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About This Game

A.L.A.N.

Alex and his friends are Rift Breakers. They must protect their city while fighting the monsters spawning from the Rifts.

Rift Breakers

Alex thought he was a kid like any other, until he becomes a Rift Breaker. Now, he must team up with Lily, Nana and Aimé to battle the monsters spawning from the Rifts, mysterious cracks of lights.

Two connected linear stories...

A.L.A.N.: Rift Breakers!

Features

- 2 short linear stories, written in Ren'py.
- 16,560 words in total
- Full controller support and Steam achievements.
- Works on Windows, Mac and Linux!

The default & original language of the game is French.

To toggle English, go the Préférences and select the English flag.

Title: A.L.A.N.: Rift Breakers

Genre: Casual, Indie

Developer:

Mia Blais-Côté

Publisher:

Mia Blais-Côté

Release Date: 5 Sep, 2018

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English,French







this game starts out with some interesting mechanics for a HOG but it very quickly turns deeply racist. So I ran into a few runtime bugs:

- Train didn't always stop at the town I designated
- Tab speed mode in scavenger mission hung my session so I couldn't get out of the mission even though all my crew had returned

But all in all, I kinda liked it. It's certainly a game for people who like resource management games. I only beat it once, saving only 6 people and killing about 16 on the way in various ways.

But for \$10, yeah... would carve a path through death fog with small army of total strangers again 7.5 / 10. This is the definitive version of Ys SEVEN, the Ys game that finally decided to modernize the franchise.

Compared to the earlier games, there's a party system, a much more developed story. But don't worry, the battles still feels great like before, and the music is badass as always.

It's a really great game to pick up, it just sucks a bit because it got released less than two weeks before its sequel, Ys VIII.

Any great fan of the series should pick it up, it's definitely worth your time. Also, there's a lot of interactions between Dogi and Adol, which is a really great thing.. This game is like an Apple product: sleek. modern, and not nearly as good as it fancies itself.. It seems like a joke but this fun little game is worth £2, found it very fun to play 8/8. There's a reason we left Gradius behind. It's a really faithful remake and is beautiful and crisp and etc. But why did you have to remake a ♥♥♥♥♥ game?. Short version:

Like R-type, Darius, Gradius and similar games? Then this IS the game for you!

Longer version:

A proper love letter to old school shoot'em ups, Super Hydorah mimics the gigants of the genre pretty much to perfection. It certainly doesn't do anything new or exciting, but everything it does, it does well. Of course sometimes it resembles its predecessors a bit too much. While the penalty isn't quite as harsh as in many other games, dying still sets you back quite a lot and might make it better to just reset your stage progress and begin anew.

Still, this is a great shoot'em up no matter how you look at it. It specifically reminds me of Gradius Gaiden on a technical, musical and visual level, and since I consider Gradius Gaiden the best in the Gradius series, that's rather high praise. Super Hydorah might not ever be considered a gigant but it sure can stand with the best in the genre.. just to loose some time. coldzera and olofmeister, amazing players.. S'gud, I like it.

Put me to sleep 10 minutes into game. Zzz/10

If you wanna smash your head on the keyboard or desk from falling asleep..then get this game.

Make sure to have a walnut placed down first so when u fall asleep ur head smashes it and u wake up to a delicious snack.

As for the ppl who love all the cute colors..go to a Chuckie Cheeses and play in the Ball Pit...much better. Or for squares..go to an aerobics/mountain climbing/ flipping gym where they have them pits filled with colored squares (not as colorfull as the game but over half the game is black n white anyways so idk....eat a box of Crayola Crayons before u go and poo on the sponge/foam-like squares in the pit.). This is a really good idea. I'd love to experience a VR dance where I dance with motion-captured actors and we both leave trails of light in space. I hope that the developers do that for their next program.

The actual experience of La Peri hints at that in the last few minutes.

The rest of it is unskippable cut-scenes of words appearing on a book and three really boring "catch the flower" minigames. This would actually have been better if they had cut everything except the final dance. Especially because some players will feel sick by the time they finally reach the payoff.. BECCA IS THE BEST WAIFU ANYTHING ELSE IS GARBAGE. its real good. Lots of fun. The bots are difficult and overwhelming, even on Easy setting. Using WASD instead of the arrow keys would be very useful, as well as the ability to stop time to plan out your moves and such.. Love this game. It's worth a few bucks. This game is so bad, it's actually amusing to play. I feel bad for the voice actors that put their real faces to this thing. That part is a bit painful to watch. Steam needs to do a much better job reviewing what they sell. This should never have made it to retail in any capacity.. nice game for blind gamers

Engine update and accessibility screen.:

Ren'py is updated to 7.2.2.!

With the "A" key, you'll get a menu (the accessibility screen) where you can change the default font for Dejavu Sans or Opendyslexic. The text size can also be changed.

. **Happy New Years!:**



2019 is here. A huge thank to everyone who followed me in 2018. 🤖

The profits from the Donation DLCs in December had been given to Unicef. Once again, thanks you so much for your generosity!

Also, some new bundles are here. (Must purchase together, game + both dlc.)

https://store.steampowered.com/bundle/9816/Red_and_Blue_Full_Edition/

https://store.steampowered.com/bundle/9815/Hack_the_Core_Full_Edition/

https://store.steampowered.com/bundle/9811/ALAN_Full_Edition/

https://store.steampowered.com/bundle/9813/EntreDeux_Full_Edition/

https://store.steampowered.com/bundle/9814/Hir_Corruption_Full_Edition/

https://store.steampowered.com/bundle/9812/Les_4_Alice_Full_Edition/. **The “downgrade” announcement...**



It's painful for me to announce this, but I won't take volunteers translations for my upcoming games and those already on Steam will be “downgraded”, so only French + English remains.

Now, the big question everybody going to ask is “WHY?”.

Because of my autism, I'm a very anxious person by nature. I don't need much to feel unwell, even sick, and because all translations were made by volunteers, many had given up along the way. Sometimes without telling me. Having to wait weeks, months even, without knowing if the translations will be done or not, it's too much for my poor mind to handle.

Also, at the FB group where I find the translators, sometimes “debates” happens about (in my understanding) “a translator shouldn't work for free, because it's a job”, “if you're a dev, you should pay them” etc. Even though I didn't take part in these debates, they always made me feel uneasy and “bad” because I asked for FREE translations.

Plus, when I had remade my games, all previous translations were void since the text had been rewritten in many places, so they couldn't be used again. That's also made me feel “bad” because I felt as if I throw all their works into the Trash Bin.

So now, with all that anxiety and stress accumulated, I had to take care of myself to feel better again, and for that, the volunteer translations cannot be done anymore.

I'm already a bit anxious during the creation of a story... “Will I find the right images and music for this story using royalty-free or Creative Commons: By Attribution 3.0 resources? Will the steam users like it? Will I get a ton of negative reviews? Will I be able to find a proofreader for both English and French text?” Add the volunteer translations to the mix and I really, really, couldn't take it anymore.

As for my previous games, I could keep them, but it conflicts with my way of thought. You see, the way my mind works, is an “all or nothing” scenario. So, either ALL my games got volunteer translations, or NONE got them. I know it sounds pretty stupid, but that's how my brain works and I can't fight that.

The other possibility would be to do machine translations for my future games, so the other translations could stay, but I don't want to do that. Google Translate... T -T

I still wish to thank everyone who did translate my games and offer them my deepest apologies.. **DLCs sales of the week.:**

<https://store.steampowered.com/app/1034000>

<https://store.steampowered.com/app/1034080>

<https://store.steampowered.com/app/1034090>

. **Regarding the localization of the characters' names: should I keep the accents?:**

It hit me lately. When I localize the characters' names, unless said character had a French origin, I always remove the accents and I anglicize the name, when possible.

For examples: * In Red and Blue Cycles of Existance, "Saliéka" become "Salieka".

* In Entre-Deux Cursed, "Colin Coudeau" become "Colin Seewater".

Also, "Jesabelle" = "Jesabel" and "Virgile" = "Virgil".

* In Les 4 Alice Lorange Journey, "Alice Lorange" stay the same, since she had a French origin.

* However, in A.L.A.N. Rift Breakers, "Aimé" kept his accent.

So, for my future stories, should I keep the accents and not anglicize any names?

I always wanted my translations to be as close as the original as possible, but I want the text to be natural and easy to read as well.

Having all French-y names might be odd for an English reader, especially if an English equivalent name is available.

Of course, if said character is French, the name won't be changed... but how about the other names???. **Bundles clean up and new DLC (French only)!:**



All "Full Edition" Bundles are gone.

These bundles are left:

All Mia Games Bundle

https://store.steampowered.com/bundle/8181/All_Mia_Games_Bundle/

All Mia Games For Gifts

https://store.steampowered.com/bundle/8219/All_Mia_Games_For_Gifts/

Games + Extra DLC

https://store.steampowered.com/bundle/9782/Games_Extra_DLC/

Games + Extra DLC (Must purchase together Set)

https://store.steampowered.com/bundle/9800/Games_Extra_DLC_Must_purchase_together_Set/

Also, "Les 4 Alice: Lorange Journey » got a new DLC. The eBook version of the stories! (FRENCH ONLY)

https://store.steampowered.com/app/1025370/Les_4_Alice_Lorange_Journey_Ebook/



. **Bundles for Gifts has arrived !:**



Now all my games can be gifted separately.

Shantalia X Latangerine + adult DLC

https://store.steampowered.com/bundle/10574/Shantalia_x_Latangerine/

Divine Diva

https://store.steampowered.com/bundle/11091/Full_DIVA_Go_gifts/

Hack the Core

https://store.steampowered.com/bundle/11090/Hack_the_Core_Full_Edition_for_gifts/

Red and Blue Cycles of Existence

https://store.steampowered.com/bundle/11092/Red_and_Blue_Full_Edition_gifts/

Les 4 Alice Lorange Journey

https://store.steampowered.com/bundle/11096/Les_4_Alice_Full_Edition_gifts/

and more!

Also my creator page is now into French + English.

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