
A-Gents Download Windows 7 Free



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About This Game

A-Gents is the squad of highly trained operatives and bounty hunters. Join Sean and Emma in this dynamic, non-stop-action game. Storm the compounds of contraband dealers and smugglers around the globe, and collect goodies.

Key features

- Various playable characters
- Local co-op for two players
- Numerous types of weapons
- Special missions with controlling and protecting vehicles
- Original soundtrack

Initially two episodes are launched, and there will be six episodes available in total through updates (no additional purchase required).

We appreciate any feedback and suggestions, and we will sure consider them while improving the game.

Title: A-Gents
Genre: Action, Indie
Developer:
phime studio LLC
Publisher:
phime studio LLC
Release Date: 17 Apr, 2016

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Minimum:

OS: Windows 7, 8, 10

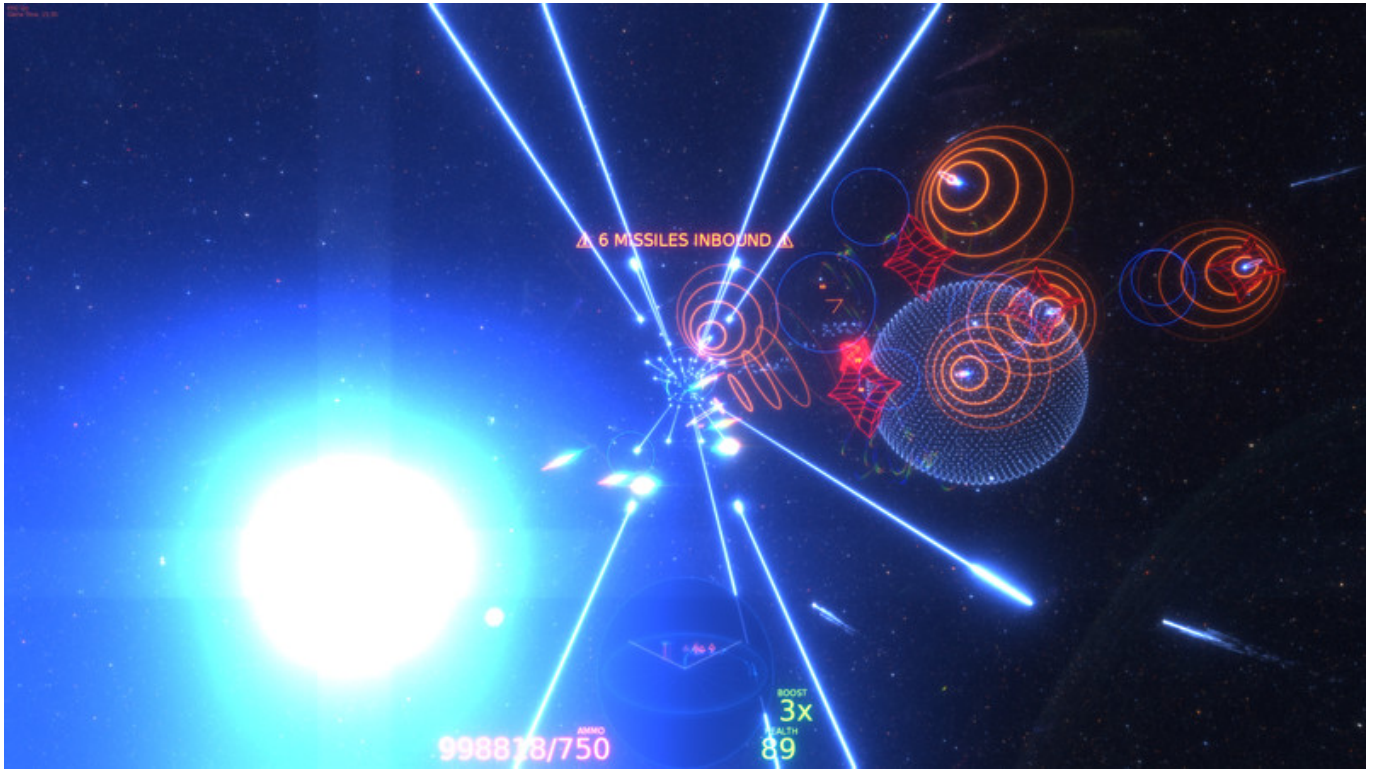
Processor: Dual core 2.3 GHz

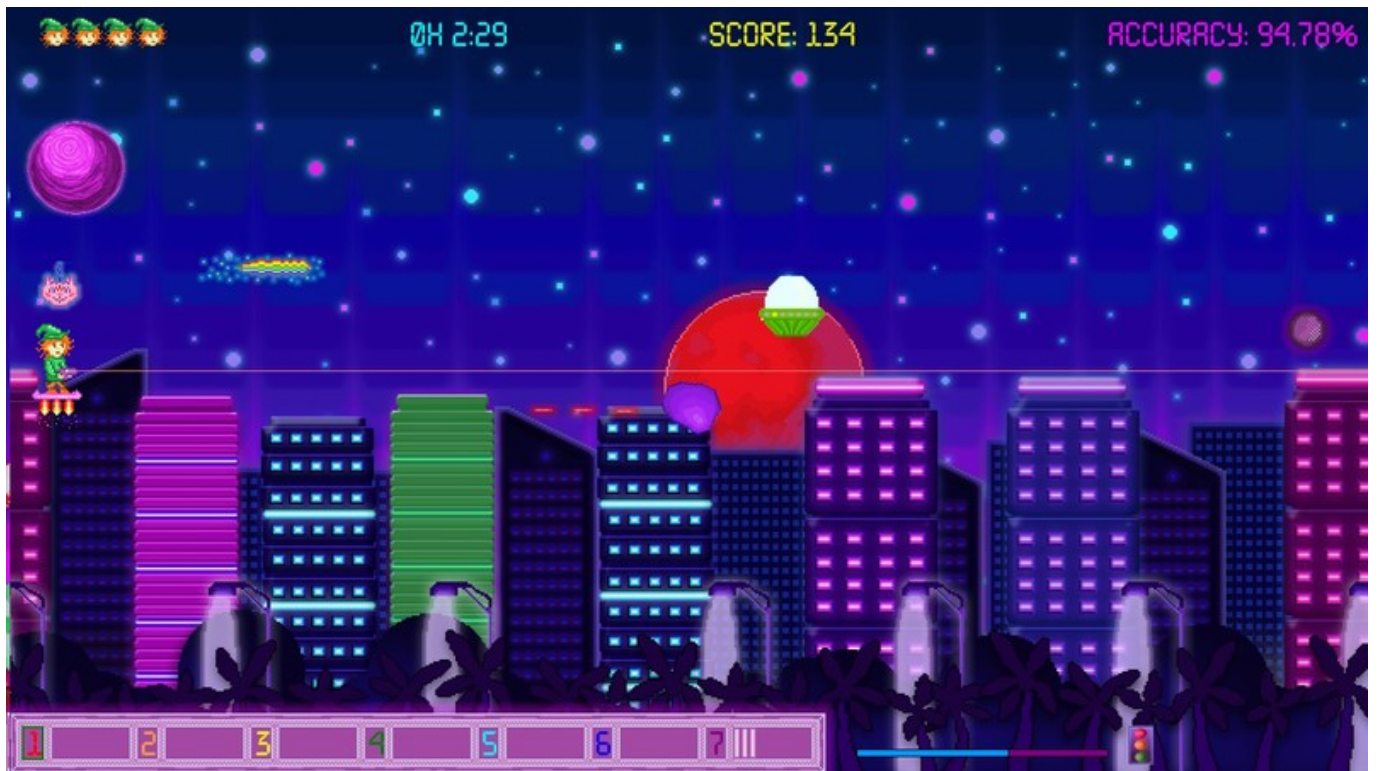
Memory: 1 GB RAM

DirectX: Version 9.0

Storage: 200 MB available space

English,Simplified Chinese







OVIVO is great from looks alone.

The gameplay is just ok, the soundtrack is just ok, but the visual style really makes OVIVO enjoyable. Just look at the screenshots. If you dont like what you see then the game isn't for you. But otherwise it is worth getting on sale. (no matter how cool the game is, \$8 is too much)

There are some annoying visual bugs and the controls can be tiring to use, but if you can get past that then the game is very relaxing and enjoyable.. Waste of money. I lost 19,99 euros on this game. The controls are AWFUL! I need my money back. Why would they put a big price on an awful game like that?????. i guess the OG are Victorys this International 2015

FrankfurtMajor

Vote -OG

Vote-Team-S

Reviw :D. well I am far from being an artist, but this app is a lot fun and easy to learn. it's a bejewelled themed game, crossed with many other mini-games. Hours of fun! Will deffinetelly not be dissappointed

I don't enjoy many shooter-type games. This one, however, caught my attention because of its bright, neon-ish appearance (yes, I'm the type of person who totally jumps for graphics). And probably because both the videos and screenshots looked kinda weird. I tend to like weird games.

School of the Dead is the story about a cute neon-pinky girl named - you would never guess... - Anastasia. She sits in class when suddenly a strange accident happens. In a short period of time the school is filled with hideous monsters. Anastasia must find her little brother and needs to get out before it's too late.

It might be me being a noob, but I think the game would really benefit from clear instructions or a user's guide in the menu. The controls are not that intuitive and the use of a trial-and-error method quickly leads to frustration, particularly in crisis situations where a bunch of angry monsters are rapidly approaching, while your main character... is... moving.... extremely... slowly... (At least I didn't know how to speed her up.)

Another small thing is that I'm not a fan of the combination of using the mouse in your right hand and the keyboard (WASD) in your left hand, I would prefer the arrow buttons or even better: a controller. But hey, I will survive.

Overall a nice, silly, funny game. Brainless? A bit perhaps, but who cares, that's the charm.. best game of my life made me♥♥♥♥♥. This is an amazing HRPG with some outstanding CG and a well written "corruption" story. The combat is very RPG-maker standard and just acts like something to bring the story forward and to make it somewhat interactive.

I still think Melty's Quest is a better game from a gameplay perspective, but what I really enjoyed in this game was that obtaining the different endings was not as complex. In Melty's Quest you need to put so much time and effort in to it, spanning multiple savefiles. Here I could get all I wanted from one save. Very nice, thanks for that.

And again, I can't stress enough how well done the CG is, and the "story" of each event. It's really well made from start to finish.

10/10. Buy it from GOG.

Excellent game, absolute monster about controlling your space ship but steam's version lacks a lot of things to fix the old'e stuff. GOG has it all by default.. I abandoned the game rather quickly, because in almost every single scene I had to first scroll the text, then manually hide the text to see the whole picture, and then move the mouse across the whole screen to select my choice to continue. There must be a better way than this!

Also, the writing felt a bit choppy, there was not enough cohesion between the scenes to get me hooked despite the interface. I do like gamebooks in the style of graphic novels, I played a few decent ones on my iPad.. One of the bests of my childhood games. This game is pretty weak - a few appalling design choices (Why can I not pause the game?) with a lackluster feature set (So... We train, we play the match, we party? There's nothing else?) makes for a great starting point. I'll probably pick up the series when they invariably make a few iterations and improve on this basic game.. I like the video graphics here and the background music

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