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## About This Game

- \* A cute blocky skin battle royale game with 8 millions registered players in China \*
- \* Similar gameplay with fortnite and pubg, but more casual and easier to learn and enjoy. \*

Mini Battlegrounds is a multiplayer last-man-standing battle royale full of adrenaline-packed combat! With simple controls, this game is easy to pick up for new players, while maintaining a high skill cap to entertain the seasoned veterans of the genre.

Using an isometric view rather than the traditional first-person view that is so common to the genre adds a unique feel to the game that separates it from its competitors, and adds a new layer of strategy and skill.

Join up to 50 other players in an abandoned town with one goal: survive. Gather armor, a plethora of weapons and other unique boosts, and use them to slay your enemies. It's kill or be killed, and only one person will be left alive; you.

Mini Battlegrounds shakes the dynamic of the genre, being heavily optimized to combat cheating, where similar titles fail. Whether you choose to be a casual player and focus on collecting rare skins and beautiful cosmetics, or a God on the battlegrounds, skill reigns supreme, and you must forge your own destiny.

## Features

- Intuitive control, easy to learn yet hard to master
- Vast amounts of weapons with more added frequently

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- Fast games with meaningful rewards
  - No pay-to-win
  - Anti-Cheating optimization so true skill shines

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Title: Mini Battlegrounds  
Genre: Action, Casual, Indie, Massively Multiplayer, Strategy  
Developer:  
IOA Games  
Publisher:  
IOA Games  
Release Date: 20 Aug, 2018

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**Minimum:**

**OS:** Windows 7 service pack 1

**Processor:** 1.6+ Ghz Dual-Core CPU

**Memory:** 2 GB RAM

**Graphics:** Intel HD Graphics 5500, Nvidia GeForce 700M Series or better (512MB Video RAM required)

**DirectX:** Version 11

**Storage:** 512 MB available space

English,Simplified Chinese,Portuguese,Russian,Traditional Chinese,Turkish



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They really nailed the feel of an old NES game, it's got an interesting premise. I was hit by a fit of nostalgia when I was looking at this so I got it on sale since I have a bit of a soft spot for all these retro types. You play a deeply indebted office worker out of touch with how to make ends meet, and the sole purpose of this game is to make money, pay off your debt, and become successful in life - of course, debt has been transformed into monsters for you to fight, promotions require dungeon exploring, goals, outlooks, attitudes and books are apparently your equipment.

Sadly, I forgot how repetitious and boring some of those old NES games were. Often irritating random encounters, endless grinding, some of the gear is a bit confusing. You can't trade gear between characters and it won't tell you what can or can not be used for your team. It's a lot of going in to each character and endlessly going through their slots to see what is now available to them.

Other than those irritations, I'd rate it as a firm, "Eh. I guess it's all right.". A great action Vn. if you don't mind/enjoy dark settings and like action stuff i defintly recomend you grab this one!

Should note my time played is far higher than time it takes to read this VN as i left the game open several times while doing other stuff.. Best Visual Novel game i ever played. I want more games like this from this studio ;3.. Not bad at all for a mobile game but my opinion is totally biased since I like this type of games. The only issue I have is that the enemy animations are quite poor and slow as if they are lagging..? Nobody is answering me about this issue on the forums though.

Reminds me of the ps1 era Dino Crisis but with zombies and much much better controls.. Three of my friends and I bought this game. We played for a few worlds and, realizing we weren't having any fun, we all returned it.

K2C might be unfavorably compared to an N64-era Gauntlet mixed with the dungeon exploration style of The Binding of Issac. Though the concept sounds good, K2C doesn't deliver on the promise. Instead, you get a slow-paced, depth-free, pressure-free game with overly-cramped rooms prone to wall-clipping.

Though I admit that another player may like this game more than my friends and I did, I'd be willing to bet any wager you'd care to name that this game will not resonate with even its biggest fans for any longer than it takes to beat it.. Disney Pixar called, they want there narrator back.. take job simulator and add more things to do and character customization if you liked job simulator you will love this game a great vr game

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Breakout! Literally. (Or "Die" Trying)

This game has a lot of charm/humour and you get to play as one two guys girls.  
Basically you're climbing a castle from the dungeon to the tower, going through "levels" of the castle, each with their own theme and boss.

Gameplay is simple, but varied and challenging enough that it never seems stale. The dev is continually adding more content, and tweaking options for better gameplay. I had an issue which the dev promptly fixed in an update that rolled out more content as well.

Music and sound effects are nice, and the retrographics are sweet and much like RetroArmy's other games, which I also like.

There are different powerups for your mattress, and there is a branching ending depending on how you collect souls (I won't explain it, play it yourself). You can also collect keys to open more sections of the castle. When you die, you have the option of retrying the whole section again, or if you have souls, you can use one to gamble and retry exactly where you died, with the possibility of a powered up paddle (or instadeath/gameover, if you're unlucky). There is now a story mode, and that fleshes out the basic dialogue that was in the initial arcade mode, along with adding extra "non-breakout" gameplay/story.

The only gripe I might have is that the ball sometimes gets lost in all the crossfire of enemy projectiles sometimes. This is not particularly a bad thing, just means you need to be better!. A very fun management style game. The campaign missions can get a bit repetitive and the graphics are very old school, and sometimes the game can act a bit inscrutable, but over all I've spent several hours on it and am still enjoying myself. Allows very precise micromanagement which is my favorite thing, and you can build huge sprawling parks or keep it smaller.. Very interesting mechanics. One of the best games i have ever played 10/10. Actually a surprisingly unique and refreshing take on FreeCell. I have an inkling that the fact that there's no Undo button and you can't pull cards off the foundation...might just be a deliberate thing on part of the developer. It's a very simple game, exactly the sort of thing that you'd find bundled with an OS or device, which given where this game came from, I'd say the author(s?) absolutely nailed it.

If you're after a solitaire game that won't make you feel bad for losing, where every win is a victory, grab this.

(EDIT) I wrote a much longer review/profile about Shenzhen Solitaire for my blog, Turn of a Friendly Card:  
<https://thefriendlycard.wordpress.com/2017/02/08/shenzhen-solitaire-2016-steam/> - it's not really a \*review\* in that I give it a score, but I do talk about some things that may influence your purchase decision. I do still highly recommend the game, in summary.. [Quite good game, interesting and fun.](#)  
[Rate: 10/10. Interesting combination of Ponies/Silent Hill and horror genre in overall.](#)  
[Soundtrack is interesting, enemies can be creepy at times from the sounds they make etc.](#)  
[8bit art is nice and it fits the horror atmosphere.](#)  
[I haven't finished the game yet because i am pretty lame.\(Seriously i died because i ate too many flowers\)](#)  
[Story is predictable. But i can't really expect much so it's not that big problem.](#)

[In overall the game is fine.](#)

[.This game is good. it has lots of good things](#)



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