
Nameless ~the One Thing You Must Recall~ OST Activation Code [Password]



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About This Content

This Original Soundtrack DLC contains 26 tracks(2CD) of Nameless ~the one thing you must recall~. It includes background music, opening and ending songs.

Composer : Shinjou Hanabi

Title: Nameless ~the one thing you must recall~ OST

Genre: Simulation

Developer:

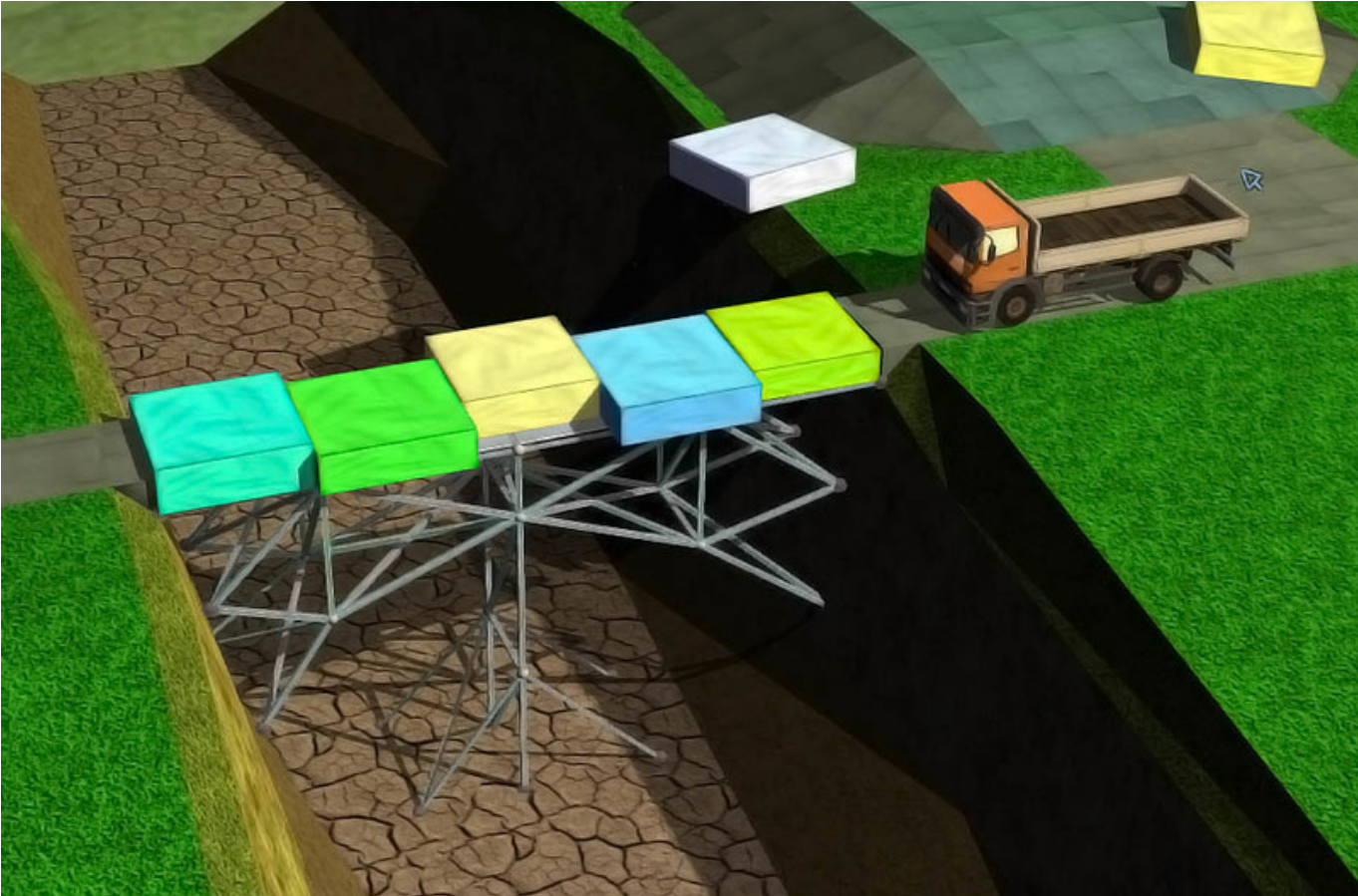
Sujin Ri, Yunjeong Yun, Hyein Go, Minsu Ock, Marcos Arroyo, Seona Lee, Sohyeon Jeon

Release Date: 11 Nov, 2013

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English,Korean







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I kind of enjoyed my gameplay, but it's really more of a kids game, and I happen not to be a kid. Still, for what it is, I did find it novel, with decent graphics. Although the music was very annoying to me.

See gameplay at <https://www.youtube.com/watch?v=9t1AYbElwiA>. Here's a puzzle game to go dodo over...

For those that don't know a dodo is a flightless bird which was located on the island of Mauritius. since 1662 it went extinct largely due to human habitation. The guess as to their appearance comes from old drawings, written descriptions and a collected skull and leg which we have housed in a museum. It seems French developers 3DDUO

<https://3dduo.com/index.php/teamV?lang=en> did their homework referencing in game that they were single egg laying. fruit eating and often being hunted and caged. As for the whole they appear in portals, well that's a new one for me, but I'd open to the idea.

[The game is a puzzle slider. The objective is to simply guide the Dodo's to the safety of the exit door by moving the tiles of a 3x3 grid, clearing the path of any obstruction, trap or enemy. What makes the game challenging is that there are spikes everywhere and maybe one or two enemies too. Each level will require you to meet a certain target in order to earn three stars. That requirement can change from the number of Dodo's, the number of fruits carried to a basket, or the amount of time staying alive on a level.](#)

[Personally it took me 7 hrs to 100%, keeping the buffer of difficulty always in the realms of challenging and enjoyable, but never really into the absurd and vexing. You'll find that often the solution is much simpler than you think and you've simply over thought it, or got yourself into a bit of a conundrum because you panicked.](#)

[The game offers 4 different worlds, 4 special characters, and 4 different modes of play and 43 achievements. The game concludes with a level where you basically have to save a whole colony of the Dum Dum's. Dodo's EVERYWHERE with two sets of spikes. Exploding feathers filled my screen. Closest I've ever been to 'chicks' having a pillow fight in front of me!](#)

[Seriously enjoyed this one and will definitely been on the lookout for 'save the dodo's 2' maybe in that one they can feature the elusive albino dodo. A bird so rare there's a lot of conjecture whether it even ever existed.](#)

[In final if this game goes on sale, get it and stop it from going extinct.](#)

[Below is a sample of someone else's play through which I found helpful...](#)

<https://youtu.be/VGkSxBV90VFw>. I knew from the ratings this game was badly received and still decided to try, because I hope it was similar to the first dungeon siege game which I loved. I'm not sure why dungeon siege was so awesome (there virtually was no plot after all, it was supremely linear hack and slash and yet.... fond memories). The graphics aren't that fantastic, controls are iffy, AI is stupid, plot is, erhm, and the dialogues are horrible. If you REALLY have nothing better to do with your time, then by all means... Still got a long way to go, but V0.01 looks good and shows lots of potencial! If you buy this, keep in mind its only on early access... As long as the dev team doesnt give up, this will be a very cool game! I really feel like the Economy system implementation along with the NPCs will be the real turn point for this game, because the first game didn't resemble mm3 enough. Reminds me a lot of Dragon Warrior III, one of my most beloved games from my childhood. Like the

[Dragon Warrior/Quest games, many of the story bits are sidequests that don't hook into the main story per se. Unlike the Dragon Quest games, many of those quests give you a real choice to make, which affects your rewards and the quest's outcome.](#)

[Long story short: Play this if you loved Dragon Quests 3-6!](#)

For about 4 dollars I'd say it was worth it, there was times when it was a challenge (in a good way) and times when it was just 'I'm bored, I should play pokemon this is so bad'. The side quests were hard to do due to the low drop chances (or my horrible luck) and the random generating was so random i found the fairy 10 times and the cave once before giving up.

I'll give the story a 6 out of ten, but i played as griselda and was confused until I hit the end of the dark dimension. I like some curious plot twists but I got a little lost there. In the description even it said something about a love story. I didn't see it at all besides the weird flash backs about someone who wasn't even my MC.

For 4 bucks if your bored enough to waste 7 some odd hours like I did, I recommend it (Kinda). But for something to play over again to see it through the other characters stories? Nope.. I can't figure out how to move. The good: more polished compared to Sparkle 2 Evo, doesn't seem to have obvious bugs, and has more content.

The bad: it doesn't fill the niche anymore that its predecessor did. While Sparkle 2 Evo was a pure relaxation game, this one has actually quests, and not all of them are easy.

The ugly: graphics. They had it right with Sparkle 2 Evo, but this game looks too overexposed and oversaturated. Also, the critters look much worse.

I kind of enjoyed it though, so I'm giving it a 6/10.. I buy starter kit pro. Play game 1 week. Game was update and I cant start game. In this case i dont need Starter Kit Pro.. The mission statement of Vertex Pop is to use satisfying procedurally generated imagery in a quick to learn, hard to master play-style. This is absolutely accomplished here.

Controls: since I have this on the PC I tried with both the 360-style controller via USB and the keyboard\mouse, and I enjoy them both for different reasons. Everything is tight and responsive, and at no point are you frustrated by it.

Visuals: Like VertexPop's earlier entry Orbit1, the visuals are simple and stunning at the same time. Since they're procedurally generated, not only are they performant, they flow very seamlessly along with the motion of the gameplay itself in a very aesthetically pleasing and informative way. My only gripe is that sometimes the pulsing backdrop obscures some of the potentially dangerous enemies. This feels intentional, but it was the only time I got frustrated.

Audio: This is by far my favorite part. Though it's not necessarily a fully dynamic music system since it uses a static soundtrack, the sound effects synchronize with the music in a very satisfying way, and you feel very much like everything is coming together in an awesome way that transcends the scoring portion of the game.

Overall: Well worth the price of admission, this game will keep you company when you're bored with AAA titles, and you'll find yourself coming back to it when you're trying to engage your subconscious between work tasks. Almost as effective as a walk in the park!

. This Game is pretty awesome I had never heard of it. I then watched some gameplay and bought it. It has a sick campaign and a epic multiplayer and its not your call of duty lame style either. It has tacticle moves you need to make to complete a mission and a staggering amount of players allowed in a lobby. You can customize your character completely and the gameplay is polished and very smooth.. Been playing the game for a bit and got to say, it is a really good rhythm game, coming from osu!, Stepmania, K-Shoot Mania and other rhythm games like Pump It Up as well. The special effects in my opinion are absolutely amazing, and the songs are really good as well. Just hoping the devs would decrease the price of Friends Forever pack because it is a bit expensive for me.

Overall, great rhythm game and would love to see more future content!. Got yelled at for beating seal 3 death. 10/10 would kill seals again.

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