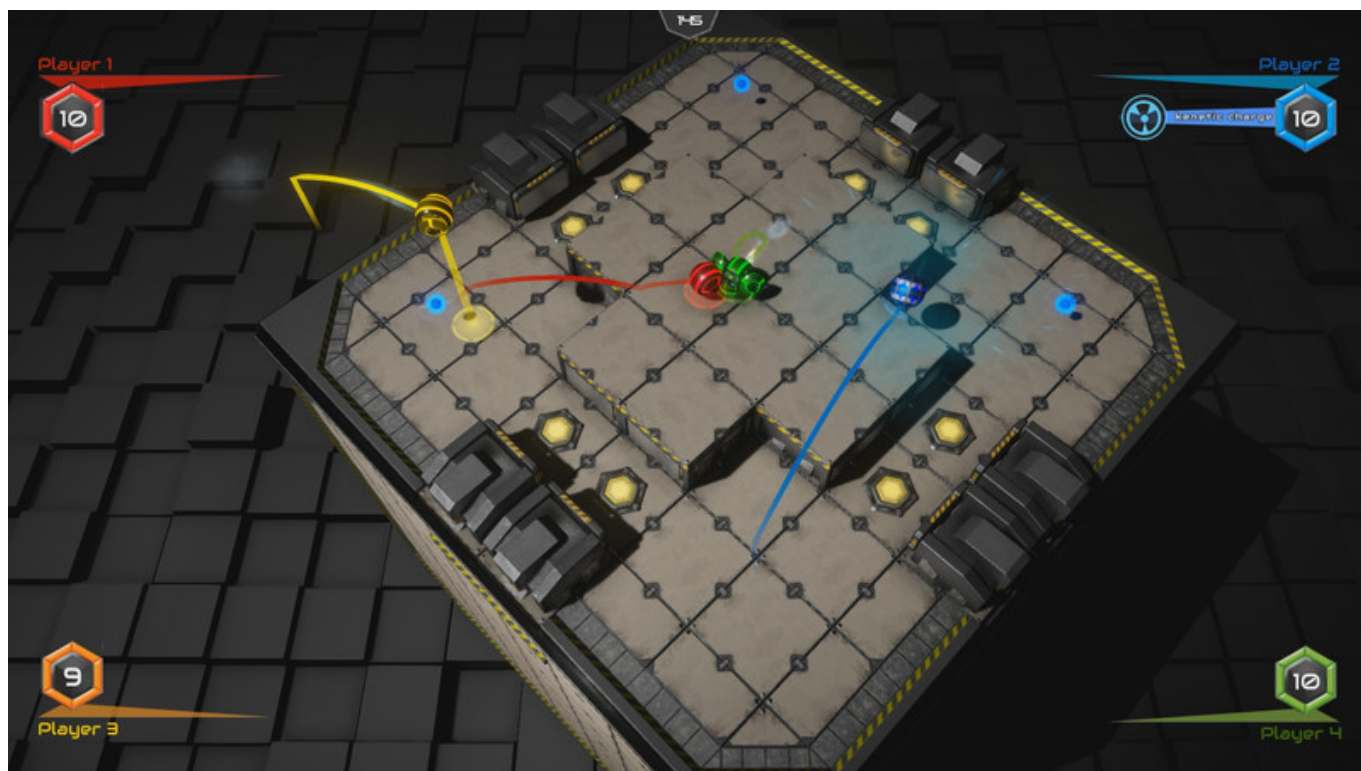


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## Idol Magical Girl Chiru Chiru Michiru Part 2 Download For Pc In Parts



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### About This Game

Michiru's quest to save the world by sealing the Chaos that threatens it is progressing flawlessly... except for the fact that her fellow Magical Girl and rival, Kazuki, is beating her at every turn! She wants to prove her worth as a Magical Girl, and win the Magic wish that can make her dreams come true, but so far, all she's proven is that she's a failure.

Then, just as it seems that Michiru may have actually done something right for once, and earned Kazuki's respect in the process, a flash of light and an ominous rumbling noise interrupt her rejoicing. Michiru is dumbfounded, while Kazuki merely remarks:

"I never thought it would come so soon..." Just what could be heading their way?

This visual novel, a spinoff of the popular "Fruit of Grisaia" series, follows Michiru's adventures in an anime-like format of 13 episodes. It is split into two Parts: Part 2 continues where Part 1 leaves off, and contains the last 6 episodes.

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Title: Idol Magical Girl Chiru Chiru Michiru Part 2

Genre: Adventure, Casual

Developer:

Frontwing

Publisher:

Frontwing USA

Release Date: 29 Jul, 2015

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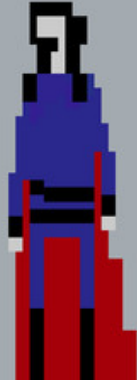
English,Japanese





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# FALCON AVE. M1



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If you like single player TCG its ok

too bad it cant online play.... The game is pretty okay, it is most definitely an early access game.

TL;DR - The game is unbeatable solo, until level 3 which you might solo it due to a single weapon type, nothing else matters but ONE WEAPON. What could make it at least farmable would be if EXP and "money" would not go to waste when you lost a mission. A LOT could be farmed, even if it would take 4 hours, just so you didn't have to depend on other players.

A lot of odd things with the game but it's a neat twin-stick shooter.

Some things that really sticks out:

You cannot solo the game until you reach level 3 and unlock the first weapon who's rate of fire is trigger-finger-speed and you can pretty much take out anything. However, getting to third level is a very long way to go and without people playing, which there never are, you cannot do it!

To fix this however you can often ask the Devs for a free game on their discord and they might carry you a game, which might become one level.

Another thing that is just STRANGE to me is how the game is a twin-stick shooter and you have to reload manually. Every time, there is no such thing as autoreloading once you spamclick the shooting button after having run dry 50 clicks ago. Another thing that annoys me but is rather okay for the sake of it is how the game counts magazines and not bullets, so if you shoot a single shot and reloads you lose the entire rest of that magazine.

Dying seems to be rather strange, you have three shields and it is completely unknown how much damage they can take until they break, but once they are gone your health may as well be as good as dead. So survivability seems entirely random and you would do better to just kill everyone else before they can hit you, anything else is just asking to die.

Their solution to a bug I had (one weapon had damage that was slightly over what it should be allowed to do) was to delete all progress, and again: Unless you can find someone else to play with, you are now stuck not being able to play the game.. Love everything about this game! Endless fun!. did not see any thing in this game new at all what are you talking about anew upgrade its the same old game. Nice little game, hard as \*\*\*\*\* :D. I used to say i would never play a game like this with the 2D world, But when i was told David Brevik made it one of the founding fathers of Diablo i just had to try it and WoW was i surprised as how addicting this game can be and i cant wait to see how much farther he takes it. Well worth the price in my opinion. Glad to see the game to be fixed so fast!

If you want to make stage 3 better, i suggest you to go route first. Where you procedurally generate a random passable route, after certain amount of steps, drop the goal there. and then randomly fill up the map.

For the last bit of stage 3 you can restart as soon as computer occupy 52 so that player won't be filling up the number for nothing.

Looking forward onto the future update(if there is any coming)!

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onward to stage 4

Original - Multiple encounter of "Code Error". often difficult to bypass and will constantly crash the game.

The 3rd stage where you navigate through a "network" is very badly designed, difficult to control. but most importantly no safeguard places in the random generating algorithms. It's more of a game of patient and luck at that point to look for that one stage that's actually passable.

If you did not plan to make a safeguard(since it can be complicated) just don't make it random, hand craft couple variations and give it to user instead of throwing the dice and hope it's a passable stage.

The idea is very interesting, the first puzzle is very well done and interesting, hope the game get fixed else cannot recommend.

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I had to play through 5 minutes of excruciating pain so I could be able to give this game a bad review. You can do some nice parkour around the map, you just to run, jump, and press the same button you sprint and jump together to give you a ridiculous boost.. AMAZING!:

This game is very buggy but that's what makes it fun.  
the game's physics are hilarious.

it is more fun to play with friends but playing on multiplayer is fun too.  
this game has multiple bugs that I hope get fixed but they are funny.  
It's not all about "last man standing" there is also a level creator which is awesome.

you should 100% get this game  
the price is perfect I'm surprised that it's not higher. You know from the first few minutes that this is a great polished VR game !  
And it is !!. This has been one of my favorite early access to date. My friend and I have only beat the first boss so far but it's been a blast.

<https://youtu.be/RMmtUFlepjk>. I would recommend this game but there's a missing thing

The water is missing

But after all I would play for years and years  
. **EDIT: I changed my "not recommended" review to "recommended" after the developer responded very quickly to my feedback. I left my old review in place along with his comments so you can see what the issues were. For the \$3.49 price as of this writing, I think it is worth giving it a try.**

**The first thing is you can't change the screen resolution to more than 1920x1080. That's not a game changer for me, but it would be nice to have better graphics settings.**

**The second thing is the controls just do not make sense. Press "F" to interact with table - this doesn't let you hit the ball, it just lets you set the colors and number of players. I finally figured out to set it to 1 player so I could test it out. Then I had to hit F again to get behind the cue (took me several times of hitting the F button before it did put me there). The instructions say use Q to move the cue stick back and E to go forward, well the controls worked exactly opposite of that. What is the point of those two keys, why not W and S (that is kind of a standard)?**

**Thirdly, why can't we use the mouse to point and control the drawback and speed of the cue stick?**

**And last but not least, when you do draw back the stick you only get a number for how far you've drawn it back. You can't even see where the stick is in relation to the ball so you have no idea of how far back you are. I assume with time, you would get used to using the numbers and could figure it out, but it's not user friendly. On the second shot, the cue stick was in the same position I used for the first shot and I didn't know what that was, so could not adjust accordingly.**

**It could be a good game if the controls and setup were more intuitive. I would like to be able to play it with friends, but as it stands now it is a no-go for me. I wasn't expecting too much for \$4, but it is really not user-friendly, so I will be returning the game. I hope to look at it again when it matures a bit.. Anyone that's a fan of a good murder mystery needs to pick this game up stat! The game's entire concept and storyline is based on the premise that "Truth is a matter of perspective". The story is full of twists, OMG moments, and a scientific "what if?" that will have you thinking well beyond the end of the game - all of these ingredients make for an incredibly immersive experience.**

**The game's design is excellent. They went to extraordinary efforts to make you feel like you are truly exploring Tesla's mansion. The voice acting, sound design, and score is top notch. The only drawback is in the graphics department - the resolution can be a little blurry at times. Another area where I felt things could improve is in the controls - they could be a little more intuitive. For example, resuming the game the first time can seem a little confusing - I wasn't aware that I was supposed to pick up my old ticket and feed it into the machine to resume the game where I left off. And flipping the pages of the diary, took me a while to figure out. Other than these minor issues, the game is superb.**



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**When you get through the game, and view the storyline through each character's perspective, you will understand the developer's intentions - To teach us to be open minded and more accepting of different perspectives; For what we believe to be true may be the farthest thing from reality.**

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