
Oh No! Bugs! Activation Code [Password]



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About This Game

5x TRADING CARDS



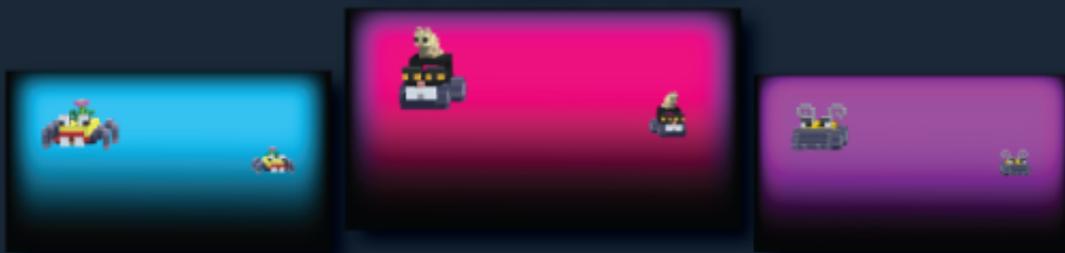
5x EMOTICONS



6x BADGES



5x WALLPAPERS



Oh No! Bugs! Is a casual arcade game where you squash bugs by pushing blocks. Play solo or with friends, locally or online!

- Fast-Paced Arcade Action
- Single Player, Local Coop, Online Coop
- 6 Level Themes With Many Level Layouts
- Customizable Tanks

Customize your tank and unlock new parts as you level up. Make your way into the dungeons where your mission is to squash all the bugs! Each level theme has some special blocks that works differently, like bomb blocks, laser blocks and so on.

Title: Oh No! Bugs!
Genre: Casual, Indie
Developer:
Doomster Entertainment
Publisher:
Doomster Entertainment
Release Date: 14 Aug, 2016

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Minimum:

OS: 7

Processor: AMD A10-7300

Memory: 8 GB RAM

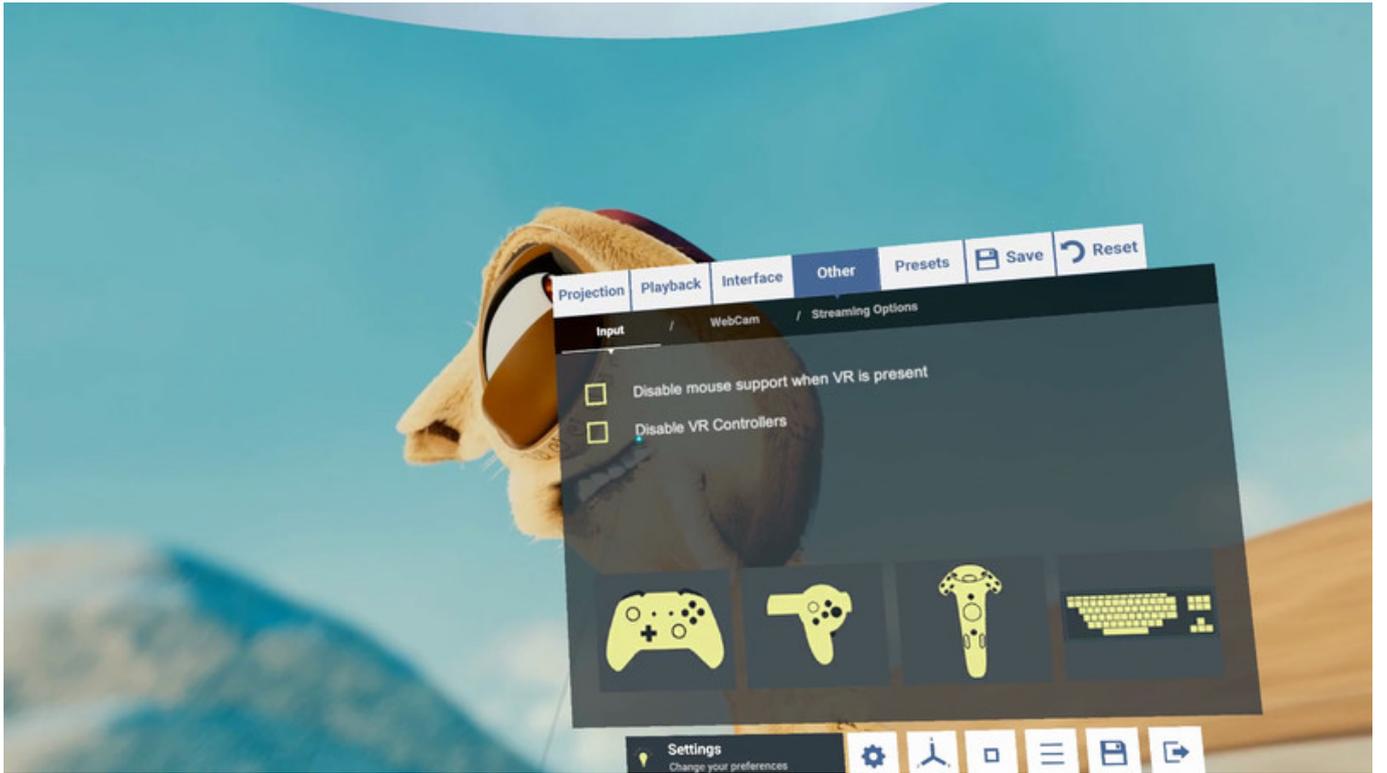
Graphics: Radeon R6

DirectX: Version 9.0

Storage: 500 MB available space

English







Well this game has actually a huge potencial. Made in the mixed Style of Warcraft 3 and Spellforce.

Pos: Nice Idea and Concept, not very high demands on your hardware, Many Factions/Races and Units. Long Campaign.

Cos: Braindead actually nonexisting AI, Many Bugs and Glitches, very unbalanced, Multiplayer is a Ghosttown with NOONE, tend to crash, Story in the Campaign is often confusing and misleading. Game looks very unfinished cause of elements that just dont fit into the Fanatasy style (like modern tanks and planes that are found in crashsites all over the campaign without any explaining). the Intro video for example makes you hope for some kind of time protal but in game? Not the slightest peek on such...

I Play nearly every Strategy game known by Humanity, and i recommend to keep your hands off this one..... Fitting end to the trilogy. Not as enjoyable as WEE1 and WEE2, but only because of how high the bar was raised.

Characters change, evolve and the story moves in a way I had somewhat difficult time predicting, but it was worth the time spent reading it.. This game is really fun, they are still ironing out some of the details but it's really well done. I play games like hero siege and diablo and this has the potential to be as good as both. They need to add more classes and add skills.. Tokyo Babel definitely isn't bad, but...

I picked this game up after people compared to Fate Stay Night, and the premise of the story also looked fairly interesting. Angels? Demons? Sign me up!

... I tried powering through the VN, but I really didn't like it. The characters are bland and stereotyped to the extreme, the pacing is slow, the slice-of-life scenes just take too long and are too numerous... Even the fight scenes couldn't salvage all of that, because the build up was just absent and everything is almost too predictable.

I really wanted to like Tokyo Babel, but I just don't. I also don't really like the art style of the characters, but that's something else. Don't get me wrong - it's definitively not a BAD Visual Novel, but I just can't bring myself to like it or to recommend it.. Don't get, gets really repetitive really quick, within two levels for me. Got bored and never want to play the game ever again.

Spring Update! :

Hello, everyone! The time has come!

Dead Wishes has been updated with all of the bonus content from our Kickstarter, including:

5 new sprite sets (side + original characters)

12 new CGS

24 new bonus chapters

The bonus CGs fill in the empty spaces in the GALLERY menu, and the bonus chapters are accessible from their respective character's MEMORIES menu. The new CGs are scattered mid-routes, so you can take your time looking for them, or simply skip through routes if you want to find them quickly.

Note: You may need to revisit the Ending 1's for characters to unlock the bonus chapters, but all you need to do (if you have already unlocked those endings) is click on them in the MEMORIES tab. If you don't want to re-read, you can skip through the quick menu.

We're really excited to bring this new content to you and hope you enjoy!. And All Would Cry Beware! Dwarf Block S2ENGINE HD *Dead Wishes* **PLEASE UNINSTALL, REINSTALL + BUG FIX:**

Hi guys! Coming at you with another update to address a couple of problems that have been brought to our attention.

If you encounter an error when trying to update the game, you need to UNINSTALL and REINSTALL the game. I'll explain why below...

Players have been contacting us because when some of them updated their game about a week ago, all CGs and chapters were

unlocked, despite them not having read/seen these. This is a WINDOWS ONLY bug. We attempted to troubleshoot this issue through numerous tests, one of which included uploading an entirely new depot+build combination of the game to Steam. **This means that you won't be able to update the game automatically - you'll need to uninstall the game and then reinstall it.** We are sorry for that inconvenience, but it was necessary in order to pinpoint the issue.

However, we got it sorted out! Unfortunately, there isn't anything we can do on our end to delete those chapters/CGs (we really tried everything!), but it is quite easy to resolve in just a few moments.

[One of our players/friend of the devs helped write up an easy guide if you'd like to delete that data.](#)

Additionally, we've begun the process of updating the 12 main character sprites. Originally, we were going to wait until all of the sprites were finished before updating the Steam build, however the current build has new Ophelia sprites. Enjoy! We'll post previews of the others on Twitter as we finish them.

If you have any questions or concerns, use our support email!. **We're Live!**

Finally, we're live on Steam! Thank you to everyone for being so patient with us while we went through the paperwork.

If you have already bought the game on itch.io, you do not have to purchase the game again. We are waiting on a key request from Steam, which should be completed in the next few days. All you have to do is go to your purchase page on itch.io and claim your Steam key when it becomes available.

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