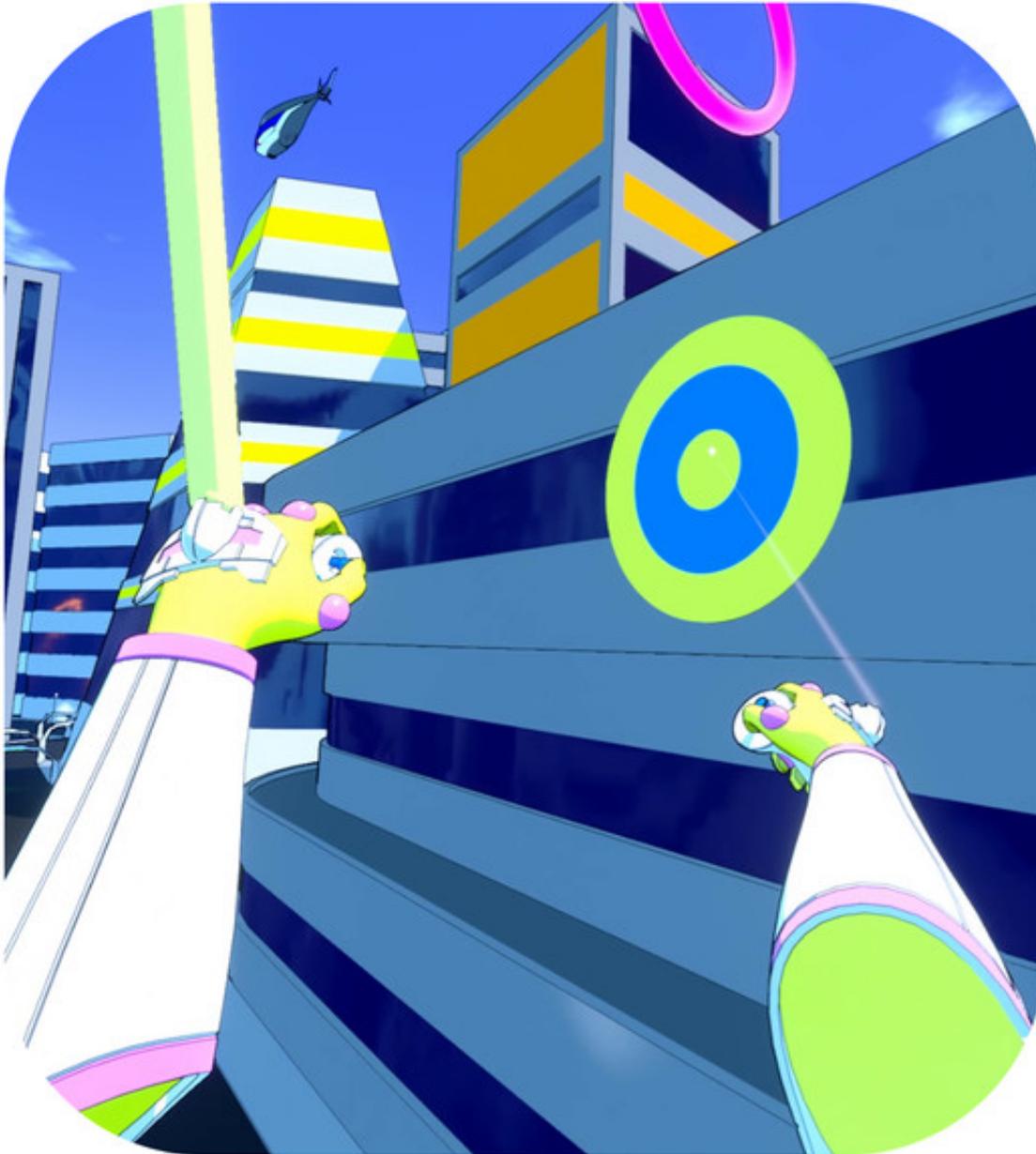

Mini Thief Download For Pc [License]



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About This Game

BECOME THE MASTER (mini) THIEF!

Can you escape with the loot? Play as the Master Thief and steal as much as you can. Burgle houses in order to obtain some sweet, sweet loot. But be careful not to get caught!.

Your objective is simple, search the area for items which are exchangeable for money. Each level you pass will increase in difficulty. The more difficult the level is the more loot you will obtain.

Avoid the owner at all costs! If he catches you, well, you lose everything! including your money!

Title: Mini Thief
Genre: Casual, Indie, Strategy
Developer:
Stranga, Tommah
Publisher:
GrabTheGames
Release Date: 12 Oct, 2018

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English,Italian,German,Japanese,Polish,Romanian,Russian,Simplified Chinese,Thai







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This game is simply too thin on thin on the ground. While the story promises to go in a number of interesting directions with the Player choosing between multiple allegiances there is little in the way of payoff. This is because of the short length of the game which clocks in at 150,000 words compared to other Choice of Games titles, some of which are close to half a million words long. Choice of the Ninja also has no save system meaning that if you die late in the game, as I did, you have to start from the very beginning. Even the rating and companion systems in this game are shallow compared to other CoG titles. I bought this game during a sale but still don't think it is worthwhile.

. This addon has received some poor reviews. Let me say I was SUPER excited to see LU Heritage stock coming to TS. The 1938 Stock may have some recycled sounds, but the interior is certainly a LOT better the IoW 483. The Pannier is fabulous, a Pannier with no BR shedplate. This is very nice, but also opens up GWR reskin opportunities. If we ever want to see any more classic Met stock (Met 1, 353, Milk Brake, etc) reviews need to be good. I will say, I was disappointed by the fact that only 20142 and not identical 20227 was included, and by the fact that there were no teaks, merely straight port-IoW coaches, but after running it, and making a few personal changings, I can forget all of those minor bugs. Hopefully they will change too. It is LU people, what other options are there? I have a feeling this stock will be coming in useful rather soon as well.... Still an early work in progress but runs fast and looks good. Far more enjoyable to play than LiftOff also feels a lot more realistic with a bit of tweaking.

All the settings you need to tweak are in a quick easy to access menu. It doesn't take 10mins to change camera angle like some sims.

Look forward to more updates. VIDEOBALL has to be one of the most underrated multiplayer games I've had the pleasure of playing. Get 4 friends together and see how intense it gets. That said, if you're not sitting in the same room as your mates you're going to have a hard time of finding a match as the player base is abysmal. That's criminal because the game is soooooo good.

The gameplay is simple and very quickly reveals a surprising amount of nuance. It's a one button game that'll have you cursing and screaming with white knuckles. With local multiplayer in mind (and in spite of the poor online player base) I highly recommend VIDEOBALL.. Why this game was never followed up on is beyond me. It probably didn't do well sales-wise, but don't let it fool you. It is possibly the best 40K game ever released.

Really boring, only 2 things to do

. First impressions here, and I haven't had the time to fully grasp the scoring mechanics. I could be mistaken with my points.

- The tutorial is a bit of a joke. Unless of course, it's intentionally sparse, and part of the fun is figuring stuff out.

- Considering how there isn't a focus fire button, and you have to get particularly close to the bullets for the graze to register, grazing is hard as balls in this game. If you're an aggressive grazer like I am, it might be a little frustrating.

- The stages feel a little long, the enemies a little too indistinguishable from one another, and wave progression barely identifiable (That's a crap ton of clouds!). The pretty backgrounds don't offer much in the way of landmarks, so it's hard to get a sense of how far into the wave you are at times. And because you don't have that extra bit of information to rely on to remember stage patterns, you gotta either play reactively (which is terrible for serious scoring), or memorize enemy patterns (which is a bit of a chore since the stages can get quite long). The music's pretty good, but in light of how you can't get cues from the music because it doesn't really sync with stage crescendos, which hampers with the gauging of progression as well, it isn't as enjoyable as it could've been.

- The "unlock more power-ups for your ship as you play" mechanic is interesting in theory, introducing a sense of persistence in the game, but good god, do I hate flying a gimped ship that requires grinding to power up. I mean, if the entire arsenal weren't locked behind an arbitrary currency system, and you could gimp your own ship for higher score multipliers, that might've been a more engaging experience.

It's a pretty game, sounds really good, and has kinda interesting bullet patterns and mechanics, but these were a couple of things that kinda bothered me. There are a few minor technical \uff4eiggles (Dammit censor, that's an actual word), but nothing terribly major.

But seriously though, playing through every round in one sitting does feel like a drag.. Boring and big stories without any action and Intrigue =(

Bluefish? No, thx =(

its VR, guys! in VR we want beautiful graphics, effects, some volume. And what we have? Some small people, every time walk-walk-walk. Where steep turns of the plot?

Why did they exchange words, once one million frames?

Where is drama?

No. I think, its worst game story.

. 1.5 points on the epic scale what am i even doig anymor?

. this game has been alot of fun

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