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About This Game

After seven years, Yukinari Sanada has returned to his hometown in Kanagawa Prefecture, Kamakura City, but something feels... different. Both he and his younger sister, Rikka, transfer into Oumi Academy and hope for a fresh start. However, Yukinari's classmates, a lazy witch and a half-Japanese beauty, won't allow him enjoy his new life for very long.

What's our protagonist to do when he's constantly surrounded by a whole host of unique personalities and the troubles they bring along with them? Your story with "her" about smiles, peace, passion, and love, all while borrowing the power of a witch, is about to begin!

"Supipara - Alice the Magical Conductor." is an interactive novel themed around "dynamicism" depicted through a rallying all of the production techniques minori has accumulated to date. See expressive character portraits with moving eyes, mouths, even hair! It is quite immersive in many aspects.

Also, "Supipara" won't conclude in a single game. It will be released as several standalone episodes. Fans may freely pursue only the episodes that interest them if so desired. You could say "it's a light novel series, and independent stories which develop their own unique personalities all in one."

Title: Supipara - Chapter 2 Spring Has Come!

Genre: Adventure

Developer:

minori

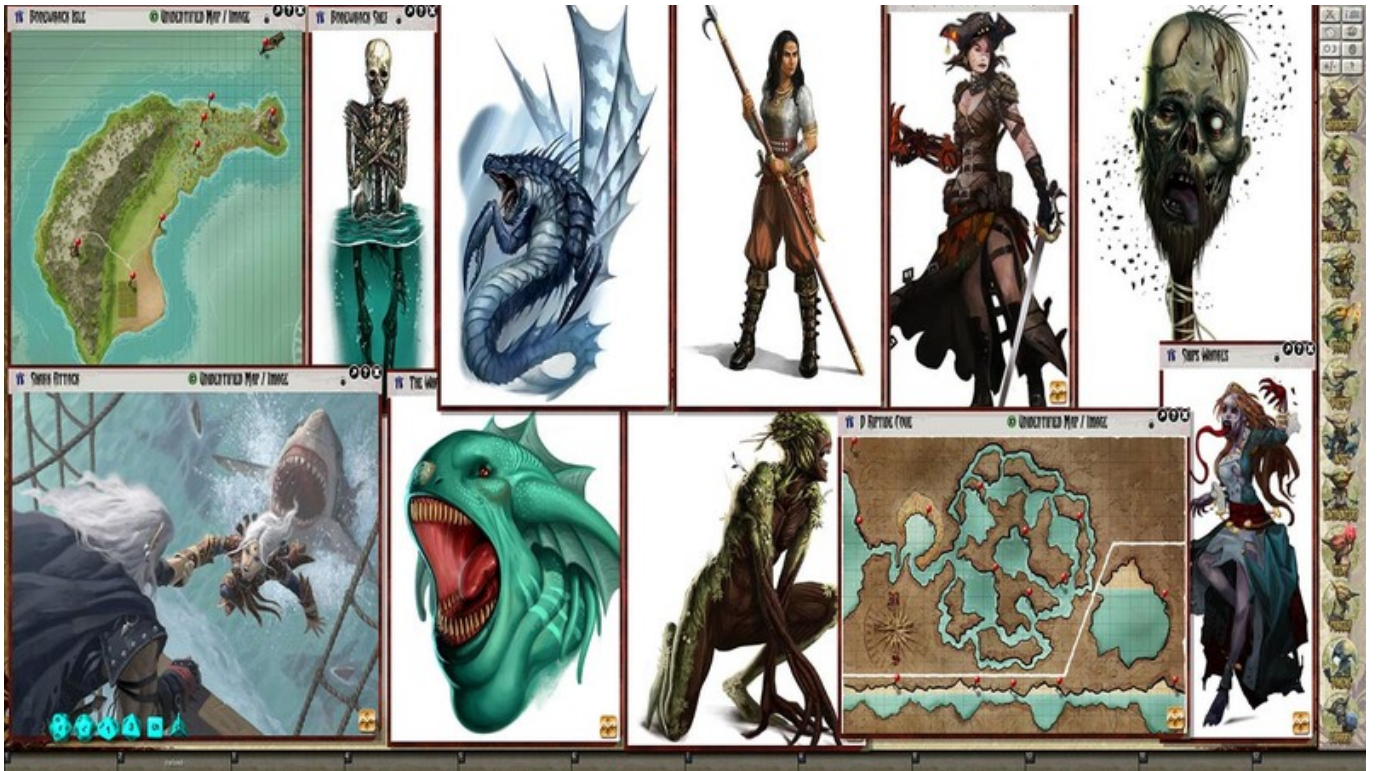
Publisher:

MangaGamer

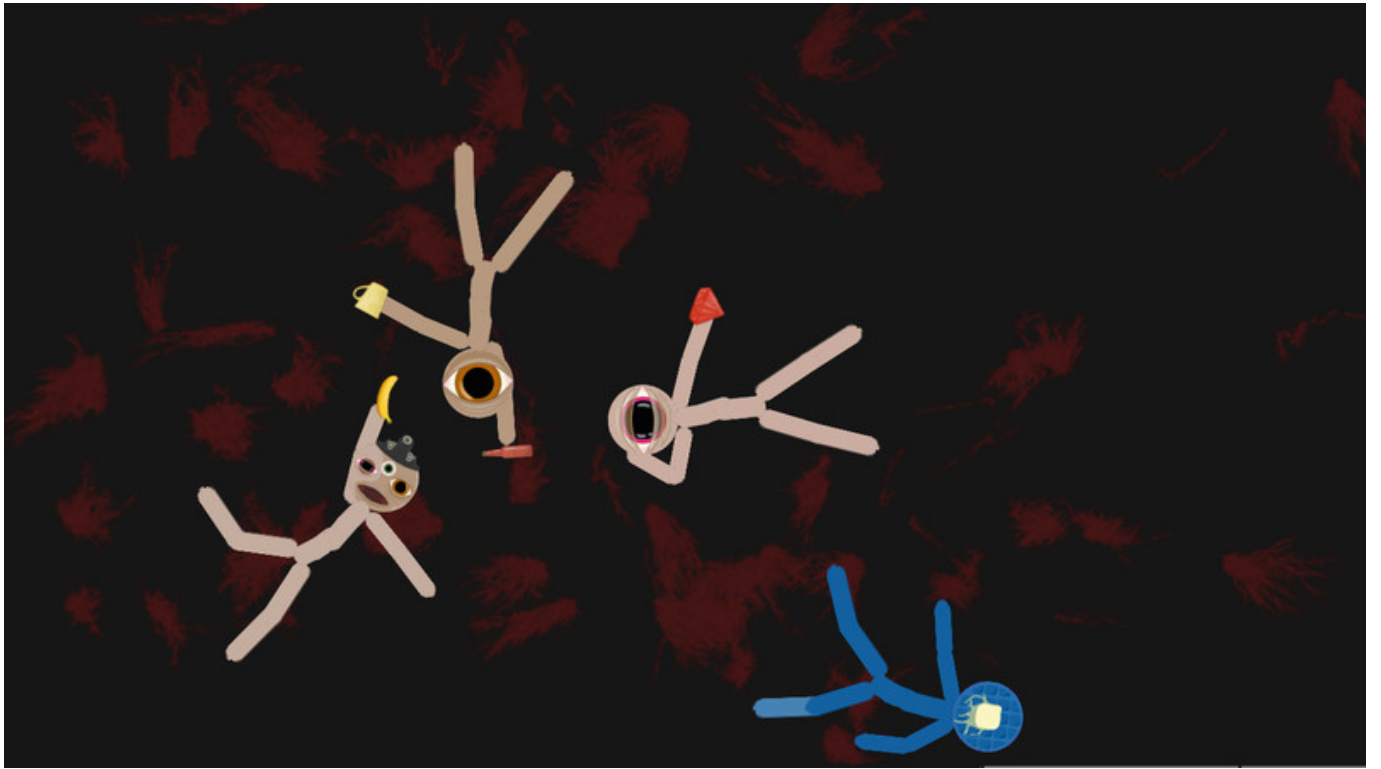
Release Date: 12 Apr, 2018

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English,Japanese







supipara - chapter 2 spring has come

Another amazing game by Nickervision. Easily one of the best developers I've seen. I'd highly recommend any of his titles.. The game has potential to be quite good, but is in dire need of graphical optimisation. Requires a lot of hardware resources to get smooth playback even on the lowest settings.. could be a little bit lower in price, but it's still a lot of fun.

And i love the cartoon-style on this one. It's a fun game and I enjoyed myself for about 3 hours according to steam. I really feel this is more of a smartphone/tablet game. However, that doesn't really detract from it's fun. Great buy if on sale!. The story of the game is going up the tower to kill the "Final Boss". You are able to do sub-missions to get extra exp and talk to your 11 team members when you come back from the mission (the lobby area). This reminds me of Persona quite a lot but you don't get to roam around the city since you are stuck in that "tower" persa.

There are traitors among the 11 members and you have to figure out one by one throughout the chapters and get "rid of them". Yes IT IS RANDOM which makes it more fun. This affects the ending as you might pick the wrong person and the traitor is still among you at the final boss. It does have "some" re-play value too.

It is a turn based game as seen in the video and I would say get this game when it is on sale :). I find it hard to decide whether to recommend this game or not, honestly. I picked it up when it was on sale for \$5 because I saw it on Extra Credits. I figured it was a math game, and I like math, so it should be a fun little diversion. It was, but that's where the problem comes in. I beat the game in less than an hour.

In terms of mechanics The Counting Kingdom is quite sound-everything works together, complexity and difficulty are added in nicely as the game progresses. It all feels a bit same-y though. The difficulty I also found to be a bit low until the wizard was introduced: then it had the wrong kind of difficulty, and I lost 2 towers on the final level (the only tower losses I took through the entire game) due to the wizard hitting a doubling tile and not drawing any ways to make 30.

I wish you could cast spells greater than 30. That would have added a lot.

The game could have stood to be a bit longer, but I'm sure I'll get further playtime out of it with speedrun attempts.

Even after writing the above I'm still not sure whether to recommend: it was a fun hour, but it's hard to suggest \$5, let alone 10 for an hour of gameplay. I'd suggest picking this game up if you see it 75% off or more, but I can't justify recommending it for much less than that in its current state.. bought this game drunk should have stayed sober. Peak Angle is a really great game if you love drifting, I hope the Devs develop this game further and have some new updates and options to add to the game.

The physics are very nice. but do feel a bit sensitive at first.

Recommending this game!!. CLERGY SPLODE kart kasma amac\u0131 ile sat\u0131n al\u0131nm\u0131\u015ft\u0131r.

This game successfully channeled my nostalgia for Tetris Attack.. For CYOA lovers who loved reading every possibility. The games graphical style and aesthetic is its strongest asset, and there's some good elements of story telling here. But some of the CYOA elements don't work well with the main story, and character shifts will be off putting. Not a lot of gameplay, but that's not the game you would be buying if you picked it up.

+:

- Art style and different locations play off fabulously.
- Branching paths, a lot of different story elements
- The ability to rewind a day to try something new
- Some likeable characters, and good dialogue between the two.

-:

- Inconsistencies with story telling, in particular, with character trials and reacting reasonably to a situation given what they've gone through
- Rapid character changes at times don't make any sense.
- A lot of guesswork, think Maniac Mansion/Sam and Max type of logic at time.
- Lack of interaction, even for a CYOA there's little stuff you're actually doing.

In the end, a game to consider in terms of CYOA fans out there, but maybe to pick up on the cheap for those who don't need the experience right away.

For some more first impressions and gameplay footage: http://youtu.be/vclBv5I_e_kE. Cute retro game.

[150 out of 10!. https://www.youtube.com/watch?v=Q49CcRbR6l0](https://www.youtube.com/watch?v=Q49CcRbR6l0). This game remains a timeless classic. From the ps1 to the pc it still feels authentic and it plays wonderfully.

The pros:

- [- a great story based world](#)
- [- awesome yet frustrating puzzles](#)
- [- cool characters](#)
- [- gives a challenge](#)

Cons:

- [- Sometimes the game gets frustratingly hard](#)
- [- Mudokens are hard to find](#)
- [- No guideline in puzzles](#)

[. This game is awesome. Just don't even hesitate , buy it. This game was my childhood. Better . i am still playing it. Still fun. I hope to see games like this. I am not an old was good person, this game is still good for sure. Will there be crashday 2 ? I HOPE SO.](#)

[Its not a realistic game it is arcade and it is very fun in the way it is.](#)

[I played it before too much , i am not new to it. Some bugs got fixed some still there but no problem it was good like that before too , actually some people felt bad that some bugs got fixed.](#)

[I played much more car games. old and new but yeah in my opinion this is the best one i played. Some is going to disagree with me, but well thats for me. Its the best vehicular combat game i have ever played. I would give the 2nd position to Carmageddon, 3rd for the Flatout. If i was going to include all car games, i would put underground and most wanted or](#)

[burnout.forza.shift.projec... too but nah crashday is still better. Additions to the game is good i have no problems with that.](#)

[I am not that guy , i am not searching for my childhood.](#)

[Btw some people got mad at the car theft episode, it was good before. Now it is VERY GOOD. Its not hard at all .if you played that game before it shouldn't come hard to you so GIT GUD.\(Dont be too mad please :P ehehhehehe he haheachaeha\)](#)

~~CONS~~

[No random checkpoints.](#)

[Some people abuses it,become toxic and new players get very angry and leave the game. Old players get angry too but nah it](#)

[never happened to me at new servers, but i saw somebody was angry about that. Its hard to run i know.](#)

[AI could be better. It was a problem before too.](#)

[I couldn't find the tracklist and musiclist i still have my old tracks and i want to add my musics in game. Music is not a big problem actualy, i can play the game with the music i want anyways. Well maybe i am blind maybe ... I didn't dig very much too so maybe it is my "CON"](#)

[The game servers are very laggy \(It was laggy before too , its still laggy :C\) Yes , before i was playing with that lag. Now i still play multiplayer, sometimes.](#)

[If you are just going to buy it because of multiplayer , hold your wallet. It is still alive but not that much. But it is still better than my inside. Btw i said AI wasn't good but if you are new to that type of games or lets say just crashday, you will get suprised.](#)

[~~WISHES~~](#)

[I WISH THERE WAS.](#)

[more games like this.](#)

[more weapons in game.](#)

[more gamemodes in game.](#)

[more opponents that could been added in game \(Not just 5\).](#)

[better AI in game.](#)

[more courageous AI taking risk to go to places that we want them to go, do the stunts that should have been done.](#)

[more track pieces, better track editor. I always wanted to see some maps that we can fall down from skyscraper and die.](#)

[sandbox](#)

[more fall damage](#)

[... Atleast do one please :C...](#)

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[Have fun.. Literally bought this game because of nostalgia. It is still a pretty good 2D game tho. :\). A very well done and 'good old' arcade-style game and VERY addictive](#)

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