
THE VIDEOKID Key Serial



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About This Game

Are you ready for The Videokid challenge?

Test your skills to the max with this fun & challenging arcade style skate game set in a retro 1980s neighbourhood filled with danger...

Skate, hitch and grind your way through hazardous streets; dodging 80s bikes, cars, trucks, trains & more. The Videokid is jam packed with 80s nostalgia. Relive classic moments of all your favourite movie, tv and cartoon characters and remember... the further you get the more epic the references become!

"What a wonderful game this is - an exacting arcade treat shot through with 80s childhood memories." **Christian Donlan, Eurogamer**

"You'll find that The VIDEOKID throws in every nostalgic thing you loved about the 80s into an 8-bit fast-paced Paperboy-esque gaming experience. Plug in your walkman and lace up your Reebok Pumps..." **Niko & Dawn, Indiewatch**

"It's like PaperBoy on 80s steroids" twitter.com/MastaCodyD

"An awesome trip down memorylane!" twitter.com/HeinyReimes

The goal is simple: Avoid being busted by the cops, pull off sick tricks and complete crazy combos to earn bonuses; all whilst trying to stay alive just long enough to deliver your pirate video round and get to your girl in time! From retro arcade style sound effects, to the incredible 8bit inspired soundtrack (written by DJ Savant) the Videokid pays pure homage to your favourite games of the golden era.

FEATURES:

- Take on 'The Videokid challenge' & be amongst the top 25 hall of fame
- Unlock and play as some of your favourite 80s inspired characters
 - Wreak havoc on the wrong side of the law for maximum score
 - Pull off sick skate tricks & crazy combos
 - Laugh at endless ways to bail, slam and fail
- Earn cash to spend on radical upgrades & powerups in the skateshop
- Experience the nail-biting tension... the longer you live the harder it gets
 - See how many classic 80s characters & vehicles you can spot
 - Relive your nostalgic childhood where all things were awesome

CONTROLLER OPTIONS

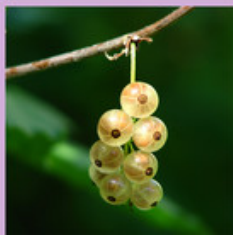
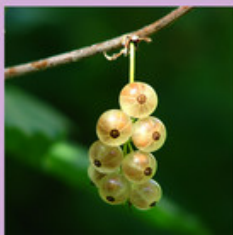
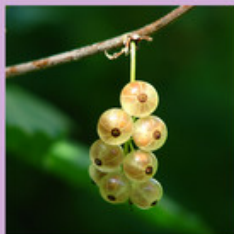
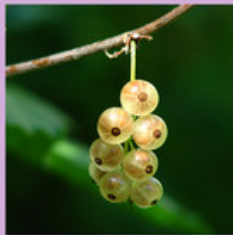
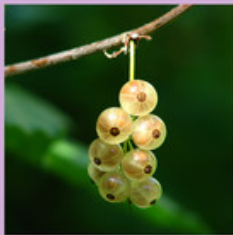
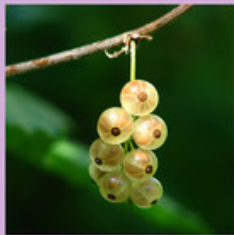
press "a" to restart or "y" to enter the store

Title: THE VIDEOKID
Genre: Action, Casual, Indie
Developer:
PixelTrip Studios
Publisher:
PixelTrip Studios
Release Date: 31 Jan, 2017

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English





CHOOSE YOUR CHARACTER!



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CONTINUE

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11V10 would press escape again in the middle of a level. Pretty dark story line, but still keeps your curiosity going with all of the different homoculus you can get, and getting all of the achievements isn't so bad either... would definitively recommend to people who don't mind a little questioning of morals, especially when it comes to what you're going to do with the poor homonculi.... This game is way better than FIFA and PES. You can play 6v6 matches with friends. There is no mod like this in FIFA nor PES. I would give this game a 10/10 review because its unbelievably good!. I really enjoyed this game. I'm always searching for things that are trying new things and this one manages to make something new out of a lot of what is old. Video game sampling almost.

It's also a great addition to non-combat based video games that offer engaging game play. A number of items are fetch quests but the framing manages to separate it from other games. It calls attention to what it is in a lot of places.

The art design is great and manages to get away with a lot of depth using a minimal level of modern visuals.

When I play this I feel like it's a good mix of the VR scene from Johnny Mnemonic and the game Rez.

Also, epic vaporwave music. Worth the time. Was also a lot more content than I was expecting and it held up.. I don't really do this recommending of Early Access. But, I like the dev' and he is a pretty decent guy. Super active. Great update time.. Came with XL pack. Original Erron black has a muffled voice. With this skin his voice comes out more clearly , You can hear the intimidating sexy voice. You can compare skins if you don't believe me. Also these skins have a very unique look too. 10V10. As a person who played and enjoyed Deadly Sin II and Skyborn, I saw that this had come out and decided to give it the benefit of the doubt. The dearth of reviews here also made me figure I would contribute.

Yes, this is an RPG maker game; but like DSII and SB, it has alot of custom content, probably moreso than most of the Aldorlea games (though those are fine too). I can say this with some confidence since I used to make a RMX game myself but which never got finished due to my other projects.

Anyway; I will say that DS1 is considerably more rough around the edges than its successor, though I guess this is to be expected.

After 5 hours of play (just done the desert) my slight issues include:

>> There is somewhat less freedom to build the party; for example, I built Teresa in DS2 as my prime DPS rather than my tank (which was Carrion), because I could; but here, for example, Dory is the only real tank. Its also rather hard to pull aggro off Winchester when Dory's biggest aggro pulling move requires 50 OD. Again though, this the hazard of playing the second game after the first.

>> The plot just kinda happens to our good princess. I'm rather confused about her in general. On one hand, Lorelei seemingly has some clarity of the coup de tat that deposed her (?) since she talks about it early on. However, she later asks Winchester why he didn't tell her about the fact she was a princess. Perhaps I just missed or got confused over something there? Perhaps this will all be cleared up later on in the plot though.

However, whats good:

- + Though I moaned about customisation; thats only because I'm spoilt, its still pretty decent and way more involved than most RPG maker games. Only the other Dancing Dragon games and Doom & Destiny are comparable in the same category.
- + The character battle animations are good. They're nicely hand drawn and well implemented, and I know that can be a serious pain in RPGmaker. Most of these games don't animate their actual characters at all (they just show the weapon/Vattack animation; and actually, that was my one big 'meh' point on Skyborn) so I give this a massive plus.
- + Progression feels about right; I tend to be the sort to wander round and get all the treasure, but rarely did I feel like it was taking too long (except maybe a little towards the end of the desert).
- + Its dangerous carrying a massive treasury. A little thing, but all those mugging thief enemies actually became the bane of your

existence. The game tells you to carry your wealth in gems at one point, and you should listen! That said; WTF happens to the gold they steal; you never get it back!?

+ Some other reviews comment on bugged maps and unbeatable bosses. Not seen any myself, though will update if I do.

Anyway; its worth it enough, at least for me. I would also check out the other games by this group and I hope that they release an excellent DS3 or something eventually!

Bad Gameplay , bad controls , bad tutorial . Accademy make me crazy , repetitive already from "tutorial".

Give me my money back. Good storyline with different endings

+ Great drawings art

+ Nice soundtrack and voice acting!

- No English. Only Japanese voice with Chinese subtitle

- No voice acting for the main character in games. The Invisible Hours (TIH) is a phenomenal game. It is the type of game I had envisioned playing when I first witnessed the magic of VR.

TIH is a murder mystery adventure. The story revolves around seven people (one of which is dead) on an island and their attempt to figure out who killed the host of the house. The concept is very similar to Agatha Christie's And Then There Were None, which is a story I really enjoyed.

Now the game actually describes itself as being not a game or a movie since players do not actually play as anyone – players are an outside observer instead – and can not make any decision that affects the game. Instead, players are left to observe the events (through rewind, fast forward, and chapter replays) following the characters and checking clues until they can solve the mystery.

In short, it's an 'interactive movie' – a concept I once dreamed about but it seems TIH actually brought to life. For the sake of simplicity, however, I will continue calling it a game.

It is probably a hard concept to fully flesh out into a game, but TIH does it well and you do get immerse into the story trying to learn what is going on.

The game is not without flaws, however. One that particularly annoys me is the 'fast forward' button doesn't work sometimes. Rewind is flawless, but fast forward often takes pressing repeatedly until it finally works.

Furthermore, the ending is...plain horrible. I can't really mince words here as it's just plain bad. Not only does it end abruptly, but the actual mystery ends in the most copout way possible. In a way, I guess I can't blame the developer as it's probably very difficult to create a good mystery around a concept where you can follow any of the characters at any time.

Overall, The Invisible Hours is an enjoyable game and easily among the best and most unique VR titles available. I do hope the developer creates a sequel some day.. I wanted to like the game; I bet it's not bad, and maybe it's just my settings\computer but there IS a mouse sensitivity option in the menu, but I can't get around the strange mouse sensitivty when trying to click small objects. It feels like the mouse movement detection is not sensitive enough and I have to jerk the cursor farther than where I want it to go so it makes precise aiming for building things VERY obnoxious. I tried every slot in the mouse sensitivity settings in the game. I have to admit, this drove me nuts after 10 minutes of the game so I can't say much about anything else as I could barely click things I wanted to.

I honestly wish I could have experienced a bit more of the game, but it was getting close to the two weeks refund period so I figured for the \$1.75 I paid, I'll just grab my refund now and if I want to give it another chance later, I shall.. amazing game! love the goodies and shop items! weekly rewards! this game is about your strategy, not rng. buy it now! just bought all the dlc to support the devs! hoping for awesome content to keep flowing in!. Short but good VR experience. Well worth the time.. I DIDNT EVEN GET IT WHEN I BOUGHT IT, SUPPORT PLEASES!!!!

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