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Miami Cruise Download 5kapks



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## About This Game

Miami Cruise is a game inspired by retrowave aesthetics.



You're a hovercar driver, on an infinite beautiful map, you need to dodge other cars that will come across in order to stay alive.

By getting close to them you will gain score and increase your combo, keep your feet on the accelerator if you want to keep your combo, and never get off the road too long or you might die.

Your score will be published on the leaderboard, will you be the best among your friends.. or maybe in the world ?

Take a ride, and chill out.



### Features :

- Arcade mode (solo)

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- Beautiful retrowave aesthetics
  - Amazing synthwave tracks
  - Controller support
  - Steam leaderboard
  - Steam stats & achievements
  - Windows & Mac supported, Linux soon available

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Title: Miami Cruise  
Genre: Action, Indie, Racing, Early Access  
Developer:  
MK Games  
Publisher:  
MK Games  
Release Date: 20 Dec, 2018

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**Minimum:**

**OS:** Windows Vista SP1+

**Processor:** i3 1.8 ghz

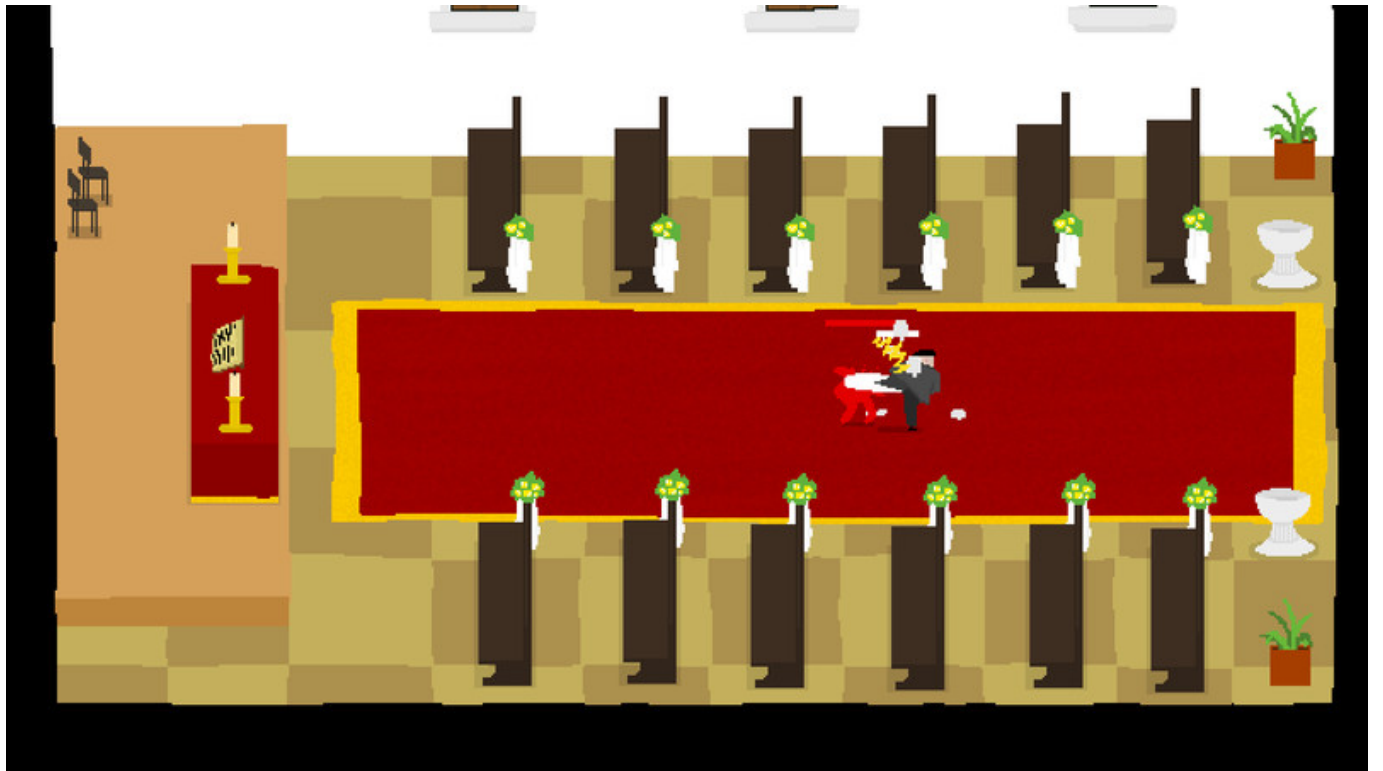
**Memory:** 4 GB RAM

**Graphics:** GeForce GT 720 / Intel HD 520 or equivalent

**DirectX:** Version 10

**Storage:** 1 GB available space

English





Domain Interrogator Shadow  
Trinity(Kells)

Kells

[Ability]

If this card is placed in a Kells slot,  
owner gains 1 MP at the end of each  
turn

15% chance of dodging attacks from  
Sonic Type cards

Reduce damage from a Physical Type  
card by 50%

Reduce damage from a Sonic Type  
card by 50%

[Skill]

Sacrifice self to send all of your  
opponent's cards to the Graveyard

IF CARD IS PLACED IN A KELL SLOTS

Race		
Deity	Angel	Devil
Spirit	Undead	Human
Machine	Elder God	
Attribute		
Earth	Water	Fire
Wind	Light	Dark
Good	Evil	Force
Physical Immaterial		
Heat	Cold	Electric
Acid	Sonic	
Lv1/15		
COST 4		
AP 1550		
HP 1550		

Close



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Very slow start with some menial chores to set up a mood to subvert. Some nice pacing and atmosphere that's kinda muddled a bit by the enemy Ai to just sorta wander meaninglessly.

There's some wierd text , basic ESI issues ,but overall It's a nice game for the price with a creepy atmosphere that is worth whatever you paid for it.

I do hope the developer continues to hone their craft.. Cute but tough!. The best beat-em-up game i've ever played, what ever old classic beat-em-up games had done, this game has done better. The first impression is the game looks amazingly attractive, the backgrounds of city alley, jungle, japanese garden and etc. , they all are well designed and visually appealing, especially two bonuc stages where you drive a car on highway and pilot a jet fly through the ocean, they look awesome.

The combo system is kind advanced compare to troditional beat-em-up games, you have two attack moves, punch and kick, and every cahracter has their unique firearm, you can aim down and shoot anytime as long as you have ammo. With the combination of attacks you can do some badass combo, it even has jugle which i was surprised to find out.

The difficulty is there, i never expected it would be easy, and i did struggle a few times during the playthrough, there are 1-up to pick up, but very rare. You can't just press continue and respawn from where you died like playing arcade, it's quite challenging, and just enough not to make you give up.. Terrible game, really is a terrible game. So far have played 10 matches and have lost every single one of them. And 3 of those 10 matches all my batters was out for LBW.....really?? all 10 of them players??. Love the idea behind this game as well as the basic mechanics of the game, yes it has issues and bugs but it's a game with great potential. I am seriously looking forward to the future of this game.. Pros

Good modelling

Cons

No scenarios

Payware reskin

Garbage sounds

Awful texturing

No passenger view

South Central livery split into separate pack

Lack of functionality

Wrong cab

AFTER TRAIN SIM DESIGNS MODS AND OTHER TWO PACKS INSTALLED

Pros

Good modelling

Features standard scenarios

Good texturing

Correct cab

Cons

Only one livery

Garbage sounds

No passenger view

Lack of functionality

Overral

1V10

Good to have some slam doors in TS, but not at this quality. Buy it in a sale and get some freeware mods for it.. Solid unit!



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Add's to the dream of the Sharpe army of musket weilding mercs!. I really like this game so far. I love all the different industries you can develop, and it's fun pushing competition out of the way through advertising / pricing / quality.

I would like to see competition be something that is more frequent with the AI, and I'd love to see more depth to marketing (instead of just funding and immediately getting a sales boost, perhaps expand on this a bit more), but my first several hours have been very enjoyable.

For those saying you can just buy goods from the world market and sell them locally for massive profit; I think the developer is fixing that, but why would you do that? Just because an exploit exists doesn't mean you need to take advantage of it and ruin the experience for yourself.... Thats a big stinky

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Be prepared to break every bone in your body, including your controller!. Great idea and great game. A classic example of steam and a bad dev group working together to steal peoples money! Don't buy this game if you value your money and time and steam support are a bunch of greedy bastards that won't refund broken or abandoned games. Those of you who can't get refunds you should look into exposing steam for what they are. Normally I support steam but not refunding a game that is clearly abandoned and not working proves steam cares less about it's wonderful community of players. I hope one of you players with lots of money one day get fed up with steam support and there garbage refund policy and sue there asses They deserve it! Steam support -1000000000/10. The scenarios for this loco have a major flaw. The speed limits seem to be to high because the game gives a lot of "driving quality" penalties when going through curves. That makes most scenarios nearly impossible to finish with gold. Also the 390 itself is pretty basic. It doesn't have any unique features but it also lacks some basic functions, e.g. in-cab lighting and the headlights don't really cast any light onto the terrain. This DLC needs fixing but I wouldn't expect DTG to care since it's been around broken since 2012.. A pretty weak title with poor graphics and middling execution. The idea could work pretty well with actual money and skill though.. This game is about people who are dealing with recent loss of a person. One becomes depressed, another have guilty pleasure, and so on. While the premise is unique and refreshing, unfortunately, I can't say the game successfully delivered its message.

First, lots of character behavior seems either weird or poorly explained. For example, a male friend of male protagonist doesn't seem to care about the suffering of the protagonist. I guess the reasoning behind is that he is too obsessed with sports to notice it. However, if that's the case, he shouldn't be given the friend role anyway, Another example is the transfer student. She had abruptly rushed her romantic feeling toward the male protagonist, but the female protagonist doesn't seem to care much about her even when she is also hiding romantic interest for male protagonist. There should be more interaction between those two.

Second, the time interval between scenes were too long. Whenever scene changes, at least one month passes. I understand that writer wanted to deliver only impactful moments to players, but it made characters very distant that I felt like reading newspaper, not novel. In other words, characters seemed to serve as mere components of story, nothing more.

Third, too many characters have been mentioned before they actually appear in story. For example, the lost person of story is Charlotte. Her name appears early on whenever character talk about their inner feeling, but the actual information of her is revealed a way later. It was very hard for me to sympathize with protagonists since I had no idea about the lost person until the end. Several other character name also come to dialogue a bit early without any formation, making me confused as well.

In conclusion, I don't think the story has delivered its message effectively. I think it would be better if the story focus on a few character instead - twelve seem to be an excess. However, at least the art itself was nice and the idea was unique, so I think the team has potential. I hope their next story would have improved quality.. Really interesting game, you can do a lot of unique things. The graphics are horrible and super sampling is broken at the moment, but it's still really fun. You can run with your arms, jump super high, have jumping thrusters, you get to fly around with a glider, wall jump, and skid down mountains

It's so cool and it's crazy fun. But there are no players, like at all, they have timed plays in their discord server but they have bots so.

The bots are scary though.... Never have I ever emptied my pockets *this* fast when I noticed a sequel was launched for a game that I play.

### **Early Access Update V0.3.1 - Bug Fixes:**

Happy New Year!

This update features a few bug fixes:

#### **Bug Fixes**

- Santa characters no longer fly around after picking up elves
- Stelf can no longer infinite jump while holding a present
- Lasers now properly damage things

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## Changes

- Stelf's default health has been reduced by 50

Cookie Quote of the Day:

"Our task will not be an easy one. Our enemy is well prepared, well equipped, and cookie-hungry. He will fight for evol."

- *Cookie Unknown*

Reminder:

Next big update will be in February featuring a new map and new characters!. **I'm here to support you!:**

Make sure to read dialogue in and out of game or ask for help. If you can't beat the game or understand something, simply shoot me an email and I will get back to you asap.

Email: [Syukino56@gmail.com](mailto:Syukino56@gmail.com)

Restoration Facts:

1. The flying mushroom is a reference to a Shroom Face from Solenars Edge Rebirth and using it allows you to gain access to a secret optional place. Fighting Maria from Solenars Edge Rebirth is not apart of the main scenario in Restoration.
2. The "Credits" button at the title screen is how you quit the game. It is the "Exit Game" feature.
3. Fishing is not a mini game, it is one of the things required to do to make money to complete the challenges in Phren Village.
4. The intro and outros are designed to rhyme at the end of each sentence.
5. There are two endings.
6. Oliver can heal on the map with his magic.
7. You can save almost everywhere from the inventory menu.
8. There is a difficulty slider in options if the game is too easy or hard for you.. **SALE!!! up to 70% OFF:**



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SALES SALES SALES. **Halloween 2 Arkanoid Lets Play Video:**



**RELEASE DATE. Updated Music and new Sounds:**

Hello there prisoners of the Tower!

In this update:

1. New sounds,
2. Updated musical compositions.

Thanks and enjoy the game!. **Buld 1.0.2:**

Just a quick note to let you know that build 1.0.2 has been promoted out of beta and into the main public branch. Here's a quick recap of what's in the build:

**Fixes. Update 0.545: Spanish and French subtitles:**

First iteration of the Spanish and French version of the game!

The interface, subtitles and all puzzle related texts have been translated.

Please report issues if you will find any!

Other changes:

- Improving menu navigation with the analogue stick.
- Increasing walking speed when strafing.
- Improving an issue of the macOS version that causes the camera to jump after leaving a menu.

. **Small update:**

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Hello!

The game was updated, in which we added, all available in Steam, languages. Also added to the game achievements that have already appeared on the game page. And we added a video to the page of the game in the Steam store, now you can familiarize yourself with the game, while waiting for the release of the game.

And now let's talk about the output of the game. The release date, unfortunately, is not yet known. Steam still has not checked the game, we are waiting for verification and we immediately release the game! Accordingly, we will notify you about the forthcoming issue!

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