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Well worth the 9 dollars.. Yes, it is a nice game.

A relaxed puzzle platformer which rewards you with H-artworks once you get points and can then unlock the artworks.. Not relevant to the game.. Hey, Harpoon it's not. But then again who has the time to invest in a game like Harpoon. Battle Fleet 2 is a mix of fun, some light strategy, a little bit of tactical thinking and the satisfaction of watching your salvos hit the mark. It isn't for someone that wants total immersion, but it does give us elements of everything that one needs to lose themselves in the S Pacific or Atlantic while waiting for the kids to get home from school or on that boring flight to Tampa for business.

Historically accurate, up to a point and interesting enough to hold the attention of a military history student such as myself, I think that the developer has hit the right mix to appeal to someone who otherwise might not purchase or be inclined to play a war game on any level. Furthermore, the developers do care about what the customers say...more than I can say for some companies.

Pros:

Fun
Decent Enough Graphics and Sound
Some Good History
Engaging, but not demanding
Has replayability

Cons:

Not deep enough to appeal to real military hounds
Feels a little 'appy'

Overall, This gets my thumbs up for the way it can fill in the void of stupid apps to a pretty darn serious PC gamer like me. Like I said before: Fun, Engaging enough and fills the niche left between dumb apps and super serious strategy.. Dumb, stilted weeabo self-insert the game.. Alter Ego is a fantastic Point & Click game.

You play as both Timothy Moor - a thief who dreams of escaping to America, and Detective Briscole - who aims to solve the infamous murders committed by "Mad William". There are various parts to the game and you will switch between the two characters to get both perspectives on the story as it unfolds - this is the meaning behind the game's namesake, two separate points of view.

The atmosphere, voice acting and music are perfect for immersion; and the story is uniquely written - it leads you to believe one outcome, yet it turns right around and you're left with something entirely different and unexpected.

The few complaints I have are that it is a bit short, there are still a few things that are left unexplained and I wished that the ending had been left on a more positive note.

As for replay value, I can't be certain; but I absolutely loved it and it's worth the price!

Meh, not really too fun. As soon as I saw the Flatbush Zombies quote I knew this was the game for me. Comparing to all the Construct 2 clones this one is a HUGE step forward, so you can easily rate it 4V10 not 2V10 because:

-Even with bad platforming part (all levels are the same, 1 screen wide etc, bad platforms placement), you can finally do something aside of pointless jumping around

- +you can actually shoot the zombies.
- +you have a life-bar instead of 1-hit-death
- +More or less various backgrounds

But still, this game has its own flaws

- you collect ammo packs instead of gold coins or some other cr\u0430p and at the same time, those ammo packs don't refill your ammo \u0af_(\u30c4)\u0af
- I have no sound in game. (Remember that a good deal of RPG Maker 2000 remixes were given to you for buying MV, just check your dlc\ExtraAssets folder.)

No Energy, no Village3. Buy this for the nice sized collection of high quality sound effects.. I recently purchased this game and I Want to Like It... I really do...I have about 100 hours into it.. run thru a dozen or so seasons with 4 different teams/leagues. My biggest frustration/gripe is the draft.....there is no way to determine talent...i have gone to a few forums & have downloaded other programs that try to help with the draft.... but why is that needed on a stand alone game? The fact you cant judge talent to draft along with the salary cap.. makes mistakes in drafting.. harsh.. which is fine.. thats reality.. but not being able to better judge talent in the draft is a MAJOR drawback & makes me dislike playing. There are many leagues available to join, (i was hoping to make my own with my fantasy buddies), not sure how they deal with the lack/ insufficient pre draft info. With no ingame guidance, having to go to many other websites to gain info is more a life project than fun. I have owned Front Office Football products from the beginning, which is one reason i was happy to purchase this, but as of this writing i am less happy,but I am hopeful this area will be addressed to make it feel more like the real draft, & being able to judge predraft talent more easily. Because of this I would NOT recommend this product right now for the above reasons. If/when these issues are addressed I would be happy to recommend this game.. Simply awesome!!!. A bit unpolished. Could use a bit more attention to simple details in order to maintain the suspension of disbelief. In a simulator that is pretty important. Tiny things can turn the entire scenario into a joke. For example:

I went through the tutorial mission and successfully moved some giant cargo ship into right location! Hooray! But then I was teleported somewhere else, to tow something with a tugboat. Meanwhile, the giant cargo ship crashed into the bluffs somewhere else. Very silly! And when I was towing a tiny boat around with the tugboat, I kept running over and completely sinking it -- but that didn't fail the mission. I just needed to tow it into the right location and I win!

Also, the waves' animations were absolutely insanely broken -- and you've just got to get that right in a ship simulation. That's the first thing to get right.

All in all, not that great.

. A super fun and exciting game that isn't as well known as it should be!. Let me start by apologizing for gushing like crazy as this came out only 4 years ago and soared to being in my top 3 favorite games ever made.

This game is a masterclass in storytelling and character development, the gameplay and art style won't appeal to everyone but the RAW and powerful nature of the story and the interactions between characters is something rarely seen out of most forms of art... that's right this game, it's art.

It follows the TellTale formula of a modern point & click with the butterfly effect decision based gameplay that affect certain outcomes throughout the story it also follows the episodic formula giving you a solid 2-3 hours of gameplay with every episode, the story twists and turns at every direction and makes this a very unique game to play.

Lastly the ending will break your f*cking heart, it's one of the few times that I can say that a *game* has completely and utterly demolished my emotional barriers and broke me as a person.

This is a HIGH recommendation from me, it deals with mature topics (it does so maturely aswell) so be warned if you're not prepared for it or are emotionally fragile.

Solid 10/10. Very good RTS! The unit voices are especially excellent!

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