
Mister Mart Download Install



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About This Game

Enter the world of Mister Mart!

YOU are a customer service agent at a terrible grocery store. Because it's such a godawful grocery store, all of the customers are returning everything they've ever bought! In VR, use your hands to place the unwanted merchandise carefully into the return bin, but watch out! The customers loiter at your desk and will stress you out if you let them stay for too long! Use your Customer Service Fists (TM) to help them find the exit!

This game involves:

- Customers!
- Slapping Customers!
- Raw Fish!
- Hot Dogs!
- Ragdoll Physics!

Mister Mart is played with the Oculus Rift CV1 and the Oculus Touch Controllers, with support for more VR systems and controllers on the way.

Title: Mister Mart
Genre: Action, Indie
Developer:
Studio217, LLC
Publisher:
Studio217, LLC
Release Date: 29 Aug, 2018

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By ESWAR PRASAD



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I tried, I mean really REALLY tried, to finish this game. It looks good and plays well, no bugs or glitches, but the horribly high encounter rate is...well, horrible! You cannot go five steps without yet another encounter, usually with the same creatures that you have fought for the last twenty encounters. If you like fighting and grinding you will like this game; if you want an RPG with more of a story line then you might want to look elsewhere. I bought the game so I could buy this DLC. Give them beer asap. Good graphic and a lot of towers, but it's not a game - looks like a totally disbalanced demo. So sad, the game had potential. Before reading this review consider that I didn't finish the game, and probably never will. Just beaten the first (Well I suppose it was the first) boss.

I won't go over what's good and what's less good, I've seen plenty of review talking about it.

What made me stop playing was

- (1) The unbeatable boss, Kappel. And before you say it, yes I know there might be a trick (I don't know and don't want to look for it) to it but I expect some hint from the games I play.
- (2) The answers to the coded paintings. As I searched through and through, analyzing the 10 letters provided by each 8 letters to find out where to put "Naberius" that was all other some seals found there. I decided (with shame, because I felt like having failed to something) to look a solution on the net. And guess what ? There was no feeling of "Oh, \u2665\u2665\u2665\u2665\u2665\u2665 of course stupid me, I missed that !" feeling. Just a plain "WTF was that ?" of never heard or seen codes.

So, the game has some good feels. In some fightings, some dialogues and story (I still want to know the end but I won't work for it). I'm amazed to know that it was a really small team that built it up, the soundtrack is real nice and all.

I think that in that kind of action game you should use more time in, say, *action* than in just looking for the way you should go. I'm aware that I miss a great deal of the game but if it's for more unkillable bosses or unfindable clues, thanks but no thanks.. I really like tycoon games and was looking forward to the novelty of this one, but as it stands right now, I can't even get it loaded. I can't get past a completely white screen with music playing. Nothing loads even if I let it wait for a few minutes. Shame.

EDIT

After being contacted by the developer, who was kind enough to go through the problems I was having in getting the game to work, it finally did. And what i've seen isn't good.

To begin with, the interface is extremely clunky and not very intuitive. I also had issues with images deciding not to load at certain points through navigating the menus which made this even more frustrating. I only tried playing for a short time because of these issues and that it just didn't seem to be fun. You would think that a game focused around the porn industry would be fun, but alas this wasn't.

One more thing I found odd about the whole thing is the fact that you can load up the game using Chrome as directed by the developer when we were trying to sort out the issues. To me, this makes the price point of the game, which seems to be just a browser based game, to be rather high. A much lower pricepoint, a reworking of the interface and perhaps getting a native English speaking person to join the team to help with localisation to what is probably 99% of the intended market would do wonders.

As of right now, I can't recommend this game. It could change later on down the track, but not right now.. 2010 was much better than this. Poorly built, no real bus choice, people walk out in front of you, cars drive into you, you get stuck on parts of the map it doesn't end. I definitely don't recommend this game i'd go for something like OMSI 2. More expensive but absolutely brilliant.. alright so i wanted to love this game because its really fun but its plagued with issues.

pros: graphically beautiful, weapons are pretty good, love the throwing blade. enemies are really cool !! i liked the goat with the staff reminded me of god of war ! i like the counter system alot.

cons: not enough weapons(only three to choose from) and each have thier flaws. the sword is nice medium range but its clunky ands the hit detections is very offand if you swing randomly it gets glitchy, also the super aim is very off when you swing the cut swipes at the enemies (i could aim at the heads and they would go at the legs. the guns are good long range but are very one sided, need different ammo types in stead of super. the throwing blade is probably the best weopon in the game, hit detection is way better and more satisfying than the sword. super is alot better than the other weapons too.

also like to point out that the hits dont feel real, or satisfying and i bet most people are going to be forgetting about the counter sytem and flailing the sword around aimlesly, which will get you killed. the game almost makes you use the counter system, because if you dont no matter how many times you swipe your weapon or shoot your gun the dogs or whatever will kill yuou before you have the chance to think.

i would give this game a thumbs up but the game crashed twice for me and when i reach certain areas during 1 v 1 fights i have spots where i get the steamm loading screen whgich is a dealbreaker !

6/10 in its current state , i hope they bring in some patches because it seems like the developer is hand on with the community! i did get a refund but i will purchase again if the bugs get fixed ! enjoy playign everyone hope you dontr have the saem bugs as i did. What do you have in your head when the phrase visual novel? Another anime is a compilation of pictures, right? But it is quite another! It's brutal, interesting story about pirates! Dash surround and the characters look almost like the real thing. If you love visual novels and want something new, then this game is for you.. Great visuals, great music.Worth!

-NOT- recommended. I was curious about the 80/100 Meta score and grabbed this for 2\$ on the 75% sale. First this is not a video game, more like a table game poorly adapted to the screen. The resolution is tiny (800x600?) with no option to resize it, the board screen is so tiny that you spend your time scrolling around endlessly looking for objectives, and hell the characters are not even modeled, you see them as pawns exactly like on a table game.

But all of that could have been forgotten if the gameplay or story were solid. The story is boring, a bunch of girls get into accidents at school that look like sabotage and mainly you will be investigating who did it. Second the gameplay is poor, divided into 4 repetitive, childish minigames of -NO- strategic or tactical depth.

Bottom line, I don't know how it got such a high meta score. Stay away from this game.. By far and wide the worst game I have ever played, and the last "Early access" (aka: years and years of *uck all changed) game I will ever purchase, no exceptions. Stay away from all early access games, it's literally paying people, and not small amounts I might add, to give you unfinished, and never-to-be-finished, garbage. What a giant, cool scam you got going here steam, good work.. What do you get when you take Heroes of might and Magic/ Kings Bounty combat and put it to use in a hex based medieval map reminiscent of Civilisation 5, add it a bunch of dialogue stuff, mix the spices of fantasy. spin the mixture and boil it in a witchs pot with dragons fire and you basically get Eador Genesis. Reminds me abit of King Arthur except with the Heroes of Might and Magic hex combat.

Its definitely a Grand Strategy game that can go for quite along while, You are a DemiGod striving for the control of a shard, you hire heroes that you have do heroic stuff from fighting spiders and dragons. There are plenty of dialogue and choices that give morality. Will eat time really easily once you get in the paces of using rituals and managing heroes.

Youve always got choices within your castle and you have alot of tech trees to chose. You can train evil/neutral/good units which all have differing stats and usefulness. You can easily have a good necromancer or an evil paladin.

Bloody inquisition though. You either let your people get tortured witch trials style or you eternally get damned as a evil by the inquisition and will constantly attempt to ravage your lands. Still there are always more dialogue and such like a Pheonix lady that got cursed by her husband but yeah.

Graphics are dated but mechanics carry the game really well and its enjoyable :D. Super fun, challenging and fast paced platformer. You can go as fast as you can. Also has pretty sick killmove. Apparently there is a mobile version too. I don't know how good it feels with on screen button. But with gamepad it is really good. Lots of replayability for completionist as well.

It is still worth even in full price. This is truly a hidden gem.. For \$2 I got the♥♥♥♥♥scared out of me for 1 hour. If you like small Indie Horror games get this.

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