

## Donuts'n'Justice Hacked



Download ->>>>>> <http://bit.ly/2NHI3si>

## About This Game



**Donuts 'N' Justice** is a fast-paced 2d horizontal shoot-'em-up wherein you take the role of one of two Super Cops in the 1980s to defend their city against gangs, violence and corruption.

Blast your way through waves of gangsters and other criminals in this retro style shooter.  
Unlock New weapons, Collect Power-Ups, Save civilians and defeat the mad bosses!

---

## KEY FEATURES

- Simple controls and pure arcade action
- Easy to play, hard to beat!
- Over 14 enemy types like dangerous Biker gangs, Triads or Aliens!
- Handcrafted pixel graphics created with love
- 5 action-packed stages
- Challenging boss fights and car chases!
- Unlock New Weapons, Power-Ups and Secrets
- 2-Player local co-op
- Full Xbox 360 controller support
- Steam Achievements and Trading Cards
- and of course, DONUTS!

**Warning:** This game contains elements of PIXEL violence :O

---

Title: Donuts'n'Justice  
Genre: Action, Indie  
Developer:  
FobTi interactive  
Publisher:  
FobTi interactive  
Release Date: 22 Nov, 2016

b4d347fde0

**Minimum:**

**OS:** Windows 7/8

**Processor:** 1.8 GHZ

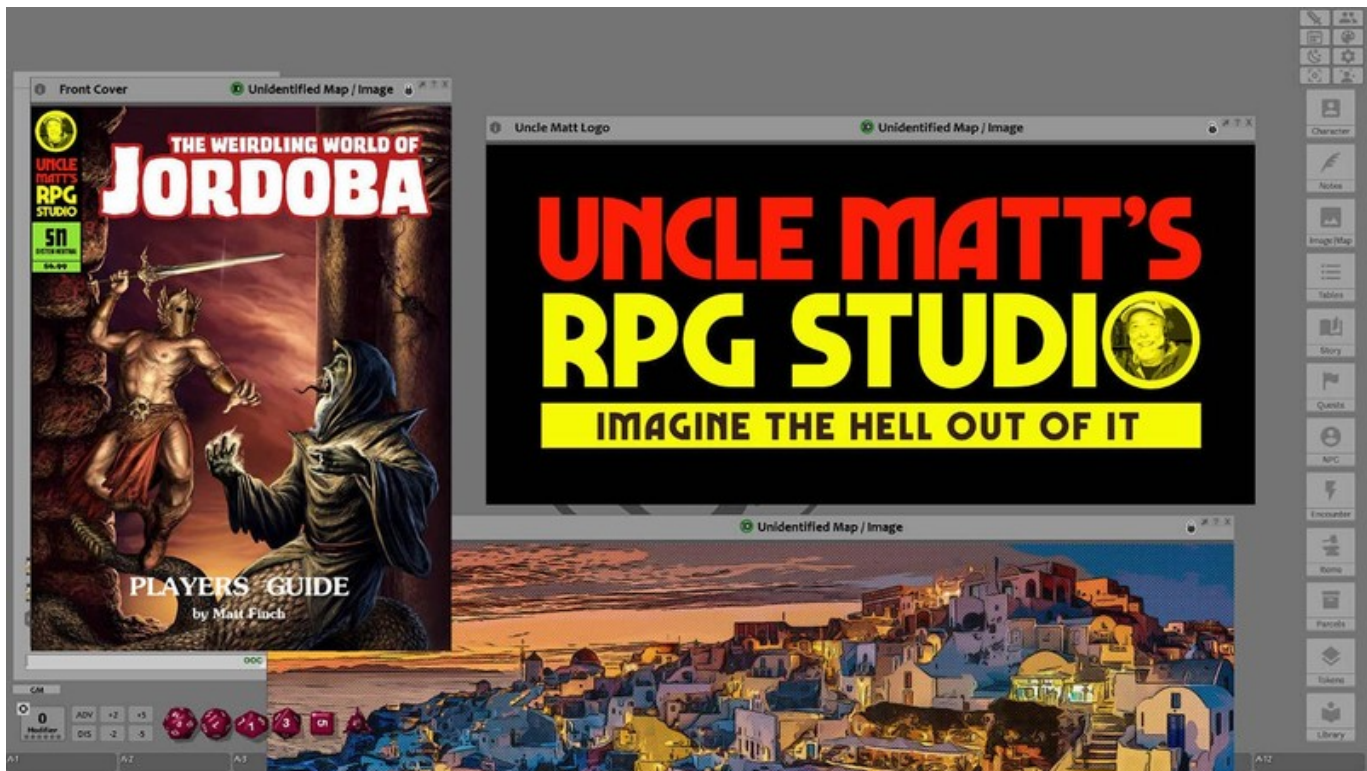
**Memory:** 2 GB RAM

**Graphics:** NVIDIA GT/s 4xx or Equivalent

**DirectX:** Version 9.0c

**Storage:** 200 MB available space

English







---

Perhaps one of the best pack in the store.

Really good choice of songs that will appeal to both guitarists and bassists, in my opinion : groovy stuff, heavy songs or ballads, the parts are sometimes difficult to handle but always cool and interesting to play, never boring ((even if you're not a big fan of the band imao) and it's a real pleasure to master these songs!. This is kicking off a series I'm planning to do on games with few/no reviews, or that have long been on my backlog, or both. If you just want pros/cons and recommendations that might help you figure if you enjoy it, skip to the section denoted with ~tildes.~

A long time ago, I played this amazing little gem called Dark Scavenger. It was perfect for where I was in life, and although there are certainly bits and pieces of dialogue I would've edited now, the game itself? It's one of those rare few that get better after seeing it again, like revisiting a distant friend.

But, it mattered most because it meant a lot to me for where I was in life. Flash forward to now, and though I loved Psydra's first offering, I've been putting off Mike Dies because I've got the arthritic reflexes of your most-uncool relative, and to be blunt, outside of a few of the most obvious games - your Marios, your Cave Stories, your Metroids, your Castlevanias - I'm not really a platforming kinda guy.

And once again, Psydra knocked it out of the ballpark, and Mike Dies is once again the perfect game for where I am in life. Maybe it's just one of the constant presences, an unavoidably large orange presence that constantly uses childish nicknames to berate our fair hero; maybe it's the fact that this is a game that plays wonderfully, that feels like the sort of game you'd use to demonstrate the concept of games and why they're fun to a complete newbie cavedweller.

Maybe it's the fact that somehow Psydra managed to cram a compelling, interesting narrative in a relatively short and sweet platformer, or maybe it's the fact that - despite starting and being largely grim, that wonderful Psydra humour is still there and - the best. Absolutely the best.

Hell, there are lots of little touches that just - way back when I fancied myself a Games Writesman, I hoped that I might include little narrative touches like some of the things in Mike Dies. The aesthetic and sound design the statues of Mike's god make is, pardon the pun (and there are lots of them!) - divine.

But even for a guy who's only other fond experience with 'indie' platformers was, well, I Wanna Be the Guy, a guy who sticks to wasd and proudly, this game was amazing and tightly designed. The only time the controls were floaty or irresponsive were in two puzzles, and in both cases, I had a sneaking suspicion it was my potato computer; switching to a small-resolution window, and I got them on one and three tries, respectively.

There's so much I want to praise. The music is great; absolutely immersive, at times haunting, always fun. I'll be getting the soundtrack later.

The voicework is fantastic, not just for an indie but in general. Outside of Dark Souls and a few weird games like Drakengard, I generally loathe voicework; here it's just - wow. Every single VA did a fantastic job... And now I know what a Space Demon sounds like. Heh.

Despite the relative simplicity of the backgrounds, everything is visually striking, distinct, and beautiful. The latticework on the ship windows, the projectile designs, the visual 'snap' of the portals, everything just feels right.

I'd hazard a gissa that you're wondering whether or not I'd recommend this game, and why. While you shouldn't trust weirdoes on the internet who may or may not be cartoon skeletons, unless their names are Kamaho, let me see what I can do.

~Pros~

- \* Incredibly intuitive. Level design is always fun, whether harder or easier, shorter or longer.
- \* Amazing puns. May be a con for some (they're wrong.)
- \* Tight controls, even when using WASD(!).
- \* Design, aesthetic, writing, music, and voicework are all superb, and all work well together. That's exceedingly rare.

- 
- \* Sense of humour that comes at you like a right hook; I spent the entire last half or so of the game in a rictus of laughter.
  - \* Very, very satisfying final boss, maybe moreso if you're a space scavenger, or whatever that's called.

~Cons~

- \* If you're old as dirt, layout can get confusing, and there's no real room map. There might be multiple endings based on collectible percentages, uh, but I can't verify yet because I got distracted by the location of the BEST CHARACTER\*\* skittering away from me and unintentionally 100%'d the game while looking for it.
- \* It's still a platformer; if you're not at all interested in the genre, I'd say you might still want to try this one, for serious. But for some, that's a no-sell.
- \* Eh, I guess it can be a bit short, though that's increasingly a plus for fogeys like me.
- \* Look, for real, I usually put cons first because I'm cautious. This is a great game.\*\*\*

\*\* All the characters are the best.

\*\*\* And Mike is clearly confirmed for Touhou th20, Idyll of Summer Melancholy, or something.

~In conclusion~

I was blown away by how much I liked this game. It's become a bit trite to be all 'haha, game helped me with issue x' but... Yeah, Mike Dies made me feel a bit better about some of my mistakes and where I am in life. A lot. Dunno if it'll last; but ultimately, that doesn't matter. This is a fantastic game, and I'm hoping I can tag Psydra or something on Steam so that when future stuff releases from them, I just instabuy it, funds considering.

That's how much I liked Mike Dies.

So if you enjoy strange eclectic science fiction, straddling the line between comedy and the deep dark recesses of space, a fine mist of atoms and chunky Mike hollandaise sauce, and incredibly satisfying platforming, I'd wholeheartedly recommend Mike Dies. So much so that I'll probably try to speedrun it and see what happens elsewhere; and I'll be looking forward to whatever Psydra does next, whether it be a Dark Scavenger Pinball/foosball crossover table, Mike Dies: the Party Card game, or, perhaps as to be expected, something entirely new and original.

In closing, I'd kill to play pen and paper with you fine folks, and that's maybe the highest praise I can give. Kudos.. I've just returned from the Middle Ages and I can confirm this is exactly what it was like. There were bandits with cannons constantly besieging the castle (which always seemed to have the most questionable design choices), and the king had an utterly insufferable laugh. I may have loyally served my lord as a castle engineer, but I cheered when the bandits finally toppled him off his tower. And then I got back into my time machine. The Middle Ages sucked.

HAW HAW HAWV10. Would royally tumble again.. A simple, fun little game. used for 5 hours, was very good helped me pass first time.,. Lost my patience with this one eventually. It was a present from a friend, so I decided to really give it a go....It's awful. Clunky, slow and it takes ages to do anything like turn and move. The cars are a chore to drive, especially in that mission that gives you 42 seconds to drive somewhere....It's NOT enough time, seriously I managed to GET ON THE MARKER a few times but no, unlike in the past where it booted me to the mission, it arbitrarily expects me to GET OUT of the car now? Honestly the driving segments are trash....take those away you are left with a Loaded/Hotline Miami knock off...not worth it at all, if not for the money but for the goddamn time you spend.

It is nowhere NEAR on par with the games it tries to be like, GTA, Hotline Miami, Loaded, Take No Prisoners and so on. (And even those games could be a bit crap.). For 5 bucks, this is an extremely fun game that you can pick up and put down.. Update: 'Life is about beginings and not endings', and this particular peice of story work has me enamoured. It may seem totally inpromrehncible but some moments have litterally left me in awe, and for good reason.

There are a good amount of plot holes and sequences that do not marry up, also some grammatical and spelling errors, though let's remember there were plenty in FF7. One of these such examples is to do with the armoured princess (I guess minor spoilers here) Claires father makes it clear early on that she is rarely seen and that she is kept away from the public, yet claire has substantial meetings with her and she seems to have full reign of the city without the town guard going absolutley mad that she has departed.



---

The clever and subtle reference and nods to other RPG's are most welcome and they are not overdone either, such as this one in relation to FF7.

While I have yet to firmnintley comment on it, the obvious plus point is the soundtrack! absolutely sublime and as used by RPG's of yonder years this has a massive impact in the storytelling, it's up there with some of the best ever.

Video Review: <https://youtu.be/f8LJ98kdtpo>

-----  
[Perhaps it's abit early to give a review on a game where I'm not even past the intro.](#)

[But my very early opinion of this is very high. A beautifully put together game. it's obvious alot of time and effort has gone into making this as polished as it seems thus far.](#)

[Naturally it's a very slow paced, narritive driven game and this should be at the fore of your mind when going into the game.](#)

[The story aspects soo far are interesting and have me wanting to learn more about the world and the characters.](#)

[So I'll leave this here for now and update when appropriate. If you want to see it running and how it looks in-game check out my video below.](#)

[Youtube: https://youtu.be/VNqjfVPVxBIU](https://youtu.be/VNqjfVPVxBIU)

---

This is really an awesome game that is quite fun however it has one major problem ..... it is a multi-player game that is rarely played anymore. You can play the game single player with AI bots (which are quite challenging if set to be so) or on LAN if you have separate keys handy.

#### **compatibility**

**plays on windows 7 & 10 just fine. I have not tested it on win8 systems**

#### **bugs**

**None. The game is not only polished, but has no bugs.**

#### **fun/replay value**

**Good.**

#### **Multi-Player**

**Yes.**

#### **conclusion**

**One of the hardest things about the game is finding other players to play with. Other than that it is a solid game (be sure and go through the tutorial - Did I mention it has a tutorial ? ). Fun, Story driven game with simple mechanics and a lot of chaos. Here is my full video review - <https://youtu.be/VgdBJuguLUw4>. If you like racing at the speed of a commercial airliner this is the game for you. Cute, fun little adventure game about taking care of a B&B full of quirky ghosts. A calm and heartwarming experience with great art and nice music.. McDonald's Patty Flipper Simulator 2017. Love this game honestly. At one point, the main character says, "I don't understand the point of this game..." Of course, she's talking about an audition, but still I found myself chuckling away.**

[So, what is that point of this game? Honestly, I'm not sure, yet I feel compelled to keep going, as there's something entertaining and bewildering about it.](#)

[Now, how did I end up buying this game? Honestly, I have no idea how I ended up pressing the "buy" button. Perhaps it was from a lack of sleep \(entirely unrelated to any themes in this game, might I add\) or simply because it came under the anime tag? How I got here will remain undecided but perhaps I should have paid a LITTLE more attention to the themes? The main reason I gave this a go was because it said there was full Japanese voice acting and I have been learning Japanese for the last few months. I thought it might be helpful.](#)

[In fact, it will be extremely useful...next time I'm in Shinjuku and accidentally walk into the shadier backstreets of the vibrant ward. You know where I mean...My vocabulary of Japanese words will surely improve. This isn't the stuff they teach you in night classes. Not the ones I've been attending, anyway!](#)

[So, there is a loose plot. You're a voice actress and you partake in auditions and records to pass to the next stage, or so it appears. You do this by doing a time-based gem-blasting game. You know the sort, three or more in a row and boom! You start earning points.](#)

[So, if anyone in your house understands Japanese, I suggest you turn the voice acting off at this point, as your character is about to get a little fruity—if you do well, that is—and by level 6, I started to wonder if clothes were going to come off...and made similar noises when I was just a little bit off getting the score I needed...](#)

[Perverseness aside, I find myself liking this game, despite not having the foggiest idea what the point to it is. In fact, I'd have been pretty much entertained without the plot and just playing increasing levels of the icon-blasting game. I suppose the theme is r-rated to attract a certain type of player. If you're into that kind of thing, you won't be disappointed because my goodness can the voice actor squeak and groan. The stuff she says is so filthy, it's borderline amusing! At least I can look at it that way. Possibly helped by the English translations. Talking about translations, the English isn't perfect and I don't think they understand capital I's but it could be so much worse. For me, it doesn't matter as I wanted the Japanese.](#)

[The images are well drawn but I'm a fan of the anime style, so I would enjoy that. The soundtrack is repetitive but I made it quiet, so that I could hear the voice acting. Where there is storyline, the English is a little rough but I'm surprised there is a](#)

---

storyline honestly. I'm not sure exactly what this game is trying to achieve but I'm worried about how addictive it became...

During the icon-blast game, it can sometimes be difficult to see legitimate trails, but that's my only real c-c-c-complaint. It does actually get quite hard (I'm sorry, I can't help myself...) after a while, to beat the levels in the amount of time that you've got. I was excited to play this because I love labyrinths, but obviously the developers don't share my passion. Looks like a Win95 game with memes and slenderman thrown in to add substance to a game that looks thrown together overnight. It has a level editor, which is basically the developers saying "hey maybe YOU can make a game out of this", but it's so buggy and unresponsive that it's not even worth trying. Enemies bugged into walls and didn't do anything to me, your hand and flashlight are way off center and it's disorienting, some hallways went on for way too long, and you jump like you're on the moon but only JUST BARELY not enough to see over the walls. Also, why on EARTH is the load time so long for such a piecemeal game? Don't waste your time on this. And that's a suggestion for both potential customers, and the developers.. + Fantastic writing + Atmospheric + Philosophical without taking itself too seriously + Learn lots of weird, morbid trivia!

- None of the endings are all that satisfying

\* No music, just ambient noises

\* Due to stylistic preference or limited resources, character avatars repeat

Have you ever wanted to discuss mellification with a soldier? Walk into a furnace and absorb the power of the heretical books that were burned there? Trick cabbages into revealing they aren't people, and give them a good kick for pretending?

If your answer is "No, but now I'm intrigued," then Ossuary might be the game for you.

Ossuary is mostly about talking to people, which is good, because the things they say are actually interesting for once. You'll spend most of your time collecting sins that you can then use on NPCs to change their mood. Many of the puzzles involve figuring out which sin you need to use where, such as applying "sloth" to a sleepy guard so you can sneak by them, or "lust" to a grad student who needs to renew their passion for aquarium algae so they can finish their thesis. The puzzles are fairly straightforward, and given that every single character has a unique bit of dialogue in response to every single sin, you won't go through any of the usual boredom when using trial-and-error to figure out what to do next. Another nice quality of life feature is that characters you need to speak to in order to progress glow gold, but half the fun is going through every possible dialogue option before you move on.

The writing itself is beautiful and odd, if occasionally on the nose. Sometimes the people you speak to will talk about themselves, sometimes they'll share philosophical musings, sometimes they'll tell you stories. Speak to a random guard who in any other game would just say "This area is off limits!", and instead he'll tell you that they used to dispose of old razor blades by pushing them through a slot in bathroom walls. "A million knives lie in wait in the walls of a thousand homes," he muses. One soldier from a lineup of 15 other completely identical soldiers will share the stories of various famous last words, while another will dwell on Fermat's Last Theorem. Despite their visual similarities, every NPC is wonderfully distinct.

My only real complaint is that the endings don't give much in the way of emotional closure. They're all nearly identical, with the screen fading out and a single quote shown to you before you're returned to the main menu. The true ending, or what feels like the true ending, is the best of them, so I'd recommend putting in the effort to reach it. In any case, this game is more about the journey than the destination, so it's not that big of a detriment to the overall experience.

TL:DR: If you're the kind of person who'll happily sink time into exploring weird game settings and don't mind reading a lot, Ossuary's macabre underworld is well worth a visit.. What starts out as a simple recovery operation aboard a dead starship turns into something much more.

Great story with characters you become invested in. The voice acting adds much to the game. The banter between John and Aryn along with the voicing of other characters adds greatly to the over all feel.

Puzzles are just right, not too hard nor overly easy.

The spaceship that Aryn navigates is almost a character itself.

On the technical side, Joure provided me a high level of support when I experienced operational issues.

Go play this, try it you won't be disappointed.

---

[If I was able, two thumbs up.](#)

**Update Patch Notes - April 3, 2017:**

**The following updates have been implemented: Gunman Tales - Out Now in Early Access!:**  
[https://store.steampowered.com/app/760320/Gunman\\_Tales](https://store.steampowered.com/app/760320/Gunman_Tales). Update Patch Notes - November 28, 2016:

**The following updates have been implemented: Numgeon is OUT NOW!:**  
<https://store.steampowered.com/app/990640/Numgeon>

**Have fun, folks! :). My NEW game si coming soon!:**



**Hi folks!**

**The Steam page of my new game, They Came From The Sky, is now live.**

**"They Came From the Sky is tiny, retro styled, highly-addictive and fast paced arcade game wherein you take the role of one of the Flying Saucers in the 1950s with one and only one Mission: Make a delicious juicy Human Smoothie!"**

**If you like what you see, please, add the game to your wishlist. :)**

**cheers,  
FobTi**

[https://store.steampowered.com/app/1066940/They\\_Came\\_From\\_the\\_Sky](https://store.steampowered.com/app/1066940/They_Came_From_the_Sky). Gunman Tales Finally Leaves Early Access!:

**Hooray! The release of Gunman Tales is here!. Update Patch Notes - December 8, 2016:**

**The following updates have been implemented:**

---

[The Crew 2 download setup](#)

[Splice download now](#)

[Quirky Crystal RPG Torrent Download \[serial number\]](#)

[A dead world's dream download for pc \[key serial number\]](#)

[Train Simulator: Metro-North Kawasaki M8 EMU Add-On Download crack cocaine](#)

[Holy Potatoes! A Weapon Shop ! - Spud Tales: Journey to Olympus download 2019](#)

[Ampersand download kickass rar](#)

[Galactic Fighters unlock request code keygen](#)

[theHunter : Call of the Wild - Wild Goose Chase Gear Download\] \[key serial number\]](#)

[FlatFatCat Activation Code \[FULL\]](#)