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About This Game

VA-11 HALL-A: Cyberpunk Bartender Action is a booze em' up about waifus, technology, and post-dystopia life.

In this world, corporations reign supreme, all human life is infected with nanomachines designed to oppress them, and the terrifying White Knights ensure that everyone obeys the laws.

But, this is not about those people.

You are a bartender at VA-11 HALL-A, affectionately nicknamed "Valhalla." Although it is just a small bar downtown, it attracts the most fascinating people this side of dystopia. Keep your clients lubricated and you will be made privy to the most interesting stories.

"Although there aren't dialogue options, VA-11 HALL-A creates a storytelling experience that's grippingly personal. If, like many game theorists argue, story should always act as a supporter to mechanics, then VA-11 HALL-A is the exception that makes the rule." - Kill Screen

"Never falls into the trap of simply alternating "gameplay" and "story" as so many narrative-based games do; rather, everything you do feels relevant to what is unfolding in front of you." - Moe Gamer

"It's through these brief, unguarded conversations that the cyberpunk bartending sim slowly unfolds its story; not of a dystopian

world, but of the people living in it." - PC Gamer

- Learn about daily life in the cyberpunk dystopia of Glitch City.
- A branching storyline where your decisions do not depend on traditional choices, but through the drinks you prepare.
- Visuals inspired by old Japanese adventure games for the PC-98, with a modern touch for an otherworldly experience.
- Get to know your clients, their tastes, and prepare the drink that will change their lives.

Title: VA-11 Hall-A: Cyberpunk Bartender Action
Genre: Adventure, Indie, Simulation
Developer:
Sukeban Games
Publisher:
Ysbryd Games, AGM PLAYISM
Release Date: 21 Jun, 2016

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Minimum:

OS: Windows 7/8/10

Processor: 1.6 Ghz

Memory: 1 GB RAM

Graphics: 256mb

Storage: 250 MB available space

English,Japanese,Simplified Chinese







good stories, better characters. This is a visual novel with really beautiful art and highly catchy music. The main gameplay involves making cocktails since you're playing as a bartender in a cyberpunk world. This game mechanic isn't challenging at all because the focus of the game is the conversations the player has with the patrons of the bar. The meat of the game, one could say, is learning about the lives of these people and the world they inhabit through these conversations.

Unfortunately, the writing is not good. This is catastrophic for a game like this, which depends so much on what the characters say to make it interesting rather than just visually and musically appealing. However, every character has close to the same vocabulary and sentence style, thereby degrading my belief in them as individual people with unique lives. Much of the social commentary sounds like the accumulated thoughts of one guy thinking about society rather than the drunken realizations of the patrons themselves. The world building isn't that effective either since I never got a coherent picture of what Glitch City is like, as half the time what's described is some kind of unfunny joke.

I do not recommend this game. There are games that have more enjoyable characters and make better social commentary than this one. When actually playing the game, the aspects of it that are good do not make up for the parts that are bad.. overrated tumblrite point-and-click lesbianism whose largest base are transvestites.... this is an ideological weapon. Whoever wrote the dialogue has never been in a bar in their lives. Pretty cringy.

Saw the great reviews and really wanted to like this game, but ultimately I just could not see the point. All there is is unrealistic dialogue with nothing to do.. An extremely cozy little VN, with lovely writing, art, and music. Do yourself a service and pick this title up, get something nice to drink on a rainy day, and feel immersed in a way few games can manage.. Honestly one of the most relaxing and fun games I've played in a long while.

I recommend grabbing a few beers, snacks and getting comfortable, because you won't want to leave for a few hours.

Jill is best girl, fight me.. Great game, great music, bad touch!

It is as good as they say. Honest enjoyment from hearing people's struggles and stories. Some things I wish I saw more of and more people I wish I heard from, I've only done one playthrough though, so idk. Also idk how in depth the different character actions go like whether giving more alcohol to someone will make them do something different because I've only played the game once. So assume that it does go that in depth. There was a bit at the end about homophobia that felt out of place given the world and characters that I'd come to know. It was like, "really?" I felt like if it was an issue worth bringing up, it should have been more apparent earlier in the game. But this moment in no way ruined the game, it wasn't an issue that affected the game any, and the game was good enough to survive past it. Which was very unlike the lesbians in Legend of Korra, which completely ruined the entire show, staining it all as a martyr for gay rights for a show which shouldn't have been that. This game has a large amount of homos, like an unnatural amount, but it still manages to be good, proving it's not hard to have gay people in a piece of media without ruining it. You just have to not be dumb about it. Sorry to bring LoK into a review of a great game, but it was the biggest example I could think of doing gays wrong. Plus in this game they make it feel so natural and not high and mighty, which I really, really appreciate.

I think endings really make or break any book, movie, or game, and Va-11 hall-a does not disappoint. I'm very happy I played this game, and I'm excited for N1rv an-a or whatever it's called. Thank you Sukeban, good luck. I WILL be playing this again to get the different endings. I recommend you just play it blind your first time and let your "mistakes" fester. Be the bartender that you are, not the one you want to be.. if you enjoy this you drank too much plastic bottled water as a child. Probably one of the few people out here still playing this game in 2019 xD.

Long story short, honestly, this game was probably one of the best games i've ever played. It's story-telling, characterization, easy gameplay, soothing soundtrack was everything I needed. Something about this game just drew me towards it. It just kept me coming back again and again to that bar called Va-11 Hall-A. Weirdly enough, it was just the type of game that I needed right now, so my review may be biased. Listening to other people's stories, laughing at the jokes, it was a very different and immersive experience. But I enjoyed every single second of it.

Would definitely recommend if you aren't into gameplay heavy games and like plot-heavy games where your choices (in this case the drinks you serve) impact the storyline. From my very very biased point of view, I'd give this game a solid 10/10.. I can't recommend this game enough, it is an absolutely amazing game with awesome memorable characters and stories. The game has a fantastic soundtrack and a gorgeous pixel art style. If you are into visual novels, or you are looking for something to kick back and relax to, then this is your game.. I know my hours are a bit misleading but i personally waited for the switch release to finish the game.

I really love this game a lot and when i mean love, it's the type of thing where the ideas and story presented will really stick with me a long time. I think like a lot of people have said it really is best to go in blind, the game's story is something better explored in it's day-to-day style rather than just reading a paragraph about the plot.

Even with that said there are some flaws that need to be brought up. While the game does come to a complete end once the final day is hit there are some things about the world and characters I wanted to know more about and I felt like i was left hanging about those things. Anna as a character is a major part of this problem, I don't want to spoil a lot about her but i just felt like there was a lot of untapped story elements with her that still needed to be explored even if we did know her full past.

Overall I think this really is an easy 9/10, the flaws are very small and the next installment that comes out next year might even fix the flaws present in this one. Thanks Sukeban Games for making this, it really is special to a lot of people.. The Expectation: Papers, Please but with drinks, set in a dystopian cyberpunk future with nice character art and some funny dialogue, all delivered atop of a great soundtrack with the familiarity of an old DOS game.

The Reality:

A perfect simulation of being locked in a chatroom with awful weeb roleplayers from Gaia Online: Where everyone is a lesbian, they all do that stupid "anime awkward stutter" crap, and they shoehorn stupid chan-memes in case the immersion wasn't already broken. Then somehow, they still find time to shove their sexual preferences/lifestyles down your throat, and not in the fun way. Adding the lack of player agency atop of these things, I closed the game feeling frustrated instead of relaxed.

It was so close, yet so very far.

At least the soundtrack is nice.. 90% of my time with this game was spent clicking through dialogue. Hardly even cyberpunk.. There isn't enough rule 34 of this game.

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