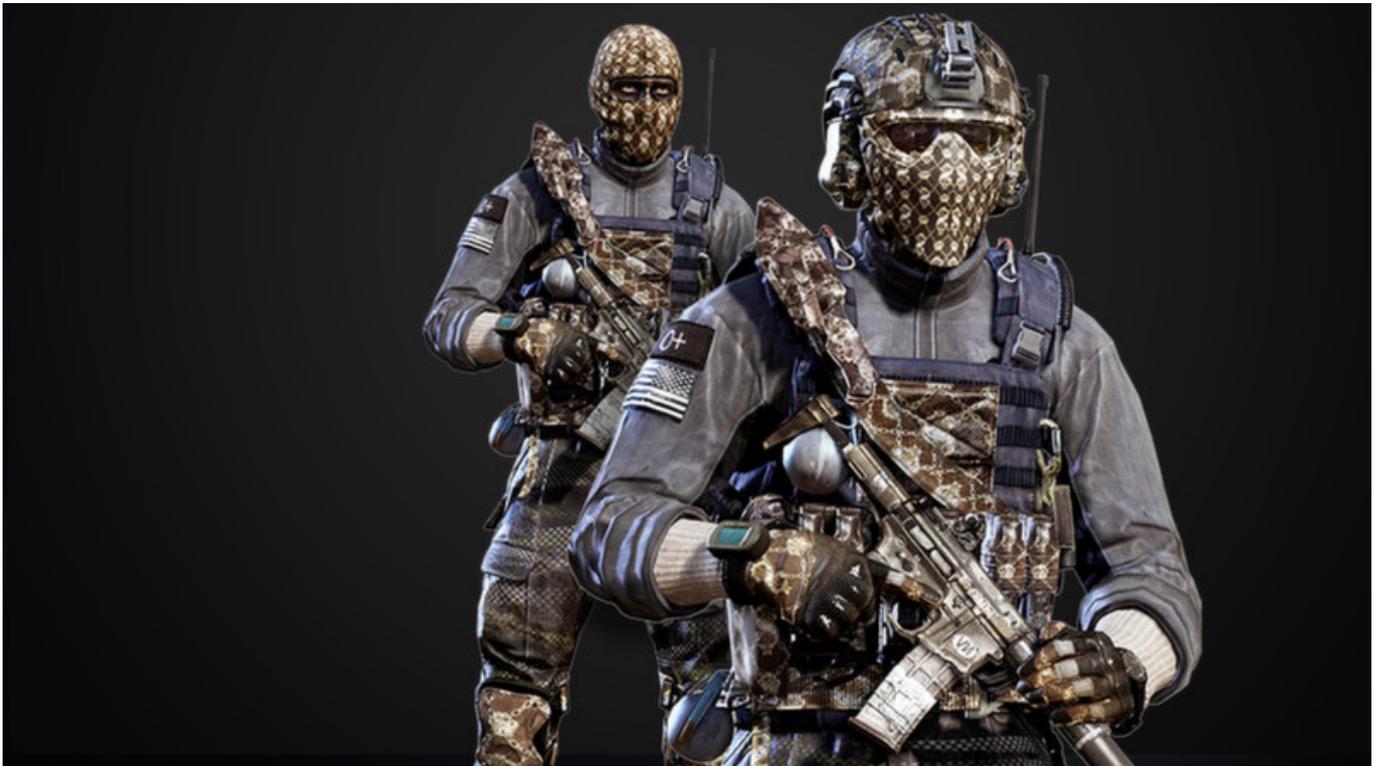

100% Orange Juice



Download >>> <http://bit.ly/2NHymKg>

About This Game

100% Orange Juice is a digital multiplayer board game populated by developer Orange Juice's all-star cast. Characters from Flying Red Barrel, QP Shooting, Suguri and Sora come together with all-new characters to duke it out... with dice.

This is a world where dogs, people and machines fly through the air. In that world, a small patch of darkness was born. Infinitesimal at first, it gradually began to envelop everything...

A youth named Kai, led by the mysterious life form known as Marie Poppo, begins a journey that will span worlds. The black, bottomless darkness of desire slowly eats away at both Kai and the world itself...

Let Marie Poppo lead you into a mysterious world to play. Grab your deck of cards and let the games begin!

Features:

- Dice, cards, stars, battles and pudding
- 4 Single-player campaigns
- Playable by up to 4 players online
- Countless battle combinations

-
- Utilize each character's unique combat attributes
 - More than 50 different cards to collect
 - Character abilities in the form of Hyper Cards

New Steam Features:

- Full HD support
- Redesigned multiplayer experience using Steam's lobby system
- Spectator mode
- Avatar customization
- New character skins to unlock
- VAC enabled
- Custom language support

Title: 100% Orange Juice
Genre: Indie, Strategy
Developer:
Orange_Juice
Publisher:
Fruitbat Factory
Franchise:
Orange Juice
Release Date: 10 Sep, 2013

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English,Japanese,Simplified Chinese,Traditional Chinese,Korean







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I am really torn about this game? And here are the reasons why... I saw it about half a year ago. It was supposed to be a downloadable release on xbox 1 maybe 360... anyway, the sprites and enemies were the same however the background has drastically been changed from a lucius HD platform to a pixelated pile of dog doo doo. I understand that this is a early access game or whatever but I purchased it on sale for half price and it still isnt worth any money. Its an unfinished demo, not even, a taste of what the game might be like if it ever comes full circle. Which it prob. wont. Dont miss understand, I really like where the game is going, and I hope it gets finished, but I cant help but feel that some of these smaller game developers are slowly watching their dream slip between their fingers so they throw whatever they can at the community to scrounge whatever money they can out of the "burnt-out" project their shoveling on real fans. Games like Mighty No. 9, CHASM, games I want more then anything to be realized, to become lies and trickery. This game has been around way to long to not be finished by now. God, I hope these ICs prove me wrong, but I'm not gonna hold my breath and you my friend shouldnt waste your money.. Fun but difficulty increases to stupidity. Past a certain point, even easy is impossible.. It's kind of boring. Eventhough the controls are very simple, it doesn't really go hand in hand with what you want it to do which causes me to die plenty of times in the game, which i do not enjoy.

It's got it's sense of humor but for gameplay, I wouldn't recommend it at all for anybody. Unless you want to play it very casually and just for kicks, then maybe you would consider it for such a cheap price.. 8 hungry Indie Developers of 10.. 1. needs live. but can run if you find the 2 to 4 files needed to run this game in windows 10.

2. great detail visually.

3. the AI cheat major.

4. the racing physics are WAY WAY OFF. some of the adjustments dont even work.

5. onces the AI gets a 4-5 second lead, its impossible to regain a comeback

6. the turn in adjustments are great for the first 5-7 laps. but fade FAST after that EVEN with a pit to change the tires.

7. needs a "wheel" like adjustment for controller users. not everyone is going to blow \$200 for a wheel.

8. i hope 2012. that i bought else where is better.

9. you will restart A LOT when you slide off the track on corners even with traction control on at 50mph.

10. if you still cant get wins going, get a trainer or stop playing.

They need to release skins more often, other than that no negatives.. This is a fantastic dlc.

-New sector project

-New structures

-New resources. Given wooden shapes (toys), some with nails, some with extra parts (read later), your goal is to wrap the toy in rope, from a given amount. As your rope touches the toy, the area of contact is painted, the aim being to "paint" the entire toy, or at least predetermined percentages.

The game features a few extra touches to help you on your way - such as nails to hook your rope onto, nail bombs which splat the nearby area of effect with paint when contacted, rope bombs which (attached to the rope) splatter the area with paint when in contact with the toy, and most importantly, the ability to wind back your rope to try again.

A truly brilliant game, and well worth the cost twice. A calming, almost minimalist gameplay style and visual makes it easier to contemplate what you need to do to get that obsessively desired 100%. The visuals are wonderful - shaded and detailed, while an out-of-focus background gives a feeling of containment within a world, it doesn't cramp your playing space. The audio features simple rope creaks and paint pops, all to an asian instrumental soundtrack.

The entire gam is tied together by trees - each puzzle being a hanging ornament on your tree, and your level rating being rated by your karma, giving the game a truly satisfying, yet calming whole.. Played so far for only 20 mintues. Im relaxed. I play some more and more and more. Ty Killgame A+

<https://www.youtube.com/watch?v=FpnZBmXEK7E&t=3s>. First, I must say that I loved the BGM (expect for the last song. I really disliked the vocals.. Sorry) and the art style. But the story and its characters\u2026 Err.

[The story is really short and everything is so forced. Tara is an annoying character, and I couldn\u2019t care less about her. The endings were also rushed. Oh, and there\u2019s the VA; it was terrible. Like really, really bad. The text is also a pain to read; to be honest it\u2019s almost unreadable. I don\u2019t mind the Tyrano engine, I know it\u2019s a very basic one and that\u2019s ok. The problem here was the story, dialogue, and the choice of font colors.](#)

[2/10.. Nice game like.](#)

[Update 2.0.4 - Performance improvements, bug fixes and phase length adjustments:](#)

[Sup hackerz?](#)

[We just updated the game with a few small changes and a lot of improvements both on the server and client side.](#)

[Thanks a lot to everyone that helped us find issues and bugs and for all of the reports.](#)

[For those of you that want to contribute and help us improve the game going on, do not forget we have a very active Discord community here\[discord.gg\].](#)

[Join us and let's make MINDNIGHT better together.](#)

[For the next period of time we will focus on the X-mas update that brings a few new features and themed content.](#) 😄

[Without further ado, these are the changes that we just pushed:](#)

[Gameplay changes: 1 Year Anniversary Map Background Contest - Community Creators Converge! Create a Map Background and win credits to last a lifetime and purchase all in-game content! Due to 22nd of July.:](#)

[Scrape together, hoard the talented, forgather the pixels and cluster your ideas onto MINDNIGHT's first Map Contest.](#)

[Since the last Skin Community Creation contest, we have been asked hundreds of times when would we organize the next community contest.](#)

[Here we are now! We hope you gathered all your strength and patience cause this will be a hard one. A lot of explanation to do and a lot of instructions to respect in order to qualify as being the Map BG King. In addition in winning a lot of In-Game Credits, your map will be implemented in the game and we will also send a shiny nice MINDNIGHT T-shirt to your house. It](#)

[will smell of indie developers, we apologize in advance. You should wash it before wearing it.](#)

[In order to participate you need to create a map background for MINDNIGHT in 2 weeks.](#)

[The contest will be over on the 22nd of July.](#)

[Current map backgrounds are two, Subway and Backalley. You can see them here!\[\]\(5ebcf382a6ee952d6c5b8b948415801e_img.jpg\).](#)

[Technical instructions. **Patch 1.0.2:**](#)

[Hello there hackers..or agents...](#)

[We are moving forward with our quick updates to improve the overall experience and prepare the game for some bigger changes that we are working on currently.](#)

[Therefore we just pushed the update 1.0.2 with the following changes and new elements:](#)

- [When a player that is a hacker is Away From Keyboard now, it will always hack when the timer expires in the Mission Phase](#)
- [The Mission Phase is now 15 seconds from 60 seconds, thus making the game more fast-paced](#)
- [An issue with sending typed message when the Mission Phase started is now fixed](#)
- [When the timer expires in the Proposal Phase, it will not count as a failed proposal anymore](#)
- [When creating custom games, players can now choose from new several random name lists to play custom games](#)
- [Random Name assignor will now pick random names with different starting letters \(first 3 letters\)](#)
- [After a game is completed, players can now find a new game or create a lobby with the same players, to play again](#)
- [The player that created a custom game, can now kick players from the game lobby](#)
- [The steam avatar is now displayed accordingly for individuals that are not in your friend list](#)
- [Fixed an issue where players that are disconnected are not shown as being disconnected](#)

[Thanks again for being with us and we also wanted to tell you that your patience, understanding, and help mean a lot to us as we are looking to update the game with a meta-game, add skins and ways to customize the experience.](#)

[Cheers!](#)

[MINDNIGHT Team](#)

[.2.2.3 Patch Notes - General Fixes, AI improvements, Penalty and Automated Banning Systems tweaks:](#)

[Hey there guys.](#)

[We have just pushed another patch and we are working around the hour to tweak and fix any issues. Thank you for your patience and help to make MINDNIGHT better.](#)

[Patch Notes:](#)

- [Tweaked the penalties when abandoning a game](#)
- [All the faulty penalties should now be reseted, let us know if this issue persists on our discord.gg/mindnight](#)

-
- [Tweaked the number of reports that are needed for a player to be banned in certain situations](#)
 - [Improved the general AI behavior - we will keep improving this in order to create a more human-like behavior](#)

[Thanks a lot and keep hacking.. MINDNIGHT Update 2.6.0 - Voice Chat in Custom Games - Don't yell at each other!:](#)



[Hey there folks.](#)

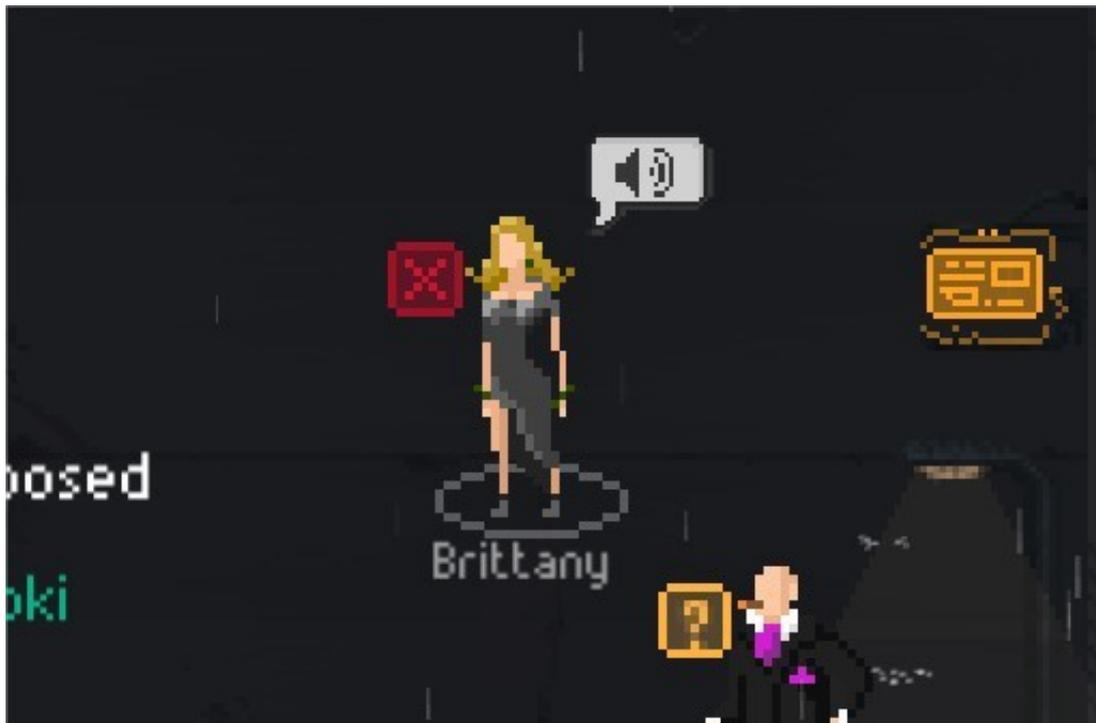
[Long time no see. As always. We will try to make this announcement short and sweet so that you can go back playing.](#)

[We are super excited to announce that we have just pushed a new update 2.6.0 which contains our first iteration of VoIP. Courtesy of Vivox. Thank you Vivox!](#)



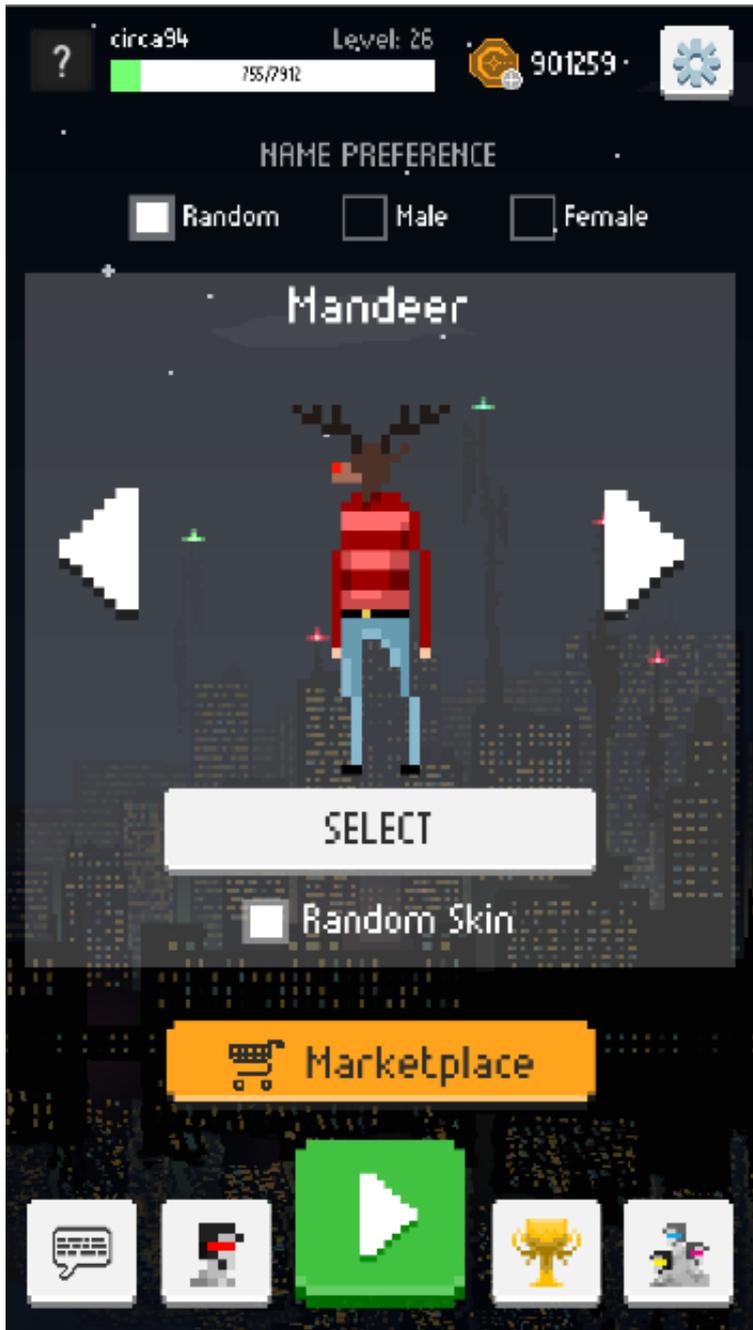
[From now on you will be able to create custom games with friends or strangers alike and play MINDNIGHT by communicating via your microphone. In-game you will still be able to type, but whenever someone will talk through his microphone, a small icon will be displayed above that specific player so that everyone will have an easy time following who is talking during](#)

[gameplay.](#)



[This might seem like a small update, but this is our first step towards expanding the MINDNIGHT universe towards other platforms later this year. Yeap, in case you haven't heard it from our Discord\[discord.gg\] yet, we are preparing a mobile version of MINDNIGHT that will be available for both Android and iOS platforms. We cannot say for certain when that would be released, but it's gonna be ready when it's gonna be ready.](#)

[This mobile version will be loyal to its PC version and it will not change gameplay, offer weird in-app purchases or other mobile gimmicks. All additional features \(top secret\) that will be added on mobile, will be available on PC as well, and vice-versa. What?! Don't you guys have phones or what?](#)



[Work in progress!](#)

[The game will be cross-platform so everyone will be able to play on the same servers the same version of MINDNIGHT, together, forever.](#)

[We are working hard to balance things out in the reporting system, roll out more bans over overly toxic or abusive players. We made a promise and we will deliver on it. We will improve and grow MINDNIGHT until everyone on the planet will play the game at least once. And Pewdiepie, for the memes of course. It's just like Dark Souls.](#)

[That's all for now, we won't spoil anything else about that version of the game.](#)

[Last but not least - thank you to all of you that have helped test out everything before updating the game.](#)

[HmmmMMMMmmmm](#)

[42d542a17e HMmmMMMMmmmm](#)

[HMMMMMMMMmm](#)

[Still Closed!](#)

[Cheers, be respectful in-game and if you have any feedback don't hesitate to join our Discord\[discord.gg\] and wreck the channels.](#)

[Btw, the game is not dying. You're dying. We will make it grow once again soon, don't you worry. Watcha going to do about it? Help us or what?](#)

[MINDNIGHT TEAM](#)

[Patch Update 2.4.1:](#)

[Hello!](#)

[We just updated the game with a small patch.](#)

[Fixed: MINDNIGHT OST now available - Patch 2.2.5 Update:](#)

[Prepared or not, we now have our exquisite music now bundled into a DLC together with a shiny Jukebox skin. Together with a new small update bringing some small changes and new things.](#)

[The Soundtrack of MINDNIGHT, in "220kbps MP3's" format and also in a high quality .flac format . Over 4 tracks, unlooped, for over 10 minutes of pure synth ear joy composed and scored by Alexandru "Sasha" Sirbu, No Moon's music composer.](#)

[This package also includes a bonus track that is not implemented in the original game.](#)

[Track-list:](#)

[1. The Hacker \(1:44\)](#)

[2. Rooftops & City Lights \(2:08\)](#)

[3. Cyber Market \(03:47\)](#)

[4. City Drive \(Bonus Track\) \(03:06\)](#)

<https://youtu.be/wVHIZ0PNAXs>

[Last but not least we have also included a super awesome surprise future-worthy wallpaper at a 4k resolution with the beautiful sunset of San Francisco.](#)

[The patch notes for 2.2.5:](#)

- [Added new patreon names in-game](#)
- [Added DLC with the officialy MINDNIGHT OST](#)
- [Added the Jukebox Skin](#)

[Thank you for your support!](#)

[In other news we are working on another important update that will bring a lot of improvements to the UI and new features. More about that later.](#)

[If you have any questions or feedback pelase join our discord.gg/mindnight.](#)

[Cheers!](#)

[MINDNIGHT TEAM](#)

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