

いち に さん し ご

First and foremost, I am going to give you the Hiragana for the first 5 numbers. I want you to write them down as best as you can, and then write down their Romaji as you think it should be. You can also attempt to pronounce them, and see how close you were when I reveal the answers.

Reset Back Exit || ▶



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About This Game

It's been a long journey. In just a few days, the ark doors will open and Noah, his family & the animals will be back on dry land. But the animals have become a bit restless and are out of their cages. Camels, giraffes, monkeys, kangaroos and more are wandering throughout the corridors of the ark. As Noah, it's your job to regain order & get the animals to sleep until you leave the ark. Your only tool to accomplish this is the food you brought aboard the ark. Can it be done? You bet! But how?

- 30 original levels.
- 6 feeders and 11 animal varieties.
- Fully featured in game map.
- Fully textured mapped environments.
- Fast moving adventure for all ages!

20th Anniversary Edition

- Runs natively on modern operating systems.
- High resolution rendering.

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- Improved, modern style controls.
 - Option to play with SNES scale feeders.
 - Steam Achievements and Cloud save.
 - Digital manual with quiz guide.
 - Includes original DOS port.
 - DRM Free!

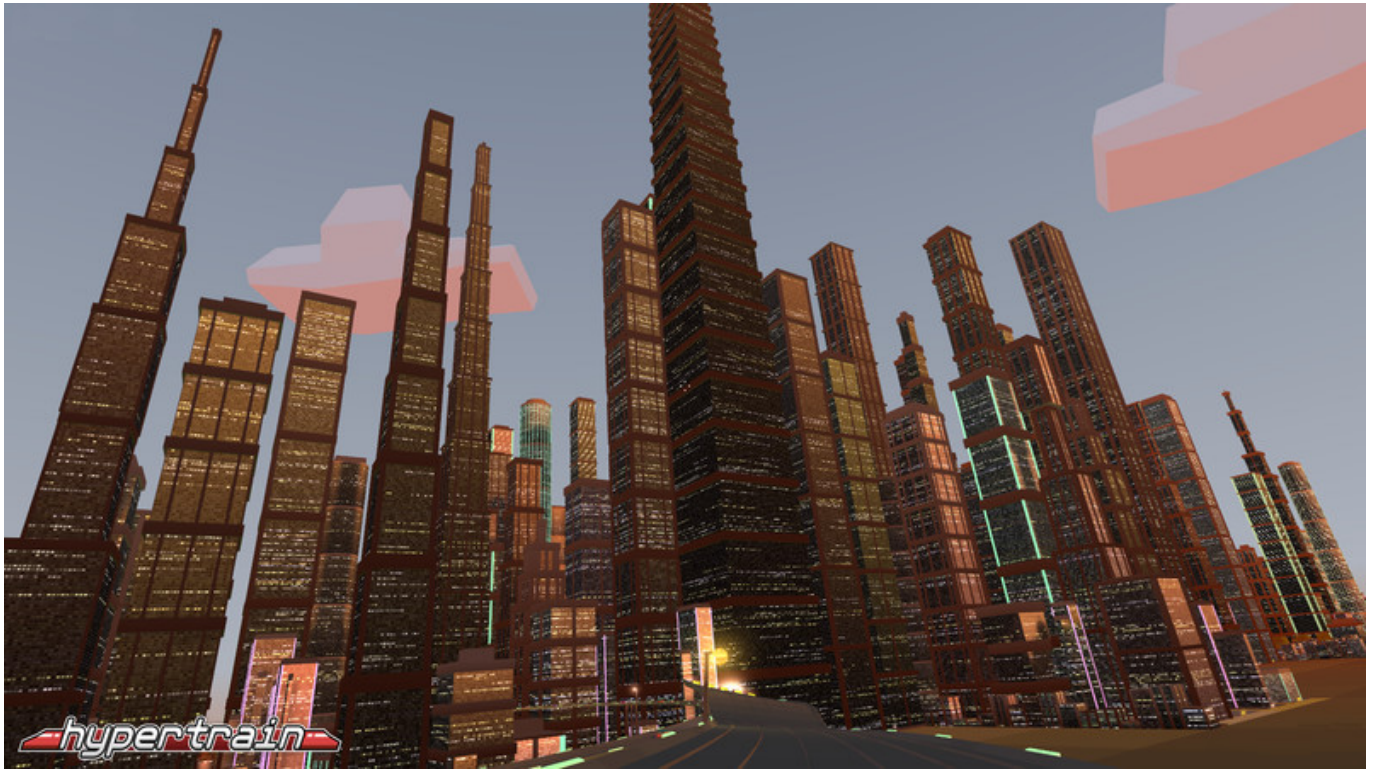
Title: Super 3-D Noah's Ark
Genre: Action
Developer:
Wisdom Tree, Inc.
Publisher:
Piko Interactive LLC, Classics Digital
Release Date: 1 Jan, 1995

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English







Great game, original and addictive. It requires a lot of skill, something I haven't got, but despite the frustration and the steep learning curve it makes me want to keep trying.

Basically you have to create waves to catch orbs. You control the shape of the waves by moving your mouse. Each level gets a bit more complicated as obstacles appear.

It's too good for its price, don't think it twice and buy it.. Edit. So I've been able to get it up and running and it is pretty good. If you like dungeon crawlers this is a better than average. I liked it about as much as Legend of Grimrock so far.

I would love to review this game. It looked cool. Too bad I can't get it to run in VR...or non VR. That is usually a requirement for a game. You would think Valve would take a couple people off of counting money to test whether or not games actually work. I'd be embarrassed if I ran Steam. Gonna give the devs a couple days to fix it but then I'm guessing I'm gonna need a refund. yet again.. Voices definitely enhance the experience so even if you can't purchase it immediately do consider getting at some point or other.. Good little shooter, makes a refreshing change from shooting zombies, just needs more levels/areas. Good buy tho. I really dig this game! Play sessions are compartmentalized into little bursts... easy to pick up and play for just a minute at a time. There aren't enough games like this.

The game gets better and better as you play, and the developers did a wonderful job of expanding the game mechanics and keeping things fresh. I finished the game 100% but it is a feeling like I'm sad to be done, it was that much fun.

I like the streamlined UI which is large, easy to read, and gets you into battle quickly while communicating objectives fast. No needless BS, slowdowns, animations or clutter, just pure go-time. And the music, sound and presentation are exciting and go great.

Some have expressed concern about the large graphics and seemingly-cramped play area, but honestly I find that only adds to the speed, excitement and crispness required for good play.

I got this on sale for \$1 and I feel like I ripped them off.. Finished it in one sitting (a little over an hour). FUN! I really enjoyed this...and had a ton of fun being creative to try and figure out alternative ways to solve some of the puzzles.

Highly recommended...the price is great for what you get...about an hour's worth of engaging, enjoyable puzzling.. Great game concept but poorly misleading reviews, I have spent 20\$ and felt it's not ready to be played

Optimization-its Poor expect to downgrade resolution and settings to run this without mouse stutter

Character: wall hops is cool and grappling hook is great and there are other gadgets I hope to see improve and hopefully skins and possibly more parkour elements and shooting mechanics

Maps: Dull and not much depth and separation and the ground and buildings and sky have no drastic color separation from black so you feel cramped with nothing but neon lights spinning around your eyes which can cause headaches. map design hopefully more buildings and better exploration for that grappling hook and wall rides and more.

No instructions: I didn't understand most of this game or its purpose and modes since there is no guide for noobs.

its nice to kill a time. Alright, as most reviews have said, this is very much proclaiming that I can't recommend the game in its current state.

I understand that it's early access and that bugs are going to happen, but the number of bugs and glitches feel very disproportionate to the appearance of the game in my opinion. It actually looks pretty good, and I freely admit that the gameplay is actually really damn fun; I'm going to keep playing the hell out of it because it's a blast to design and make swords.

That said, this game needs polish in the mechanics instead of in the beauty that it seems to have gotten; it's a really pretty game that doesn't work very well. Just tonight, I've had the already mentioned issues of not being able to pick up parts, getting locked into screens, and earlier I lost a really damn expensive sword that I was proud of because it just blinked out of existence when I tried to cast magic on it for a customer. I tried reloading to see if it would magically (pun intended) come back, but it didn't; not only did the sword remain vanished, I lost all of my supplies in the forge room as well. It's just not very playable for the cost in its current state.

Now I'm really confident that it'll get the polish and fleshing out that it needs, and it's going to be a really good game when it does. I'm legit excited to see it finished. But I cannot recommend anybody pay money for it and try to seriously play it as it stands. Developers, please fix the mechanics before you do anything else to the aesthetics.. Excellent and indepth combat game. This was a wonderful little game. The controls are easy to pick up and it's quite fun to fly your little robot friend around! The puzzles did require some thinking, but not so hard you'll end up totally stuck. It has a handy little hint system which I'm rather fond of as instead of it blatantly telling you what to do, it gives a single image of an action so you know roughly what you need to concentrate on.

Graphics were really cool in my opinon as although it was a 2D platformer the background was done in a variety of different angles giving the sense of 3D.

It is a short game, but any longer and I think it'd have become repetitive, though they did well to keep the puzzles feeling fresh.

Overall, glad I bought it. :D

. We need, but don't deserve a sequel.. The game has a few major issues, of which I will post here:

1) The gameplay. For those of you who are drawn here as Dynasty\Samurai warriors fans, know that the gameplay in this game will feel like a snail's pace when compared to these two series. Instead of there being officers proper in the game, the game throws a lot of 'Generals' at you, and the 'Generals' are frequently uninteresting in their combat style. Compared to the consistent named-units you get in the Dynasty\Samurai warriors games, this honestly feels like you're fighting fodder to get to a 'boss' at the end of a level.

And what this does is create a feeling of wasting time until you can get to the end.

Not only that, but the idea of the 'Charges' - while a brilliant idea that's fun in the first execution or two - does not stay fun. Once you've done it once or twice, all it becomes is a mechanic that has you 'moving forward' instead of feeling like the leader of an army.

2) The visuals. Dear god, the visuals. Anime style is perfectly fine - I would've LOVED if the anime visuals were beautifully done, like watching an anime. That'd of been a huge turn-on for me personally. Instead, we got some kind of mutant abomination of anime - where every character does not feel like they were animated, so much as they were drawn on a page, cut out of the page, and treated like cardboard cutouts placed ovetop a background with mouthes that flash up and down in the movement.

3) The story - I do not think I am qualified to overly talk on this one, but the initial presentation of the story created a very repetitious level design out the gate. You start with a story that has you do a few mechanics. Cool, I can get into that! Then it cuts to a flashback of... something, in the past. Which is really just a nicely-masked tutorial. Ok, cool.

Then we start the very first level again, only... from a few minutes before the same point we had already played. Literally, the first level... Played itself twice. So it was a slice of the level that it made you play twice with an extension on the beginningVend... It just didn't really feel fluid.

The things I liked:

+ I felt the tutorials were nicely implemented into the game, to create story+gameplay. I like when games do that, though everyone may not agree.

+ I like the customization of the characters, and know that had I been able to get into this game, I would've enjoyed using the 'cards' system to customize my stats and skill loadouts.

+ Voice acting is really nice, though it's only in Japanese. I didn't mind it too much.

+ **THE GAME HAS CO-OP CAMPAIGN!** Can play through with a friend, BUT A huge minus because your friend has to be either **CLEARED** of the stage **OR ON THE SAME STAGE AS YOU**, or else they can't join. So, if you're gonna pla with someone, make sure you're at the same point or one of you will be going back!

This was a refund for me. I might re-buy it at \$20.00, but not worth it at \$50.00

. in most levels that weight cubes are present they aren't even needed and the physics are more frustrating than fun. I've written reviews for the previous 2 episodes. Basically if you enjoyed those you will probably love this new episode too. Unfortunately there isn't really any naughty stuff in this episode, mainly because it would go against the personality of Phillip who is embarrassed by such things.

But the amount of interaction combos is off the charts in this episode! Not only can you explore the outside areas found in episode 2, but as you return the animals to the gym certain screens outside involving the groups of kids will change and develop. This was a nice addition.

Buy this episode if you enjoyed the previous ones!

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