
Drop Alive Activation Code [PC]



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About This Game

An adventurous and curious water drop is trapped inside a house and needs your help to get back to the place she truly belongs to; a nearby glistening river. Climb a pile of jars, squeeze yourself through pipes and manage to get past a fridge full of stalactites without bursting. Use your wit to change from one state to another (liquid, solid and gas) surpassing every obstacle thrown your way as the game's difficulty increases.

Drop Alive combines all the right ingredients; entertainment, challenge, an exclusive soundtrack and the beauty and charm of heartwarming, handmade illustrated scenarios, an experience both adults and children will forever enjoy and cherish.

Main Features

- Have fun as you navigate through 12 different levels, each with an aesthetic and peculiarity of its own!
- Original Drop Alive exclusive music. Delight yourself with a warm and fun soundtrack of over 10 themes!
- Collectables, Achievements, Cards and Full controller support.
- Alternate between 3 different states; liquid, solid and gas, to overcome every obstacle thrown your way.
- Leaderboards. Challenge your friends!
- Warning (as in "don't say we didn't warn you"): Do not, by any means, let this cute little fellow fool you. Drop Alive

ain't as easy as it seems.

- 12 unique unlockable Skins!

Some of the skins you might find



Title: Drop Alive
Genre: Casual, Free to Play, Indie
Developer:
Invi Games
Publisher:
Ipsilon Developments
Release Date: 6 Dec, 2016

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English







everyone knows u run faster with knives.. This is a cult classic and i still have the Cardboard Box, played it a ton back in the DOS days :)

I have strong nostalgia goggles for it so i would absolutely recommend playing this... probably not an objective opinion.

I don't know how this would hold up for somebody who has never played this before... i would guess not at all.

I really can't tell you if you would like this or not.

That said, i can not recommend buying it on Steam, you should probably buy it on GOG instead, it already comes with nGlide (3Dfx emulator compatibility thingy) over there, on Steam you have to patch that in yourself to make MDK work or download fanpatches or half the textures won't even show up.

There is no "just install and play" here, it is literally unplayable how Steam delivers it because most of the objects, including the world or the character are invisible.

It is a really OLD game so some fiddling with it is required... but if GOG already did the fiddling for us, why buy the unplayable release from Steam who can't be bothered to do those clicks for us?

Game is 30FPS, but that isn't a problem, it just looks like a old DOS game, not stuttery like console ports would (i'm very pedantic about 30FPS ... i even downvote things with 60FPS locks if my 144Hz screen isn't used to its fullest...).

There are big black bars around the picture (letterboxing) on a 1080p 16:9 screen.

The biggest hurdle are probably the awkward keyboard keybinds that you need to get used to first... or change.

Sorry, the nostalgia goggles do not outweigh the need to fiddle with stuff here, can't recommend the Steam release, go get the GOG version.

Of course you can make the Steam version work as well, with some effort, i just think we should not support Steam's total lack of quality control.. undertale but spook. Warning: Spoilers.

Grisaia is a highly original visual novel trilogy, and is the result of blending action, adventure, trauma, comedy, drama, romance, and emotion all together. The Fruit of Grisaia is the first game in the trilogy, and is the first of the fruits growing on the tree that is Grisaia.

Note: This is the All Ages version. I was considering getting the 18+ version off Denpasoft, but these things aren't as easy as they look. This version contains alteration to sprites, CGs and script. Nudity is censored on sprites, and new CGs that aren't present in the 18+ version are available here. The H Scenes are removed, and the script is altered to fit an RSPB Mature 17+ platformer. Some dialogue is toned down, and some references to sex, cannibalism and similar things are also removed. Roughly 90% of the content is left unaltered.

We have Kazami Yuuji, an orphan whose sister died in an accident and whose parents also died. He lived with his master for a while and then transferred in to Mihama Academy, a school which only has five students, all of them girls. I'll be honest, I'd have given anything to transfer away to a Japanese boarding school with only five female students. Providing we got on well enough, of course, but anyway...

We have Sakaki Yumiko, the loner who doesn't like being approached. She's usually radiating hostility and carries a box cutter with her, which she draws out whenever someone says something she doesn't like. Her habits of reading book after book by herself all the time have struck her classmates with ideas involving pranking her to get her to become friendlier, with hilarious results.

We have Suou Amane, the oneechan roleplayer. She's the eldest student in the school, and is two years older than Yuuji. She often mothers the other students, for example by ironing their clothes or making their food. She's also proud of her big breasts, and often uses them to seduce Yuuji; a good example of this is when Yuuji goes into his room and finds Amane inside, who is in the middle of changing. Hang on a minute! Didn't something like this happen in Princess Evangile? Anyway, another classic example is when Yuuji's in the corridor and finds Amane on the floor with a piece of paper saying "Breasts: 100 Yen". There's also a famous moment where Yuuji catches Amane frolicking in his bedsheets which leads to her locking herself in the

bathroom from being too embarrassed to show herself. Consequently, they end up being late for class and have to run to get there on time! And that's how the famous running cadence was written.

We have Matsushima Michiru, the fake tsundere. She's got a hard head, but it's a little too thick, so she's not exactly the sharpest tool in the shed. She's pretty funny though. She tends to overreact to everything, and her outbursts are always the first crack in her tsundere mask. She also tends to hear things phonetically, the best example of this is hearing "crab-eating macaque" as "crabby tin macaulk". Either she's completely cuckoo, or she's doing it on purpose. Another example is when she walks around the dorms at one time with cling rolls in her hair making weird sounds that made Yuuji and the others assume that she is communicating with outer space.

We have Irisu Makina, the shy little sister-type girl. She's also a bundle of laughs, especially when she teases the other girls and makes fun of them. One of my favourite examples is the "How to draw Yumi-chan" song which she made up after a sculpting class, and got her chased with the box cutter. At first she's very nervous around Yuuji but warms up to him quickly. She's definitely a good example of a lapcat girl - one whom likes to sit on a guy's lap and finds comfort there. Makina calls Yuuji "onii-chan" and later "papa".

And we have Komine Sachi, the frighteningly obedient maid who seems more like a robot than a human. Yuuji's deadpan humour mentions that Sachi would "start stacking up stones by herself if told to "build a castle here"." One of this game's running gags is that Sachi takes everything literally. At one point Makina asks her for the "tastiest milk" which translates in Sachi's head to "go to Hokkaido and milk a cow". Another time when Amane asks her to "wander off for a tick", she comes back about ten minutes later with a big suitcase, claiming that she's setting off on a journey per Amane's request, and Yuuji has to explain to her that she meant for a tick of the clock, not for the Attic peninsula in the Attica region of Greece.

On April 11th, I started my experience with this game. The common route was brilliant, with lots of scenes that had me laughing out loud! Some of my favourites include:

- Charlie
- Variety Show
- Don't Stop the Friendship
- Sakaki Yumiko: Points of Contact
- Makina's Abnormal Talent
- Music!
- The Suspicions of Ms. Michiru
- ...to name a few!

Fast forward to April 21st, I arrived at Amane's route. I really like the beginning part. It shows that Yuuji still can't grasp the fact that he's going out with Amane, and frequently ruminates on how she's too good for him, and so on. There's lots of funny moments, and lots of ecchi! But at one point, the route takes some thought provoking turns, and we are launched into a gut-wrenching flashback of a traumatic event in Amane's past. A tragic accident where a bus carrying Takizono Academy's Basketball Team falls off a cliff and the people on the bus are trapped in a village for two weeks as they fight for survival. The last part of Amane's route shows that as the only one who survived not only the accident but also the aftermath of said accident, Amane feels guilty and is looked down upon. Returning to the village, the bus is still there, and Kazuki, Yuuji's sister, who supposedly died in the accident, buried something for Amane underground, but just as they go to find it, a villain akin to a final boss appears with shotgun in hand: the captain's psychopathic murderer of a father comes after them, seeking revenge over his daughter's death. After a bloody battle with many gunshots fired, Yuuji and Amane escape together. I finished Amane's route on May 1st, and award it a 9/10, but had to deduct an extra point for butchering in the steam version, making it 8/10.

I will update this review as I complete more routes.. Not a minute too early, since DTG a long time has used old trains for regional trains around Germany this was just what I wanted. I'm sure it'll be heavily used in a lot of scenarios from a lot of creators since the other old stuff from ELAP is outdated and on the way to exit service/limited service. This is the most disgusting thing I have ever seen in my life. It's good for learning logistics. Jewel Quest has been a favourite of mine. It's fun but utilises the brain and has a storyline.. Improves on Shadow of Mordor in every way possible, so yes you damn right I recommend it

Instant motion sickness for me and you don't immediately understand what to do. No thanks.. one word, great. I tried to get on a game with my friends and we could not join it allways said no servers found. it sucks. Want to alternative support developer other than donate Limited Edition in Official Website? Then buy this DLC. You got all amazing Original Sountracks from in game with good quality in MP3 format (find it under Nekoishi directory folder). Dont worry, still worth it even buy full price since the standard and limited edition are FREE. Btw, I wish they remake full song in duration 3 minutes above for 'A Sunny Day is Watching over You (Vocal)' looks great. :3. this game is a good, CS-Go type of game, but free. the graphics are ok, and the texturs are pretty good to. the only thing i dont like about this game is the glitches\hacks. there are quit a few of these, but other than that, it is a good game.. Probably the worst early to late 2000's NFS game

-Bad physics

\u2665\u2665\u2665\u2665\u2665\u2665graphics for 2008 standarts (Pro Street has much better graphics and it's from 2007)

-Non CGI cutscenes (using real life actors and real cars)

-Confusing playtrough

-Boring

-Too easy and doesn't have a difficulty selector (i'm not even joking. If you are at least decent at racing games you'll always win)

Only good thing about this game is the soundtrack

All the other 2000's games are much more enjoyable than this, don't waste your time and money on this.. What to say about this apawling excuse for a "heavy goods" engine. Slips more then a cracked up squirrel on ice. Can't not handle 1000 ton trains like the real one can. No head code selection at all. sounds are horrid. No BR green livery or a mention of Evening Star. Even the model is flawed to the point where the tender body and chassis will become 2 separate objects not to mention the valve rods are set too low so they poke through the bottom. I can go on and on but the main point is just avoid this complete disgrace of an engine which does nothing to show the true power of the real machines if you want an amazing heavy goods engine I highly recomend the USATC S160.. veri spooey gaym

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