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About This Game

Are you an Hentai or Ecchi fan ? Do you like japanese girls ?

Are you also a mind games fan and nothing pleases you as much as mixing reflexion and pleasure ?

If your answer is yes, DOTS POPS : SEXY HENTAI GIRLS is the perfect game for you. In this superb game, you must click in 1 dot trigger a chain reaction in order to eliminate all the other dots.

Each time you finish a level you will unlock a new image.

For each girl you have 5 images (5 levels) :

- Girl fully dressed
- Girl half dressed
- Girl wearing a bikini / underwear
- Girl topless
- Girl fully naked

"DOTS POPS : SEXY HENTAI GIRLS" is an hot brain game that will make you playing for hours. Put your neurons to the trial and find the best dot to start the level in order to clear the others dots with a chain reaction. You will play with 40 differents levels. Levels are becoming more and more difficult and the girls more and more hot...

Are you smart enough to undress all the girls ?

Game features:

- 40 levels / 40 images of girls
- Great and fun to play
- Specials and secrets bonus
- Perfect game / perfect girls !

Title: Dots Pop : Sexy Hentai Girls
Genre: Casual, Indie
Developer:
Playtouch
Publisher:
Playtouch
Release Date: 16 Dec, 2018

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Minimum:

OS: Windows XP

Processor: 1.8 GHZ

Memory: 1 GB RAM

Graphics: NVIDIA GT/s 4xx or equivalent

Storage: 200 MB available space

English,French,Italian,German,Arabic,Dutch,Japanese,Korean,Portuguese,Russian,Simplified Chinese,Thai,Traditional Chinese,Turkish

Shields: 380
Enemy Shields: 14







Scratches the management itch well though if you're not one to be along for the ride of updates, wait for release as it is still alpha release.. For a puzzle game, this is surprisingly addictive, after the first hour or so, this gets quite strategic and difficult.

Recommend that you get all the PSI you can, while the hacking and battles are easy. I made the mistake of going for firepower and that is rarely a good thing.

If you do go down the 'RUN AND GUN' method, get better weapons by selling cargo when it is green on the sell menu!

GET IT NAOW. Perfect for those who like to chase the highscores. For me it was all about the art, lovely art!. The base concept around Deliverance is promising but fails in the end. What starts off as initially fun soon takes a turn for the worse with the constant restarting, recollecting and rethinking of your current strategy (the constant reviewing of the rubbery hands is enough to cause borderline paranoia in itself). The map itself is vague and difficult to understand even though it says "Cell" on it (where you start off). Batteries are one of the most important items needed in the game but at times seem to be far and few apart (one time I opened the lockers at the beginning near the cell and it rendered not even a single battery!) Bursting lightbulbs and pipes add a good touch to the psychological experience and jump scares (even after almost 9 hours of gameplay it still causes this scenario with me). The concept of having stamina attached to sprinting was not well thought up as this is the only means to escape walter (which I did once by dumb luck!)

A few things that could've fixed this game a bit is the following:

1. Allow the players to save the game 1 time anywhere (then after this if they die make them start over completely).
2. Allow for the use of environmental aspects (objects or items which could slow walter down)
3. Dont make gamers sit through that extended scene at the end (where you're strapped in the chair waiting for him to kill you off as sometime it takes more than 10-15 seconds for him to show up). I found this to be constantly annoying and I could've already been making my way back through the game.

In the end, my verdict 3V10 at best

. Pros:

- + Pure CLASSIC and tons of nostalgia elements.
- + Several missions for each allied factions.
- + Intense combat fighting and war atmosphere (in overall).
- + Well arranging maps and environment.
- + Great soundtracks.
- + So many custom maps, skins\models and overhaul mods to download from the internet.

Cons:

- Old game mechanics: You can't even sprint, throw back, and cook a grenade.
- AIs are pretty much useless as usual, their movements are somehow look 'cartoony', and friendly AIs number are way too few in some missions.
- Weapons like Kar98k, Gewehr 43, and Lee-Enfield don't have the ammo compatibility with their scope counterpart\variant. This also caused troubles for modders to make any weapon and overhaul mod.
- A surprisingly HUGE amount of historical inaccuracies. Here are examples (for those who interested):

Uniforms\models:

- Russian with late war wool-padded jacket, M43 Telogreika (Mid 1943-45). Instead of using the corrected M41 Telogreika (1941-Pre 43).
- Except for Africa campaigns, there are many Axis soldiers with Spanish's Blue Division decal appear in almost every other missions. By historical fact, they were mainly participated in the Eastern Front battles, and they should never existed in any

mission of this game at all.

- Strange and inaccurate uniforms for Afrika Korps and Western front German soldiers, also lack of variation.

- Too well looking and lack of variation among German winter uniforms (no white helmet also).

- For Western campaign, I'd suggest to separate regular Wehrmacht troops into 2 versions:

1) Regular Heer with more acceptable uniforms, camo smock and Zeltbahn can be included.

Ex. <https://www.moddb.com/mods/back2fronts-mod/addons/arthur-vinces-normandy-1944-wehrmacht-skins-v10>

2) Volksgrenadiers - for Hill 400 missions and the last mission, mix up between regular uniforms and proper overcoats.

- [M43 \(1943\) German uniform appear in 1941 \(tutorial mission\).](#)

- Too many fat looking Germans in game. (I believe the kind of diversity this game need are uniforms and faces variants)

- Extra German units that need to be appeared in some missions:

1) Panzer Lehr Panzergrenadiers: Camo helmet (majority) + Panzer jacket, mix with regular troops as an elite unit for the Battle for Caen missions.

2) Fallschirmjagers: as an elite unit, they should be appeared as a main enemy force in the Hill 400 defending mission. (3rd Fallschirmjager Division, accompanied with elements of 272nd Volksgrenadier Div). And they can be appeared in the last mission also (as a part of German 1st Parachute Army, mixes with Volksgrenadiers/Heers).

- US Army rangers appear everywhere in Normandy. For my suggestion, wounded prisoners in the first Caen mission should be regular army soldiers.

Vehicles:

- Lack of variations on vehicles, especially for German tanks. They only got Panzer II and Tiger I in the game.

The recommend tanks: Panzer III Ausf.G for the Battle of Stalingrad and Africa front, Panzer IV Ausf.H and optional Panther Ausf.G for 1944-45 missions. Also optional StuG III Ausf.G for 1943-45 missions.

- Too many Tiger I, seriously, way TOO MANY of them. Their appearance should be fewer for 1944-45 missions, but few of them can be appeared in 1943 Africa missions.

- 16th Panzer Division's insignia appear on Half-track in every missions. Since the division only appear in the northern part of Stalingrad, and they never participate in any other location/battle in the game. So my suggestion is to correct the insignia for each mission. Another easier choice is just remove it, or make it partially visible.

Example of correct insignia for the whole campaign:

For the Moscow mission = Either 5th Panzer Division or 11th Panzer Div

Stalingrad Theater = 24th Panzer Div

Africa Theater = 21st Panzer Div and Afrika Korp insignia

Pointe du Hoc missions = 352nd Infantry Div

Baumont-Hague = Either 243rd Static Inf Div or 709th Inf Div

Caen Theater = Panzer Lehr Div (this one had its own special insignia)

Hill 400 missions = 272nd Volks Div

- Half track's speed in the night defend mission of the Africa campaign is way beyond ridiculous.

- The Tiger I which appeared in St. Louet (the Tiger) and Amaye-sur-Seulles (the Brigade Box) should be a different Tiger I tank that was mentioned in the Brigade Box's loading scene. Since the mentioned one should be Michael Wittmann's Tiger tank, while the Tiger I that appeared in the game wasn't.

- Sherman with Rhino cutters (prongs) shouldn't be existed until July, 1944.

- It was UNLIKELY that the German got tanks (especially Tiger I) to assists their counter-attack at Pointe Du Hoc and Hill 400. And in Pointe Du Hoc mission, what's drove Rangers to fall back should be the German's artillery unit.

Weapons:

- Anachronistic weapons: MG-42 in 1941 missions. Gewehr 43 (also scope version) appeared in the 1942 - Pre 1943 and Panzerschreck appeared in Pre 1943 missions.

- PPS-42 should never exist in the Battle of Stalingrad.

- MG-42 should still be an uncommon weapon for 1942 missions.

- Lack of variations on weapons for both side, especially the Axis. What I could recommend is:

Gewehr 41 - few number/uncommon for 1942 missions
MG-34 and DP-28 - both portable and mounted version
Walther P38 - main pistol for German troops
Panzerfaust - main German anti-tank rocket launcher in 1944-45 missions
Kar98k with a rifle grenade launcher (minor damage on light armored vehicles)
Bundle charged Stielhandgranate - better damage on light armored vehicles/tanks
PTRS-41 - Anti-tank weapon for the Stalingrad city hall mission
M1919A6 - a portable version of 30 cal machine gun
FG42 - uncommon weapon for the Fallschirmjager unit

- Too many MP-40 for regular German soldiers. Kar98k should be a common weapon for them.
- M1A1 held 20 rounds magazine, even though it is modeled with a 30-round magazine.
- Sten and Bren light machine gun should have more appearance in Africa front.
- Some of German should be equipping with a capture PPsh-41 in Winter missions.

Others:

- In the Red Army Training mission, view of Moscow can be seen in the background. But it's impossible in reality, since the date is already December 17th, which mean Wehrmacht should had been driven off by Soviet Counter-attack (December 5th) before they could reach Moscow already.
Thus, the mission date should be set before December 5th, 1941.
- In Pointe Du Hoc defending mission, the date should be June 8th, 1944. The Rangers had to stand against several of Counter-attack since the day before (7th). And they finally got a reinforcement from American tanks of the 116th Inf regiment in June 8th.
- Terribly wrong location description for the Caen theater. Some of the finest examples are:
"18 miles EAST of Caen", and "The next town, St. Louet, is only fifteen miles EAST of Caen"... well, they're located in the WEST of Caen.
- Some location doesn't look resemble to the real life counterpart, such as the Church at Saint-Louet-sur-Seulles.
- Rangers keep following you in the Hill 400 defending mission, instead of keep staying in their defending position.
- What saved Rangers on Hill 400 wasn't P-51 Mustang, but they were American artillery/rocket launcher units.
- Misspelling name of the town called Vallendar as Wallendar.

In conclusion = 7.5/10 Good ol' nostalgic game indeed, but also come along with so many historical mistakes. Also, this game got so many modding contents contributed by fans, it's pretty higher than any other game from this franchise.. This game deserves many more positive reviews!

Corinne Cross's Dead & Breakfast is a little point and click adventure where you play Corrine, who is house sitting what used to be a bed and breakfast. She is an insomniac and divides her odd day/night awake time between the locals of this little town and the ghosts who show up after her first night.

Charming graphics make this little story very endearing. It was a slight adjustment to get used to keyboard only controls and figuring out how to deal with the game's resolution (you can change it in-game by looking and Corinne's laptop). But it is a simple set up which does not take any kind of fast reaction time or anything like that. And if you've played other keyboard control/RPGmaker games you will already be used to it.

Story-wise I want to give this game ten gold stars. There's no sarcasm or trying to be edgy, it's just people saying their thoughts and trying to do their best when faced with one of the hardest subjects any of us will have to deal with: death. The NPCs gave a surprisingly heartfelt performance and you'll find smiles and tears here in a way that few if any video games can pull off.

I hope the people behind this game can keep making wonderful things like CCD&B. I definitely recommend this game, it's worth the full price tag.

great game to play with friends. I love this game! It shows how much can be done with just a few well selected peices. It gives me what feeling I call "The Doom Rush" I rarely find anymore.

To address the common complaints: This is an action game with some horror feel. That means you will feel cramped and that the odds are against you. The name of the game is OVERWHELMED!. Very fun game. It's ideal for people who like arcade games. When you get what to do - it's become, kinda, addictive :). how do i open the artbook. One of the best tower defense games in my opinion. Only one that beats this is Kingdom Rush. The game is a bit simpler but has enough variety and things happening to do to keep you entertained. If you enjoy tower defense games, this is a must have. It's practically a steal for \$5. Especially if it's on sale.. It's pretty much Flatout/Blur. Not a bad little game. Pretty fun. Im enjoying the Linux support :). The characters are memorable and the story is well written and I can't wait to read more and try different paths. I love the music and artwork, which bring you to a place of mystery and magic. A desert realm of ancient beauty I even feel myself to be there in person for every bad review that is written of this wonderful story I feel like they`ve missed the true aspect of this game and it's not only fantasy, fun but also romantic and the artwork is very good. One of the best visual novel games I've ever had the pleasure of playing.. This is Life is Strange.

Not Life-Is-Full-Of-Forced-Political-Correctness-and-Forced-Cultural-Diversity-and-teen-angst.

Y'all just throwing together some cliché adventure theme with little to no creativity there.

I rarely give bad reviews. But this one has my full disapproval because of the rampant political and cultural commentary. . just got this addon and it doesnt work with GSX. i cannot find an AFCAD file for the airport so GSX is useless with this addon. this is the only bad thing about this addon though, good scenery for a cheap price.. There used to be a time when you'd buy a game, and you'd have all the content.

Then came the time where you'd buy a base game, and could either pick up DLCs as you wanted them, or make a one-time season pass purchase to cover the lot.

Somehow, we've passed that point too now and a Season Pass is just a collection of things that the publisher wanted to stick together, but if they feel like it they'll keep other DLCs separate from it and charge extra again. I enjoyed the game well enough, but absolutely can not condone this disgusting practice.

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