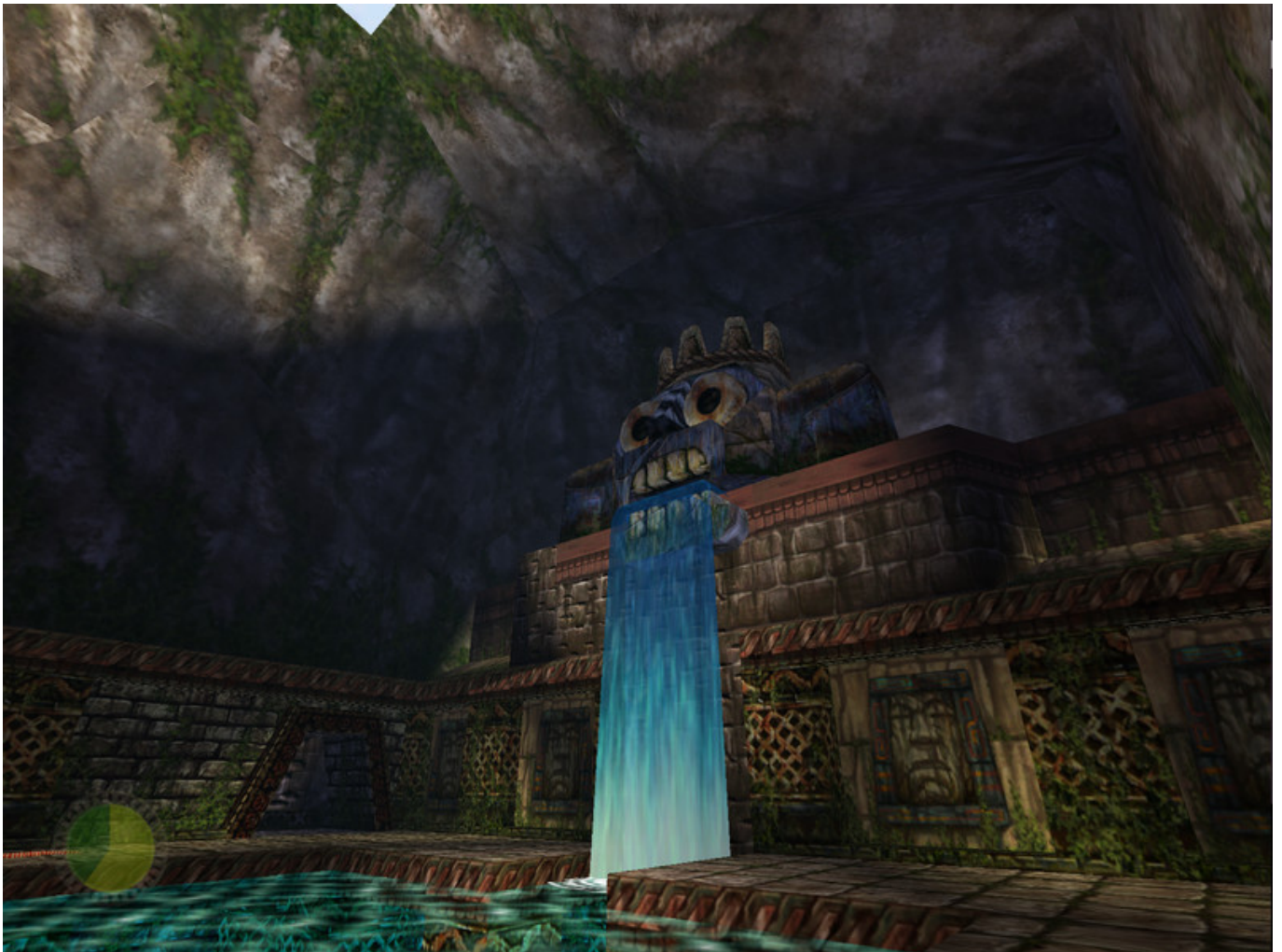


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One Day : The Sun Disappeared Patch 8 Download



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## About This Game

### Classic 2D Action Platformer

#### The story

One Day, the Sun Disappeared...  
The world is about to turn into a ball of ice and something has to be done!  
A boy starts on a journey to find the Sun and bring it back!

#### Features

##### Stamina Plays A Big Role

You will not be able to endlessly attack or defend.  
The difference in stamina means the difference in your game.

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Managing stamina will be an important part of the game.

#### **Character Ability**

Your character's ability can be upgraded with Gold. You can earn Gold by slaying monsters. Strength, Health, and Dexterity are the three abilities you can build up.

#### **Various Gears**

There are about 100 different gears available in this game. Some gears will dictate the styling of your character as well. Some gears are found in monsters and treasure chests.

#### **Attribute System**

Monsters will keep getting stronger as you advance. Keep in mind of the weapon attributes which can make a deciding difference.

#### **Pet System**

There will be pets there to accompany you through the journey. You won't be lonely.

#### **Xbox & PS4 Controller Support**

### **Indie Game Project By A Single creator**

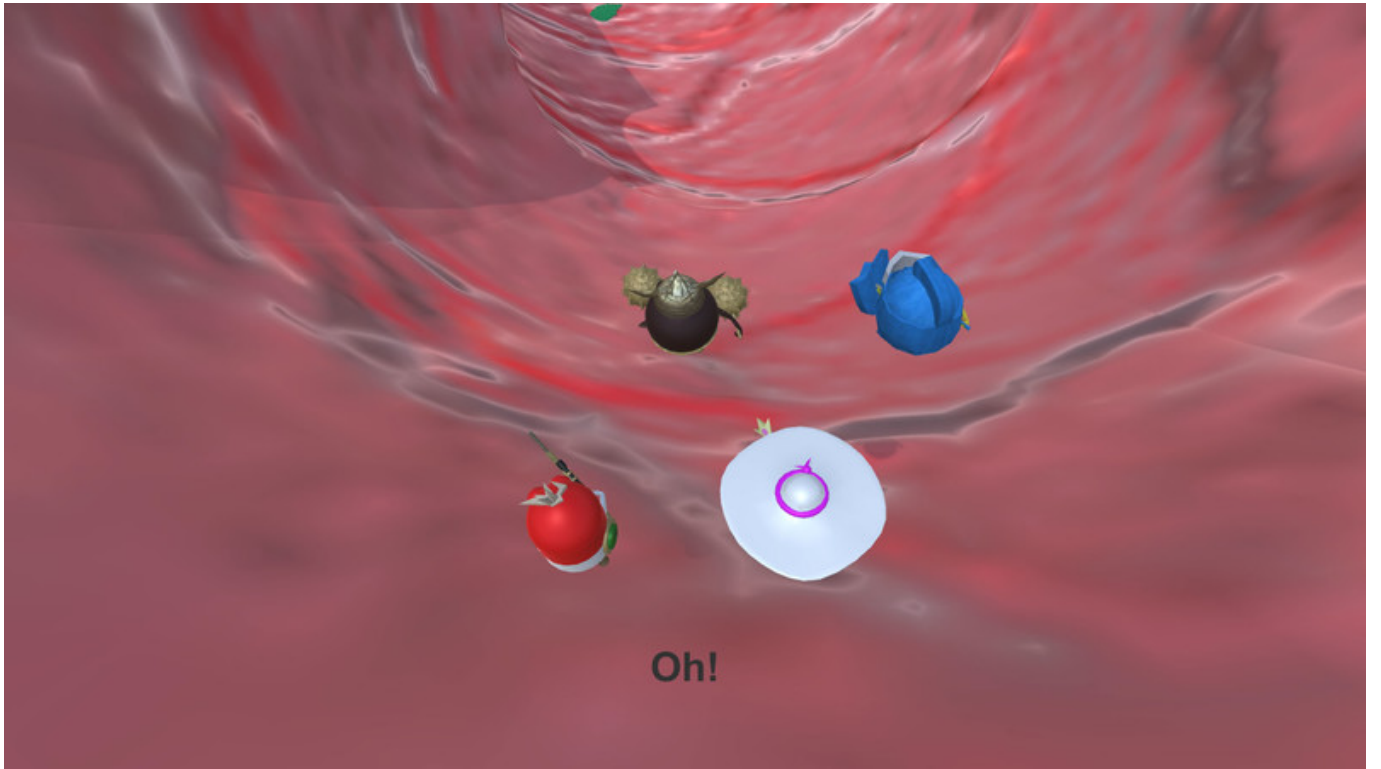
'One Day : The Sun Disappeared' is a One-man indie game development project (including Programming, Art, Music and some parts of the fx sound)

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Title: One Day : The Sun Disappeared  
Genre: Action, Adventure, Casual, Indie, RPG  
Developer:  
Teemo Soft  
Publisher:  
Teemo Soft  
Release Date: 26 Aug, 2016

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English,Japanese,Simplified Chinese









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one day the sun disappeared [?]. one day the sun disappeared game. one day the sun disappeared igg. one day the sun disappeared mod apk. one day the sun disappeared apk. one day the sun disappeared

This is a really awesome side scrolling space ship shoot in the fashion of R-type and Gradius and Lifeforce. Don't let my lack of minutes fool you i played mostly when with my friends list off when i didn't wanna be bothered. This game is hard and I mean classically hard if you aren't familiar with this style of gameplay you will have a rough go of it. To get the best experience out of this game it should be played with a controller like a SNES or Sega Saturn gamepad. Xbox 360 controllers need not apply.. I like the history period of this game, now naval battles are very intense, and you can feel the difference between old ships like frigates (even with modern artillery) and modern cruisers, the real terror of seas.

Other reviewers told a lot about supply system developers added to game, it works cool, I like that too. This game worth to play if you like other games in this series.. Gosh, what a bad game...

If anybody needs proof that a match-3 puzzle game isn't the kind of thing where you can afford to be a lazy programmer, then here it is.

#### PROS:

- None. Quite rare for me, as I'm easy to please when it comes to gaming.

#### CONS:

- The gameplay is a mix between 'Clickomania' (a very old match-3 game, and certainly not the most exciting kind) and 'modern' match-3's with powerups and other silly things. But Clickomania's main interest was based on whether you could remove all of the tiles from a board without any lockups. You know, an actual puzzle... There's no such thing here, and lockups most likely happen at the beginning of a stage when very few blocks are available to click on. Then the level just reshuffles, very slowly. And it's not even our fault...
- Sometimes when a level ends, nothing happens. You actually have to click the Menu button, then Resume, for the game to find its way again. And if it shows you an achievement, then you have to do it twice.
- Story is ridiculous. It's only told through a simple block of text at the beginning of each season (series of levels). I didn't get any story panel for Autumn, which is either a solid bug, or even more laziness on their side.
- The first season is mostly dedicated to tutorials, but you get rainbow blocks in a few levels before they're properly introduced.
- Clicks don't always register. A mortal sin for a match-3. In fact, there is no feeling of pleasure when you click stuff.
- The music is bland and generic, the graphics are passable in general but blocks themselves vary from okay to very ugly. And since you'll be spending most of your time watching them, hmm...
- Power-ups are incorrectly explained. Seriously, did the game bug and forget to tell me something?
- Some levels are hard and annoying (requiring you to wait for animations to complete so you can actually reach a single tile), and are followed by a very easy level. Where's the difficulty curve?
- Levels require you to click a certain amount of blocks of every color, but they also ask you to finish something that wasn't explained everywhere and that was expressed in percentage values... Okay... Except you have to get that value to zero, rather than 100. At that point, the game designer may very well be a misunderstood genius.
- When you complete a level, the game says it was level '2-1' (first episode, season 2) when the bottom of the screen gives you a sequential number (16). Quality check, anyone?!
- Level time limits are so short (even in relaxed mode, where running out of time doesn't end the level), that you can't help but think that they expect you to click mindlessly everywhere.
- Animations are so slow that you not only click mindlessly, you click \*randomly\* because you don't know in advance how many blocks will be removed by clicking them.

I just couldn't get myself to complete the quest mode. In fact, I'd be ashamed to finish it, because it would mean I got some pleasure out of it. Definitely not worth the \$0.8 I paid for it.. One of my favorite games ive played for free and anyone thinking of playing should at least give it a try.. very god game looking forward to number 2. So what is it really?

A wargame, a parody, a board game, a computer game?

I've played computer war games since 1983 and never found one I fundamentally disliked as much as this game.

It fails to show respect to history, has no fog of war, and is not even funny.

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Biggest waste of my recent gaming dollars.



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the graphics are excellent, music is also great but the AI is merciless, set to read your moves and always counter them all the time. Alien Arena on steam?

That was a big surprise! So is the fact this project is still active after so many years, I honestly thought it was dead. I used to play this a fair bit back in 2010 (ish) on Ubuntu Linux on my trusty old Dell Studio laptop. At the time it was an eye candy variant of Open Arena (another open source game build on Quake III Arena) and I was always impressed but the visuals, these graphics in 2010 were pretty up there with the big AAA's and somehow have stood the test of time.

Recently I have discovered another free game that has revitalised an old favourite I used to play and happened to stumble across the ALiEN Arena website. You can download it for free there, but for a few pence you can buy it on Steam and will have access to updates and new maps so it seems worthwhile to buy it here.

So I've played through all the practice maps and it didn't crash once, 10 out of 10 lol. Seems like they've really tidied this game up. Perhaps it's time to work on the graphics now though and bring it up to speed with modern shooters. Or maybe work on a new game based on this which has a full single player campaign because sadly there's no really market share these days for Arena Shooters. Look at TOXIKK << (its on steam) built on the Unreal Engine and a slight attempt at bringing the classic Unreal Tournament back.... visually it is f\*\*\*\*\* astonishing and the game play feels better than Quake Champions (that game is a disaster, no one gives a f\*\*\* about loot boxes, so I uninstalled, such a pity) and ALMOST as good as Quake III Arena... yet like many Arena Shooter reboots/mainstream attempts it hasn't worked, look at the 2012 NEXUIZ <<< maybe the most beautiful map designs I've ever seen, but that went wrong when the devs gave up and it was taken off the stores due to some controversial goings on with branding (anyway), that had potential too, but failed.

So with all this in mind a single player campaign wouldn't hurt, plus it gives players the chance to hone their skills, which lets be honest unless you're a seasoned player you are going to need in the servers.

. Cheaper than an actual model but has more effort and more expense put in to it. 10/10 proof that GW is trash.. Is this worse than horse armor? I'm not sure.. This game looks better than some triple A games currently out, which is kind of saying something for an indie group. It reminds me of Skyrim with the feel of FarCry. I could see this being a game where after you gain an intimate knowledge of the layout of the terrain it gains a sort of nostalgic quality. Maybe because it has this appeal to kind of wander around and explore, AND since it's more vibrant than Skyrim it has a minimal copy-paste feel to it.

The combat mechanics are a good mix of RPG and action elements. And I'm happy to see this game has an asymmetrical magic system that is different from the typical kind of system where players get a fire spell and an ice spell and the only difference is the color. My main qualm with a lot of other games with action and RPG elements is that they usually tend to gravitate to RPG or Action, whereas here we see a true blending. The formula looks like it has deeper potential than even Skyrim or Oblivion. In fact it's like they took the best lessons from Skyrim and Dark Souls and are blending them in a hardcore fashion.

Clearly it looks far from finished though which isn't a bad thing (because it's obviously already beautiful), it means there is a lot of room for growth. I think it's worth buying as is, and definitely worth buying just to see what it becomes.

One last thought to expand on my first comment: Most indie games sacrifice great graphics in favor of faster development cycles and thoroughly fleshed out game mechanics. Almost all 2D platformers, Minecraft, Terraria, Don't Starve, FTL: Faster than Light etc. are some examples. Therefore I have to give major props to this team for attempting to sacrifice nothing for a great gaming experience. It's a huge challenge. I develop software professionally too in a non-game industry and I'm aware that a lot of triple A games will have entire teams of guys dedicated to graphics alone, teams probably larger than this entire dev team who also is doing all the different aspects involved in coding a game not just the graphics. It means too that since they have accomplished so much already I can see that they have majorly invested themselves in finishing. Now or later this game is going to be a finished bomb-shell and people are going to wonder how it snuck up on them.. Don't know why. Old games are always better to play!. more weapons in the arsenal, too bad Mauser M712 don't use suppressed ammo. Slow and Laggy gameplay. Lacks any scare factor.

Promoted by clickbaiting youtubers.

10/10 IGN- "Absolutely terrible, would recommend"

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