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About This Game

What's NEKOPARA? Why, it's a cat paradise!

Kashou Minaduki, the son of a long line of Japanese confection makers moved out to open his own shop "La Soleil" as a patisserie.

But upon moving out, hidden amongst his things were two of the catgirls ("neko"), Chocola and Vanilla, that the family had been raising. When he tried to send them back, they begged and pleaded until he gave in and now they've opened La Soleil together.

With two nekos who really, REALLY love their master trying their very best and occasionally failing -- a heartfelt comedy opens for business!

See the Sayori NEKO WORKs' mascots Chocola and Vanilla like never before, moving, and in full voice on screen. And now with the E-note System, the characters smoothly move on screen changing expression and poses in countless ways.

Please note, demo is not indicative of the final version.

Title: NEKOPARA Vol. 1 Demo

Genre: Casual, Indie, Simulation

Developer:

NEKO WORKs

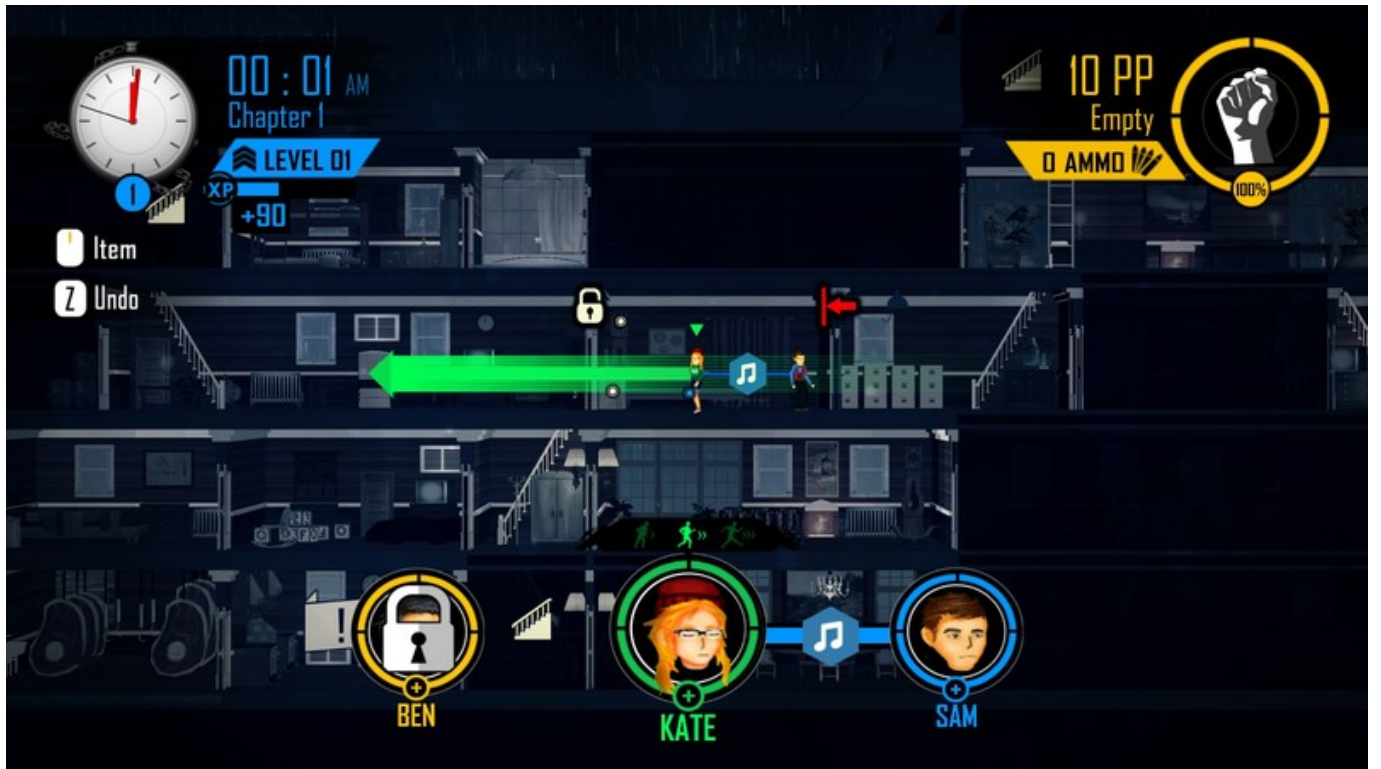
Publisher:

Sekai Project

Release Date: 21 Nov, 2014

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English,Japanese,Traditional Chinese







\u2665\u2665\u2665\u2665 Dovetail Games. They took my money for Flight Sim World and just canceled it. How do you know the won't do the same to this game. DO NOT TRUST DTG. Never buying another product from this company again.. Started playing this today and so far I love it. The controls are responsive, the atmosphere is really nice, and the soundtrack is very fitting.

The combat is a bit of a learning curve at first but becomes second nature in it pretty quickly.

Definitely worth getting.. I had the original Dark Fall on disc back when it came out and it was a great game with interesting characters. This game isn't even 1/10th the enjoyment I experienced with Dark Fall. This game really sucks. The voice acting is unbearable and the narrator basically has an \u2665\u2665\u2665\u2665\u2665 every time he's scared (which is so often). The puzzles are dumb and the ghosts look really bad. I tried to give this game a chance, but I want to die every time I play it.. Zoom Player is nice and very good player for using zipped files and folders If you want to play or view your files without you unzipped them. I like to zip my files in order to easily organize and backup and also save some free space on hard drive.

You can get it with discount sale price if you like purchasing new things on your Steam profile. And also I like easy setup and easy installing process of Steam. I also want to see free lifetime upgrades, editions, new functions, abilities and more.. This game was rather enjoyable. I feel like this game is a very good starting point if you are new to point and click adventure games. The reason for this is the game is not too difficult, but there are some pretty good puzzles that make you think (I believe the puzzles are what define this style the most, since other aspects are easily found in other styles of games). I think that there are some games out there that take the puzzles too far to the point of frustration for veteran point and click adventure gamers, as well as those new to these games. For someone like me, I can live with some of these less desirable parts because I have witnessed some truly astounding games of this style! But sadly for some newcomers, they leave before they can see the great aspects that these types of games have to offer. Therefore, I think this game is a good safe start if you are looking to try out these types of games.

On a more negative note, the game sadly was not a very long one, which in turn made the story very short and a little bit under developed. The story turned out to be decent enough, but remember I said decent, not "the greatest thing since sliced bread". I was also not super into the style of the art and design of the game, but while I wasn't into how the game looked I have to admit that I think many people would enjoy the art of the game and many would also consider the art to be quite good. One last thing that you will have to live with is reading text. No voice acting. Again, not something that someone who played any of the older Sierra and Lucasarts games would have a problem with, but others might.

So while this game does not fall in my top tier of point and click adventure games, I didn\u2019t feel like it had any glaring problems either and I do believe that the game is worth a try for fans old and new. If you have some spare time pick up this game, sit back, relax, and enjoy your next voyage in space.

Check out my other point and click adventure reviews on my page!

Beautiful ambient music!. Awesome game, love it. Looks great, phenomenal music and great puzzles. Can't wait to see more.. Awesome upgrade if you want to support the creator.. A simply awesome, fast-paced, fun, indie car-chase game. It involves time travelling too and a giant 'time-slug'. Totally cool concept, totally fun game.. I can absolutely recommend this game. I agree in a way with the sluggish controls many reviewers describe but they rarely keep me from really enjoying this game. They just become part of the challenge and I feel you can master them without being too irritated about it. The pure fun and enjoyment of simple but groovy gameplay is all worth it though and the puzzles do progress the further you go. I've been playing this game with my projector on a 100 inch scale and the visuals and detail in the art are mind-blowing. At times it's like an lsd-trip.

This game was completely worth it for me.

If you're not sure, just get it in a sale, you won't regret it.. Broken Sword: The Angel of Death is the prime example of how to not do a Broken Sword game.

The gameplay is clunky and a complete frustration to control at times, where the previous game used a control scheme for gaming consoles but still made it work somehow this one failed miserably, making it frustrating to play regardless of you using the keyboard or mouse when controlling your character.

The facial animations are downright creepy and hilarious, and in my playthrough I came across multiple instances where the player character's left leg would twist into weird positions.

Like many old Point and Click Adventure games sometimes there isn't a lot of direction on what you have to do, with you having to play the "guess what the developer has in mind" game in order to progress. The inventory is a complete mess with it being presented as a line at the top of the screen that you scroll through and with the game not clearing out items you will never need again it will end up being a convoluted mess. In my playthrough I also came across a bug that made the game unbeatable, this bug taking the form of a key item that somehow vanished from my inventory and I do remember having that item at some point during the game.

The story is very in style with the Broken Sword series and one of the few good aspects of the game however, the ending comes pretty abruptly without giving the game an epilogue to the events. The voice acting for the most part is pretty good as well, sometimes the dialogue comes off as being a bit cheesy but works well within the Broken Sword series.

In the end I could only recommend this game to anyone only and only if they are die hard fans of the franchise, and even then I would caution them to only play it if they can't fathom skipping a game in the series. For every one else, stay away! This game is not worth your time, I am sure there are countless other games you would rather be playing.

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