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Lovefield General: Back To Work Download For Pc



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## About This Game

Follow the daily struggle of Hitoshi, a young medical doctor, who returns to work after a serious accident only to find out that things are no longer the way they used to be. Humor, drama and supernatural events ensue. Oh, and there's also romance in the air...

Get to know your coworkers and solve the dark mystery of **Lovefield General!**

## GAME FEATURES:

- male protagonist
- 5 female love interests
- 6 different endings
- 5+ hours of gameplay

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Title: Lovefield General: Back to Work  
Genre: Adventure, Indie, Simulation  
Developer:  
Pixel Purrfection  
Publisher:  
Pixel Purrfection  
Release Date: 30 Nov, 2018

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English







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love field general back to work download. love field general back to work

alot of fun i used it for funny comics its use i used it for wasnt intended i think but i can see lots of fun and possiblity in this depending on the situations it can be fun for a parent for there kids to use with there kids or simply jus tto make a little comic to pass the tiem. I got to say, it was worth 3\$.

After getting 2 babies, I had enough though. Hope for some more replayability update or something.. Mindblowing and bending! It makes you come back for more and makes you want to solve this mysterious case. A case unlike any other you've seen. It really grabs you into the story and makes you feel a part of it, as if you were the detective yourself. Its creepy, mysterious, comical, haunting and compelling.. quot;wasdawaaassawawdawdawwww" - 90% of players

Is the tagline of Into The War "Ninjas play for free"? Because if it isn't, it should be. I feel like I'm hacking just bloody using the sprint key, and I feel like you could hold this game as an example of how not to do double-jumping in a game.

\$5 is literally too much to be paying for this game in this state. It's currently at a state that the developers should frankly be hesitant to even launch for free, with a plethora of bugs that should have been discovered with some very rudimentary testing. It's claimed that this was done for feedback, but there's no way you're going to get useful feedback at this point.

There's beta releases, and then there's this; given that one of the "former developers" could barely write a coherent sentence, I'm finding it increasingly difficult to believe that the code for this game would be much better. The game is also lacking even the most rudimentary features; I can understand if customizing one's loadout properly isn't possible, but given the nature of the game, you'd think things such as ammo and health pickups would be in place.

On a hit-list of things to fix should be spawn points, not making it possible to trip over a dead ♥♥♥♥♥♥♥♥, and allowing people to quit a game via the ESC menu. (Currently, ESC just ♥♥♥♥♥s with you and doesn't actually offer any function.)

This wasn't ready for release, and if you can't even guess when a game's ready for release, it casts a very dark shadow over the future prospects of the game.. This is a tough game to review because I really want to like it but one major thing holds it back. I like the music and gameplay, and I adore the visuals, but please for the love of God optimise this game better. I meet the minimum specs and even on the lowest settings I get frame drops and 5fps. It's unbearable and it really ruins what would otherwise be a great experience. Like I said I love the visuals, music and idea of this game but I don't feel I can recommend the game in its current state. If this issue can be fixed I will happily give this game a positive review.. very fun puzzle game! somewhat disappointing finish though. expected a little more at the end. What could have been a novel car repair time-waster is handicapped by the inclusion of an incredibly tedious mini-game in which you dispatch recovery vehicles around a fictional county.

90% of the time you'll spend with this game will be spent frustrated and bored wishing you could just do the next repair scenario.

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Improvement from last year. Less bugs and working smoothly. Love the new features.. it says i played for 11 minutes but it lies, i saw the word jump scares and closed the game instantly, closed the game in vr, it crashed and left a bug report thing up for a bit

but if you enjoy forced jump scares and if this game is anything like the 2 other games they made, it should be acceptable. Pros:

-beautiful skyboxes

-beautiful music

Cons:

-Movement is

-Combat is

-The game knows combat is because enemies are sparse and require no skill

Mehs:

-I'm putting dialog as a meh because some people might like it. I found the playful banter forced.

To be fair, I've only played the Cain storyline, so I'll give that a chance before I decide to refund it and let you guys know how it goes.

Update: I forgot that I refunded it before writing a review for the product. I genuinely meant to give this game a fair shake because it was obvious the developer worked hard on it.. A modern version of Capitalism and if you liked that game you will like this one. The graphics are fine for the type of game. This is only for those that like somewhat realistic business sims, but if you do this is a well made one. There are lots of things to make and sell. This will keep me coming back for years like Cap did.. A lot of fun to play, definitely worth the buy if your into 2d games. Gives off the nostalgia feel of playing smw. :). This was an unexpected surprise, really. I bought this game on the recommendation of a few online reviewers such as TotalBiscuit and was not expecting it to be my favorite of the Telltale games since The Walking Dead Season One. I absolutely love everything about the game from the top notch voice talent (newcomers Troy Baker, Nolan North, and Laura Bailey may just have great things ahead of them if they ever get discovered) to fantastic musical choices (no, it's not dubstep).

The story starts fairly simple. A jerky company man named Rhys (you) and con woman Fiona (also you) work together and against each other for the prize of 10 million dollars. Obviously, it's not quite as simple as that, but all the twists and turns are the meat of the game and I won't spoil anything further. The writing is excellent and unlike Telltale's other three major franchises (Walking Dead, Fables, and Game of Thrones) it's heavy on humor despite being firmly targeted towards a mature audience.

I honestly can't recommend this one enough. Even people who dislike Borderlands may enjoy it because the setting of Pandora is so interesting even when removed from the shoot and loot mechanics of the franchise.. First I see a ton of potential for this game. The horse riding experiance was great.

I see several areas for improvement but this is just a demo and the release could be aways out.

I do like the experiance with the game and what is trying to do.

If done right this could be a very good game.. The game is good and all. Its idea and such.

Here's the thing. It says as a released version. Unfortunately, it isn't. It's very much in early access.. update is slow, very slow. Devs don't listen to its playerbase.

I don't think it's a bug, coz a bug in a code works "somewhat". In this game functions don't really work! Their way of thinking is like this. "Meh, this'll do" or somewhere along the line.

In example..

1.Battery's don't work, it doesn't really store electricity as intended.

2.Hidden wall\door(a door only for ur minions.), Heroes and victims walk on them like normal doors regardless if scared or not.

3. Auto-switch doesn't work, It on and offs regardless of whoever passes by even if u toggle said characters.

4. No crowd control capabilities like RTS games. such as grouping your units and hotkeys. etc.

5. when you save\load, sometimes u lose resources, your minions die, your victims disappear.

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6. your minion arrangement are out of whack, like you cant put them in orders u want and they randomly order whenever.
  7. heroes\monsters when they attack they don't move. they just stay in the edge of the screen until u show up near them and they follow you.
  8. Heroes and monsters don't use skill they just normal attack you and follow you. So it is very easy to macro\micro them, but they too OP. they can one-shot your monster even at lv15+, even your frankenstein monster.
  9. Wall-Saw trap don't work.
  10. When you mind-control a victim they still call for help, and also if they mind controlled. Shouldnt u be able to control them to lessen the suspicion?
  11. Some victims just walk in and out of a door when scared.
  12. Trees & mushroom pop out anywhere, so if you had a furniture, wall, floor in where it pops out it destroys it and your resources used is gone.
  13. vampires still burn while inside a house or even at night.

LASTLY VERY LIMITED! and not worth the price right now and there's really not much content. get rimwolrd instead.

I want my money and time back please. Another wonderfully dark but fun game I absolutely loved.

I played part 1 (Blackwater Asylum\The Witch's Prison) years ago when I first got into these games, and when I found out there was supposed to be a part 2, I waited another couple of years to be able to buy it. And I have to say it was just as good as the first game. So first, the good points:

Plotline:

Basically it picks up where the first part left off (so I'd recommend playing part 1 first, it's not entirely necessary but would make it much more enjoyable) and has the same sort of dark vibe. While not the most realistic storyline (not many of these games are remotely realistic anyway) it's not the silliest, you can play it without being very actively aware that it's a totally childish exercise. I mean fair enough, these games are usually for like 7 to 12 year olds apparently, they're pretty tame and a total guilty pleasure for grown\u2665\u2665\u2665\u2665\u2665adults but at least this one doesn't feel like it's meant for little kids. Adequately dark for my liking, with a hint of silliness in parts.

General gameplay:

Unlike many of my games, this is not in fact a HOG. In fact- you'll see what I mean if you play- it quite blatantly pokes fun at HOG's with that little bit of silly humour you'll find in it occasionally. If you played the first one, you'll know this already. So, it plays a bit like a room escape adventure game- or a HOG without, well, the hidden objects, I guess. That makes it a bit less tedious and fun in my opinion, but it's a matter of taste.

The game is a decent length, and doesn't seem too rushed, which is another bonus for me.

Graphics, sound and cutscenes:

Cutscenes are tasteful, although the graphics aren't the most realistic they do very little characters moving around- the cutscenes are in pictures as opposed to dramatized scenes- so it lacks that corny element that makes me so uncomfortable in some other games. On occasion characters move, but it's done well enough. The sounds are good, none of this overbearing background music distracting you while you play.

There are only a couple of slight niggles for me: primarily, the fact that it can be very difficult to find where you need to go at times and you don't get much help- that can make it challenging, or a bit frustrating depending on your mood.

Another issue, that I should mention, was with my PC (I have no idea how it will function for other players) the first time I tried this game it glitched when it froze and my PC crashed, deleted an inventory item, and left me having to start over. The next time, nearer the end, bits of the screen went white and eventually all of the screen, and it had to be played in windowed mode to resolve that. I don't know if it's a bit glitchy in general or if my PC just isn't right for it, but generally my PC works fine with the



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vast majority of these games and this one was just a bit awkward, but still functioned for the most part.

That aside, this game was really good fun, and I will most definitely be playing it again.

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