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Not the type of TD i like

. This game doesn't work on my machine. The player character holds a flashlight, but no light comes out. Also, the game keeps returning to the main menu after about twenty seconds of play, resetting the game. Also, the name shown on the title bar is "HorrorProjektSteamGreenlight."

I gave up on *The Janitor*.. I got this game on sale for under a dollar and for that price it was worth it. Simple but appealing artwork, cute characters and a surprising, bittersweet ending that hints at a sequel (which I would be interested in playing if it ever gets made).. I went back and forth on whether or not I wanted to recommend The Yawhg to others. In the end, I decided on a no because, while it is in equal measures unique, fun, and visually appealing, The Yawhg is, quite frankly, not worth the asking price.

On one hand, I really want other people to experience the Yawhg's interactive story. The art is a delight to look at, the writing, although brief, is clever, and most importantly, It's fun, especially if you sit at a computer with a couple friends and play it as a co-op.

On the other hand, the game is too short. And I say this as someone who will happily shell out money for short, high-quality games. A playthrough of The Yawhg will last 10-15 minutes at best. You could argue that this is because The Yawhg is meant to be played multiple times, but after five playthroughs, which only took me an hour, I felt like I had seen everything there was to see.

The "randomized" events are not randomized enough (for example, --mild spoiler-- if you go to the hospital at a certain point in time, your event will always, always be the patient with the sores, which leads into the same chain of events that last the rest of the game). In an even bigger flaw for a game trying to accomplish what The Yawhg is, there also aren't nearly enough events, which is why I felt like I had seen at least 90% of them by the fifth playthrough.

More of a subjective complaint, and another mild spoiler, but I found the ending to be a letdown. Not just in the "wait... that's it? The game is already over??" sense, but also because I felt like the narrative leading to the ending didn't fit what happened at the end. I do realize that it was intentionally misleading, but just because it was intentional doesn't mean it was carried out well.

I love games as a storytelling medium, and I'm so on board with what The Yawhg was trying to do, but it fell short in almost every area. If it had significantly more content, or if it cost \$5 instead of \$10, I'd be badgering everyone I know to buy it. As it stands, I'd save your money and wait for someone else to come along with a better execution of this very cool concept.. How to make this game more attractive & addictive:

-skins

-currency

- use currency to buy skins & upgrade skills
- play & unlock achievements to earn the currency
- daily missions
- chests
- F2P
- sandbox mode
- story mode
- ladder

I like this game. It has a potential to be great. Hope my little suggestions can give our great developer inspirations.. very good game.pretty good PVP battles.

also there is need to be added clan system and tournaments, and game should be on ESL

. You get what you paid for, 5K achievements at minimum price. If you're an achievement hunter looking to increase the number of achievements on your profile showcase, then I highly recommend buying this. Else don't waste your money.

This is not a game, it's just a way of distributing achievements..

Okay game. Buy Rome: Total War (the original) instead. Worth \$2.50.

Fulfilled my every expectation and surpassed literary everything I have ever dreamed of about a modern 21st Century "take" on the bygone 1980 classic Williams Defender. final m00n pushes the boundaries set by Defender and breaks the mould with many refreshing new ideas, perspectives and aesthetics bringing to the fray both something different and something very unique. This review is kept simple, with no game play spoilers (it is best for you to discover these for yourself) and just my appraisal. The game is graphically astounding and the overall presentation polished as the most precious of stones, the diamond and likewise is well worth the asking price. The music is original, retro and yet futuristic at the same time and fits in perfectly with each m00n. Wow. There is also an electronic lady who pops up on occasion to inform the player of new threats of ship status which in my opinion adds more depth to the game. There are many many more things for you to discover so in conclusion: this is what games are about; finding something intriguing during the earliest stages (Steam Greenlight) of development, the agonising wait and finally the wait ends and the game is released. I am not disappointed in any manner. Defender will always be my favourite arcade game of all time and final m00n is a dream come true for those myself and others who love pure retro game with seriously souped up graphics and a magnificent soundtrack. 9.5 out of 10 - pretty much near perfect retro gaming heaven. A very special THANK YOU goes to the developer Frank Gallinsky who has put his heart and soul into this project for bringing to the market a unique and visually stunning shoot 'em up that plays like a dream and makes you come back for "one more go" on a continuous basis. final m00n Defender of the Cubes will remain indefinitely on my sold state drive.. A game that brings me back to my childhood. A game I recommend everyone try. This level is dank as hell, 10V10 would kill everyone again with a hammer.. I wanted to like this game as much as the first, but between the lag, the bugs and the pacing, I just can't do it. While still enjoyable, it was a lot more difficult to get through and I found the story a lot more confusing, not really providing any answers that were raised in the first game, instead just leaving you with more questions that, due to the length of some of the puzzles and back and forth, you often forget what you are doing.

I still think it has potential, so hopefully, if it ever gets a third, it can successfully answer everything, and hopefully this game can be debugged to run more smoothly so as you can enjoy the story properly like the first game.. Great and intense ! But at some point, the rate of arrivals becomes unrealistic. Hence the "go around" command to be activated more frequently than it should.

GG anyway.

Colib. I played through this game from start to finish. I honestly liked it. It was relaxing to play through the story and just kind of go along with it. It felt a little bit like playing a buffy rpg, which is neat. I'd recommend it.

- Crankage Games (Developer of Metal as P H U K). Why's the giant cheaper than the other maps?

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