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About This Game

Work in World War 2 Tank Factory, Date Beautiful Girls, and Choose Your Side in Alternate History Visual Novel!

Panzer Hearts is a story-driven game filled with romance and adventure. The setting is an alternate history WW2 where the warmongering “Empire” is terrorizing its friendly neighbors. The young men and women brainwashed by the Empire see the war of aggression as justified.

Story

You take the role of a young, naive, brainwashed soldier, Bastian. Wounded in the battle, Bastian gets a second chance to serve the Empire in a factory building tanks. Some of the people in the factory are linked to Bastian's past and some to his future. They say love is blind, but in this case love and where it leads our young protagonist can completely change his future and the course of the war. A chain of events and a cry from his past make Bastian question his loyalty and his side in the war.

Gameplay

The gameplay is visual novel style, so you read the story and make choices, which affect the game. We also have a special tank building minigame, where you get to build World War 2 tanks! As visual novels go, there is also dating. Your decisions with the girls might even affect the outcome of the war...

Key features

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- Experience War From an Uncommon Point of View: On the Home Front
 - Work in a Tank Factory Building World War 2 Tanks
 - Date Girls and Reveal Their Secrets
 - Original Symphony Music Soundtrack
 - Over 60 000 Words and Over 4 Hours of Gameplay
 - Never Before Seen Alternate World: Ancient Egypt Meets Totalitarian Germany!

Build the Tanks, Date the Girls, Choose Your Side!

Title: Panzer Hearts - War Visual Novel
Genre: Adventure, Casual, Indie
Developer:
HELYEES
Publisher:
HELYEES
Release Date: 25 Apr, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: 1.66 GHZ

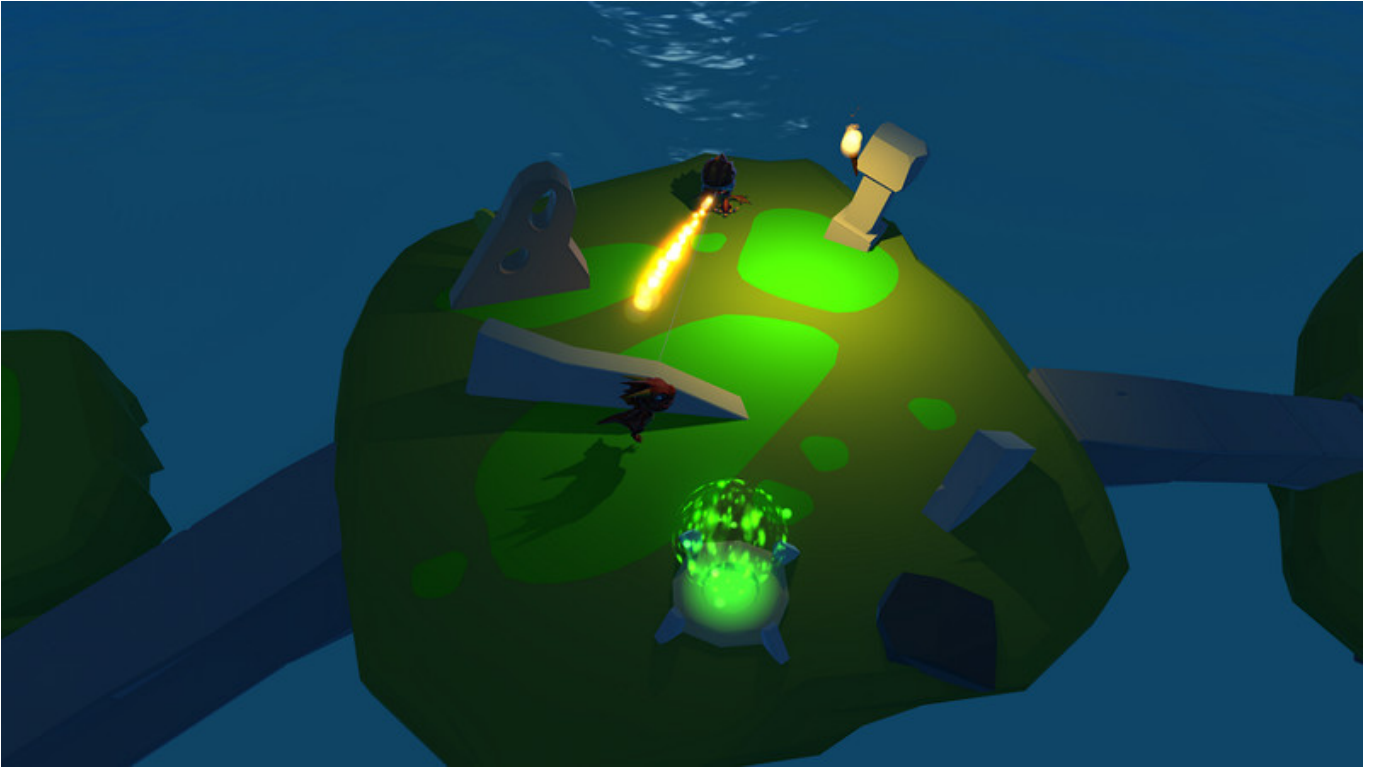
Memory: 4 GB RAM

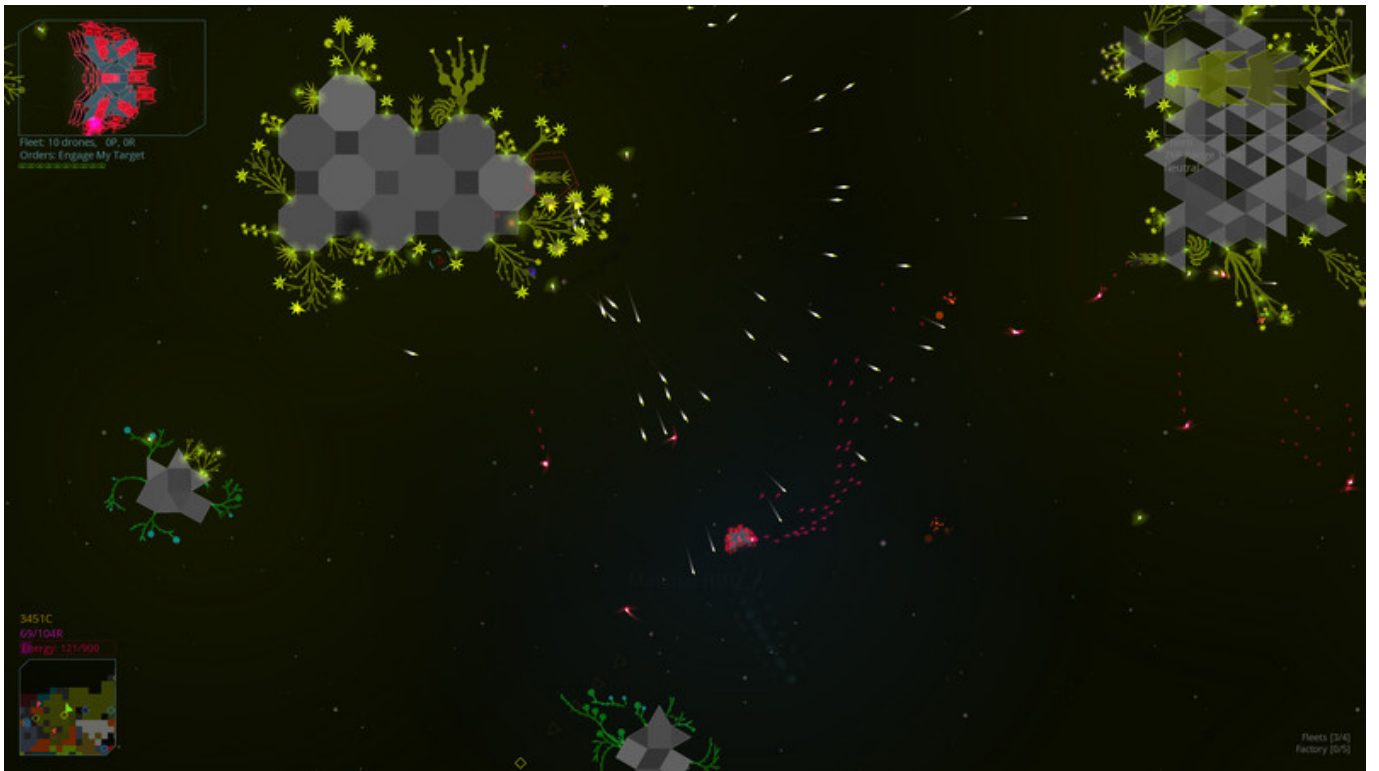
Graphics: Integrated graphics

Storage: 592 MB available space

English







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Best game i've ever played.. the whole 24 hours is just me trying to get out of the damn QUEST , THAT MADE ME DIE OVER AND OVER AGIANADF<SADF<:DSFSA>DFSEFAL<DSLFS<ASFKS>... BY A RAT T_T. what am I playing?? Huuuh?. I recommend this game, but only to creatives looking for somewhat interesting take on the RPG genre.

As an actual game, I cannot recommend it in its current state. It simply lacks the polish (and I am not talking about the graphics, they are fine for an indie game at this price point).

A good example is the combat. Like many modern RPGs, it has a time-dilation effect during combat., but due to the limited control you have over your group (limited even further by the way the interface is implemented), this effect is often far more annoying than it is useful.

The game really needs a way for you to control your group members without having to track them down in 3D space (and hope nothing is obscuring the buttons on their heads). Something as simple as putting the three buttons next to the icons in the group slots on the left of the screen.

Some other little quality of life items that would go a long way to making the game playable:

- A quest journal, and removing quests from NPCs once completed.
- The ability to sell items to vendors beyond their inventory capacity (this is debatable, but due to the way purchases are implemented it is kind of necessary in this game).
- Better check pointing (I gave up on the game after constantly being pushed back three major fights. The save slots seemed to do nothing).
- Allow the time-dilation to be disabled. As much as I can see that this is meant to be a major part of the game, there just isn't enough control over the group to make it worth it. Leave it for people who want it, but make it optional. It would need a complete overhaul to bring it on par to the time-dilation in other group based RPGs.
- A proper targeting system. You really only have 1 direct attack spell for most of the game (lighting strike), and it is extraordinarily hard to target at monsters that aren't on the same level to you, or who are far away. A more traditional RPG action system of "click to target, numbers to cast" would be much more workable.
- A better way to compare item's stats V more consistency in the colour coding of items.

Having said all this, I do give props to the developer for the ambition and combination of ideas. I think it is a stretch to call any given element of this game innovative, but the combination of mechanics is interesting.

The tower defence V vaguely-MOBAesque elements mixed with a more tradition group based RPG present some interesting possibilities, and while none of those possibilities are fully realised within this game (or the parts I have seen), they were intriguing.. Easy to use, not expensive to get and a FPS camera mode built-in!

You can think its is a RPG Maker on 3D steroid,
and the devs are like lighting fast to reply to your questions,
and constantly upgrade the code and get new functions for FREE! (And workshop in the future! YAY!)

Tough there are yet some vital event or condition functions missing currently (but the devs are already promised to plan to add them later), comparing to its 2D rival (I am looking at you RMMV you piece of unreliable sh!t), but SGB is more like a early prototype of the next gen thing.

Try the demo, I promise you would like it in no time!. terrible dlc because

1. Needs Virgin Trains Livery
2. Needs 11-Car Sets
3. Cab Light doesn't work

The only good thing I can say is that I got this as part of a Humble Bundle. If I'd paid full price for this mess, I'd be pretty cheesed off.

Seems like it was just cobbled together to milk SpellForce 2 fans one last time.

Save your money.. This game is very fun when your bored but i wouldn't recommend playing for 2 hours straight (which is what i did) because if you do it will get very boring very quick. Other than that though it is a very fun game similar to beat the boss with a unique and enjoyable way to unlock new weapons. lovely game, good artwork and music. Fun puzzles and runs well so worthwhile if you enjoy puzzle and hidden object games.. Wow, this is bad. I used to love previous ones but this... There is no new content, only major change is 3D galaxy map and its just awful, navigation is almost impossible.. Alright, it's gone on long enough at this point. Apparently simply walking away isn't enough, owning the mistakes you made and accepting that your friends would rather not stay friends isn't enough. I don't blame any of them for that, but a lot of you (maybe not from this subreddit, but in general) have made it clear that I don't get to just leave. So fine, here's one last huzzah of a post, half explanation, half ♥♥♥♥♥ing. Enjoy.

Firstly, I guess it's made the rounds that one of the girls I was involved with was thirteen. It's worth noting that I found out about that information through someone who, keep with me here, heard it from someone who heard it from someone who heard it from someone who heard it from someone. Five degrees of separation. As far as I knew, it was another rumour, and seeing as it was coming so long after I'd left, I figured people were just trying to stir the pot again. But I guess there's a credible reason for people to think it's genuine, so now everyone thinks I wanted to bed a thirteen-year-old girl. Upon learning that, I spent the night vomiting. I snapped and deleted everything except the channel itself (which only remained up because I thought I was still contracted by Omnia, but it seems that's been disconnected so it will be down shortly). Probably not a wise decision, but not one I regret. I understand in retrospect that this probably looks like me going "oh♥♥♥♥♥ I've been found out", but that wasn't it. I knew defending myself was pointless. I'd already tried it, not even defending but just explaining what happened, and one poorly worded sentence completely destroyed any hope that that would do any good. (Sentence in question being when I said I was never diagnosed as a sociopath; it was meant to be in defense of those who said it using a term no doctor would use, since I used the medical term for the diagnosis, but I worded it horribly and it just seemed like another lie). I could've used her Twitter page where she wrote her lied-about age in her bio, I could've referenced the person who introduced in the first place to back me up that she claimed she was older than she was, I could've pointed out that this coming so late should illustrate that absolutely no one knew she had lied about her age, I could've pointed to her snapchat username which implies a birth date of 1995, I could've shown all of our texts and proven that she confessed that she was sixteen and not seventeen and never said anything else about her age, but I didn't. I just ran instead. Poor move, no doubt. But there's no reason to waste the time defending it. "Zaptie" is irreparably damaged and can't be fixed. And yeah, Red Kiwiz comparisons. Comment section is below, go for it.

But even if I'd done all that, no one has had any reason to trust me for quite some time, so I figured why would they start now? To the best of my knowledge, I know the origin of this info going so public, and I found it fascinating that only one person bothered to actually contact me about it. But I guess I shouldn't be surprised at this point. If something bad about me is said, it's true. I'm a villain now, and I guess I have to accept that. I'm not going to break my back defending myself because everyone who believes it won't have their opinion swayed, and everyone who doesn't doesn't need their opinion swayed. It's that simple. While I'll accept that this is just how things are, I'm taking issue with the extents people are going to to violate my privacy just because they want to either harass me or ask me when I'm coming back. I've received several phone calls to my private cell phone number (lesson learned giving that to people I called friends), had my private Twitter account posted by an old friend as a "joke" (which I then had to delete), and even had people dig up and message an account I didn't even realize still existed just to try to either talk to me or tell me I should kill myself. Be angry about me, post about me, I don't care. But contacting me privately to the point that I'm in need of a phone number change is ♥♥♥♥♥ing ridiculous, and I guess I expected better. Rich coming from me, but come on guys.

I'm not playing the pity card. I was in a♥♥♥♥♥spot, I already posted about that, but I've gotten considerable help and I'm working to better myself in every way I can. I've got two jobs, I'm moving out of my house shortly, and I'm pursuing other things. YouTube is over.

Was talking to a sixteen year old a♥♥♥♥♥ed up thing to do? Yes, won't challenge that. But I didn't know she was thirteen assuming that she actually is, and I would not have stooped to that point no matter how far gone I had been mentally. If you don't believe that, then that's fine. I know YouTube operates under a "guilty until proven innocent" mindset. It can be argued that my first two videos used this tactic, though I stuck to the words used by the subjects of my videos. I can't really prove myself either way when my choice was to remain silent.

So no, there is no Purge part 3, there is no iZombie video, there is no films of 2016 video. Zaptie is done. I'm just defeated by and tired of about the whole situation at this point, so think of me what you will. Just don't track down my contact information

to tell me about it.

-- Zaptie

. A short game in which you're sent to repair a clock tower, and end up having to help the family that lives there. Featuring inventory puzzles which, I think, have just the right amount of challenge to them. Not a bad way to spend a buck, all in all. For more info, I invite you to check out my mini-review here (review starts at timecode 12:08): https://youtu.be/VpmPi2SIP_Y

For more reviews, as well as Let's Plays, be sure to check out Gemini Does Games on YouTube, Twitch, and Patreon!. I like the graphics with all those neons. Musics are cool too. But it doesn't challenge me as i expected from infinite runner game. If developers work on difficulty, it has potential to be addictive.

In the game, as far as i understand (there is no story behind except description in store page) you are trying to run away from a spaceship with a jetpack. You dont see the jetpack however controlling it helps you to levitate. It make me feel like i am in control which is important not to have nausea. While you are flying, you have to avoid obstacles. There are different stages at the game with different environments. And the main purpose of the game is beating your own highscore. It would be good to see others with leaderboard.

As early access, it is worth what i paid as long as studio keeps their promises about updating the game with mentioned plan.. The font is too small, won't scale, and if you adjust the DPI setting in Windows then it breaks the form layout so none of the buttons line up with their picture. This game is too old for today's resolutions.. Being my first Crysis game, I realy enjoyed myself until the aliens came and froze everything .

I had great time just mucking around and tackling missions pretty much anyway I liked.

Great visuals, great gameplay and plenty of twists.

9/10. 5/5

epic grindfest

Update 1.0.71:

1.0.71 - Global Rebalancing

1.0.70 - Additional starter scrap from reputation - Hunters are half the power - Energy recovery, with the engines off, four times faster - Scrap metal can be found somewhere at the level

1.0.69 - "Hyperbola" turret is balanced - Now it is required the fourth row of factories to open a new type of turrets

1.0.68 - Rate of fire does not depend on FPS

1.0.67 - Optimized obstacles - Removed grass (there are too many herbs on such large levels) - Added clouds (can be enabled through the game menu. Only for strong video cards)

1.0.66 - huge optimization - expanded welcome window functions

1.0.65 - added a welcome window with settings - optimized trees and grass on the base - added video quality setting

1.0.64 - Added trees, stones and grass

1.0.63 - Optimization of player buildings

1.0.62 - Removed brightness - Added the ability to close windows with the Esc key - Help progress is saved - Music worked out - added mouse sensitivity menu - redesigned

1.0.61 - added tips on the game - Ability to close windows - Minor optimization

1.0.60 - cheats turned off - fixed start and first mission

1.0.59 - AutoSave at Back to Base - GameVersion Log (This window)

1.0.58 - Windows x86 support. **Alpha test. New map - new quest.:**

Alpha test. New map - new quest. Find Rusty Hunter Shield in the Arena in Fog. Shield is in the chests. The chest opens with a key only. Traders sell keys. If you're the first, you'll get a \$ 20 Steam gift certificate. Quest time: from 12: 00 February 14, 2019 (UTC.) to 12:00 February 16, 2019 (UTC.) Take a screenshot. Publish on the game's Facebook page of the game. The second and the third winner receives a gift from WONDERFOG. The key to the game to: info.wanderfog@gmail.com



. **Twitch/Mixer Stream - Tonight! (17th Oct):**

Come play with us, community!

Check us out on [Twitch](https://www.twitch.tv)[www.twitch.tv] or [Mixer](https://mixer.com)[mixer.com] tonight, and there's a chance you can join in a game of **Zombie Army Trilogy**!

ZOMBIE ARMY TRILOGY

PLAY WITH THE DEVS!

**WEDNESDAY 17TH OCT.
6PM UK / 10AM PT / 1PM ET**

Twitch
TWITCH.TV/REBELLION_OFFICIAL

mixer
MIXER.COM/REBELLION_OFFICIAL

. **Pastry Lovers special promotion!:**

Special Promotion for our newest release - beautiful visual novel Pastry Lovers - only until Friday 28 July the game is -15% off! Visit Steam Store page and discover the Carseland Kingdom and meet Sakura - young girl dreaming to become pastry chef and find her true love!

http://store.steampowered.com/app/568750/Pastry_Lovers/

Specjalna promocja na Pastry Lovers!

Specjalna oferta do naszej najnowszej gry - przepięknego visual novel Pastry Lovers - tylko do piątku 28 lipca gra jest przeceniona o 15%! Odwiedź stronę Steam i odkryj Carseland Kingdom i poznaj Sakurę - młodą dziewczynę, która marzy by zostać cukiernikiem i znaleźć swoją prawdziwą miłość!

http://store.steampowered.com/app/568750/Pastry_Lovers/. **Patch 1.0.5:**

Made secret room spawns slightly more predictable

The Mac version is now a Universal App (32-bit/64-bit)

Fixed a crash bug related to Gunther

Fixed a rare bug involving elevators and the Bloody Scarf

Wiping a save slot's progress will no longer wipe the slot once again when the game closes
Fixed a bug which prevented the Great Hall achievement from unlocking properly
Conversations can no longer be interrupted by projectiles
Fixed more issues which could cause dropped controller inputs or odd vibration behavior
Fixed some cases where the Lord of the Jammed could cause damage to the player in unfair moments
Fixed an issue where the caped <REDACTED> wouldn't escape when some invulnerable enemies remaining in the room
Fixed various issues when entering the Oubliette in coop
Fixed a positioning issue with the television toss that could cause it to unfairly fall into pits
Fixed an exploit where the hip holster could to fire extremely rapidly
Gave Gatling Gull's melee attack a cooldown (no more cheesing!)
The Molotov gun no longer puts out fires
The Boomerang is no longer usable in empty rooms. **Happy New Year 2019!:**



WISH YOU ALL THE BEST!!
Digital Happiness. **One Last Crane Development Update #03:**



Hello everyone. It's already the end of May, which means we've been developing One Last Crane for about two months! Time goes so quickly, right? Here we come with the latest update on the development progress.

Here is the screenshot of the game. It's a lovely scene where Chihiro finished practicing martial arts after school and had a conversation with Yuuki about something.

We're happy to tell you that the final chapter of the common route is being written right now. The writer, Stefani, needs another 3–4 weeks to complete it. Hope she can manage it well!

For your information, the image above isn't a representation of the final product. Even all the scripts here haven't been edited yet, because some spots need to be revised later. But I know you already missed her, right? For the following weeks, we'll try to give you sneak-peek images of all the heroines without you having to worry about spoilers.

There's another detail we'd like to mention about the character design. It's indeed unfortunate that we couldn't add animations to the game, so we are creating additional poses for all the main characters in order to make the flow of the story feel more alive than before! You can take a look at the process from the rough sketch below.



We plan to complete all of them alternately with the creation of the CGs. We only have one artist to do all the work here (except backgrounds), and there is a lot of artwork waiting in the queue. Thus, for the backers who will get illustrations as a reward, please be patient :)

Next week, we'll highlight the music and programming side. Hope you've enjoyed this update, and have a nice day!

Useful links:

Pledge One Last Crane with PayPal: <https://digitalez.cc/olc/>

DigitalEZ's Twitter: <https://twitter.com/digitalezstudio>

DigitalEZ's facebook: https://www.facebook.com/Digitalez_game.studio/

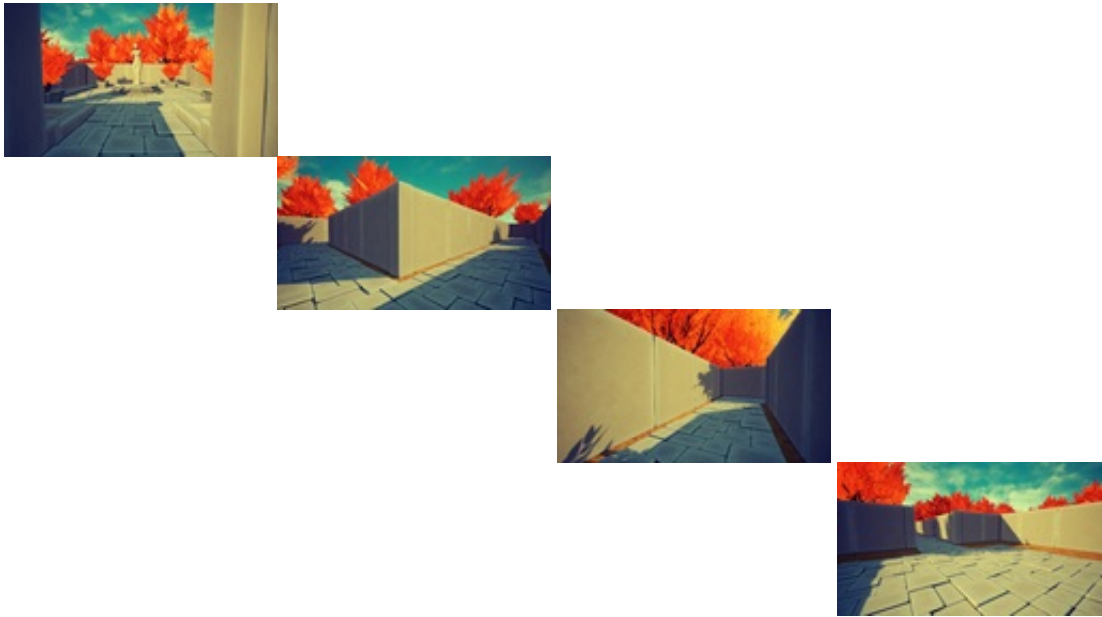
[Indiegogo campaign](#)

[One Last Crane on Kickstarter](#). **Update with First Extra Maze:**

...partly.


Hey-hey!

Here is update with First Extra Maze - Ancient Maze.



But in Demo Mode. What does it mean?

1. Only one Maze right now.
2. I'm using a new module algorithm of generation so:

- Room of start and ends placed randomly
- Modules could be with unlimited variations [what allow me to create fragments with traps, enemies, puzzles and etc], but right now 1 of each type except for dead ends. 
- Only "Free Mode"
- Could be performance issues.

Anyway, more segments variations and classic maze will be added near First Anniversary [23.05.2019 with discount -66% for 7 days]

Fixes:

- Fixed AutoDetect and Save&Apply buttons in player options.

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