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Close The Window! Download Direct Link

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## About This Game

### Close the Window

You just installed the new OS, called Ruindows. It worked well for a week but suddenly some erros related to this version started to popping up on screen, you need to close these errors before it's too late!

Every time you click on 'start' there's a slight chance to invoke the farm mode!

It features:

1. Upgrades
2. Various errors appearing on screen
3. Farm Mode
4. Cool SFX's

How to play:

Use your left mouse button to click on the windows and close them, use the upgrade points to spend on the upgrades! During the gameplay, press space when the time comes to use your super closing window power and destroy all the errors!!

You can pause the game any time by pressing the escape key.

Observation:

Steam Trading Cards will be available once the game sells a bunch of copies, so please, help!

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Title: Close the Window!  
Genre: Casual  
Developer:  
Victor Corradi  
Publisher:  
Corradi Games  
Release Date: 22 Dec, 2017

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English







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This game has an interesting system where you pick a character, then you get additional party members that vary (archer, priest wizard etc.). You can also chose a skill to begin the game with. The combat is nice and has a 90's final fantasy feel to it. There are lots of characters to chose from (main characters) and the main enemy is POWERFUL overall a good game and the translation is quite good.. feels unfinished and the lack of map make it hard to figure out where you are especially after u die and respawn somewhere you have never been.. I am enjoying this game so far. It's a solid retro platformer that does have a neat gimmick to it. If you are into these types of games, then I would go for it. Be warned though, if you are not for backtracking older levels, then this one might not be for you. While I am enjoying this and feel like I got my money's worth, I feel like there might be people that disagree and it would probably be best to get this on sale. Which is understandable because there are plenty of 2D retro platformers on Steam.

I do have some of issues with it.

- The first one being that there are times that you might get stuck in between platforms and there would be nothing that you can do but quit out and lose all the progress that you had made on that particular level. I'm sure that this problem seems like it would be fairly easily patchable. Another note that someone else had recommended would be a button or command that would kill yourself so you can at least go back to the checkpoint, which is also be a good idea.
- The other gripe that I have, and I'm not sure if its just me, but that text seems difficult to read. It's like the text blends into the background for me.
- Some sections where you would transition from a sesaon to another, you might be unaware to what the hazards are when you transition. The biggest example of this would be the fire level where you fly. Using the season change in this could kill you instantly when you didn't know there was something there to begin with. Though this might be a design choice from the creator.
- There's no way to exit the game without alt+tabbing out.
- Animal Puns

All in all I think that its fun, and while it has issues, they would probably be easily patchable. Plenty of the problems seem like quality of life problems, and most of the gameplay itself is fine. There is potential in this game, and it will no doubt be better on out from here.

3.5 V5. Very funny game and 100+ levels for a little price.

Graphics are a bit outdated, Musics are very good, Game-Play is fine.

Good one!. I really enjoyed playing through this game. If I wasn't going for the achievements (which I did end up having to do a second play-through to get) my playtime would have been much shorter. If you're looking to throw away a couple hours on a fun

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game, I would definitely say that this game is worth the money.

Essentially, you are a girl who has come to spend some time with your grandparents. Upon your arrival, you find that neither your grandfather, nor your grandmother are around. Searching for something to do until they arrive, you find your grandfather's journal and become enthralled with his detailed account of what he's been working on lately. However, there is one minor flaw with reading the journal...your grandparents have some VERY needy cats who crave your attention. To keep them at bay, you must build a fort and read the information that they may not want you to know...

While this review might show a conlist that outweighs the pros, the game itself is fun and the cosmetic issues are things that can be overlooked in the longrun. I would give this game a rating of 9/10, as it is a unique idea and was generally fun to play through.

Pros:

- This game is entertaining. The storyline itself was interesting and the side quests were entertaining. I was not bored the entire time I played through Fort Meow.
- The game continually builds upon itself. You are tasked with collecting side items to strengthen your fort, as well as clues to chip away at the mystery of these overly affectionate felines.
- Both the music and the art style add to the gameplay. The music isn't grating upon one's ears and it's lovely to look at.
- The random drops from the packages were a nice touch, giving the player a chance to hoard the items and use them when a level was too hard to conquer without the use of something else.
- The creators were thoughtful enough to include Steam achievements and trading cards.

Cons:

- You cannot skip scenes. I do not like being forced to read the entire dialogue. For 1 playing, this might have been an irritating quirk. However, only having the ability to click quickly to speed along the dialogue would not be nearly as useful as a skip button for entire scenes.
- It's short. You can knock this game out entirely in one sitting. Some people might like this, but it would be nice to give this game some more replayable content, like the last level.
- The only challenging part of the game was the last level, where you must rebuild your fort multiple times while the battery is recharging. While the later levels do try to increase the challenge of cats, I felt that the outcome was entirely luck based. You had to have a little more strategy in how you built your fort to keep its stability.
- It's a bit repetitive and is almost entirely luck-based. I've found that by using the same shoddy builds up to 10 times, you will eventually get a success.
- There was a lack of introductions of the new cat introductions. I felt as if I was having various new cats thrown at me constantly and noticed that the description of the cats in my journal did not always pop up upon their introductions. Sometimes I would have to wait until after the level had finished to read about them. Having a notice popup upon each cat's arrival might have been more useful.
- The inability to return to the certain areas in the last level(s). Do not head past the Dark Room or you will have to replay the entire game to get the achievements.. Couldn't finish it.  
That's not me getting bored, or upset with the game. I literally could not finish it.  
I had three of four endings, and apparently, the fourth one isn't quite so easy to get.  
I tried - but the game was so corrupted with its glitches that when I left the house, I got the first ending (bad ending), and the game wouldn't reload my save without crashing.

This game needs a lot of fixing. It looks quite rushed, there are a few typos in the notes that have been left around the place, and the glitches are quite severe at some points (like the above).

You play as a man who goes in search of his sister in an old house. I didn't quite follow the story as well as I could have.

If I were to summarise the story for you:

Ed enters the old house (or hostel? For some reason, it reads hostel and house on the bad ending), makes his way around a constantly changing environment while being stalked by the demon Abraxas - a malevolent entity summoned by a cult his abusive uncle was a part of. Ed is looking for his sister in the house, and finds numerous notes left by her implying that strange things were happening and that she explored the house to the same extent Ed ultimately does. He finds his way through an underground cavern through a door in the house. The cavern takes him to a morgue where his uncle and the cult held special

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interest (as evidenced by the eyes drawn onto the walls).

Ed then finds that the morgue leads right back into a plain section of the house where he reads a note that his sister was never in the house in the first place and that she's gone someplace else. This is about as far as I got because then Ed says he should just go back.

I did so - and despite a couple of issues hindering my progress, I made it back to the front door where I exited and got the same ending I would have gotten had I exited when I started the game.

As other reviews of the game has said, if the game crashes on you, or you get one of the endings - you need to restart. It won't register certain things have already happened if you don't. I needed to manipulate glitches to get past the steam at some points because the game had forgotten that I had turned the steam off.

I attempted to replay the game a little bit to try and get further but the glitches were far too cumbersome.

Given that the devs have two more recent titles (The Initiate and Silent Descent), they probably ain't gonna put too much emphasis on fixing the issues at hand. Which is why I'm just gonna leave it with a thumbs down. Also, given that this game is essentially the same kind of animal as the previous game (Kidnapped) - it's a bit of a kick in the nuts that they essentially recycled the first two levels of Kidnapped and added in a spooky demon to add some more flair to it.

C for Effort. 3.5/10. (Game was reasonably engaging in some areas and I felt a certain degree of atmosphere to it.). Great old-school RPG. I just wish JV would reduce the amount of trash mobs you have to fight constantly.. Another gem of a DLC, been waiting long time for it. It was great finally play as the Russians, some great maps and expect have to use different play style to all the others.

I would recommend buy it don't read reviews!

. 2d fighting game, melee is the best aspect.

easy to learn, hard to master. Hello

i am normally not that kind of a Person that writes Reviews or anything like that but

now i stumbled over a game that is way way way to cool to dont leave a comment

soo i played so far only 1 hour and the game already blowed my mind.

it runs smoothly, but so far i didnt had much units flying around

the controlls are from the first moment on very intuitive way,

only an explanation was missing that i have to deselect everything to use the shipyard

to zoom in and out is wonderfull just wonderfull, also the fog of war is an intressting approach in vr

to the rts it self,

its nothing special, you can build units, need to harvest, expand and battle

the refreshing twist is, that you can designe the units your self, that allows way more personalized strategys, but wasnt so far able to test it deeply

the ai in practice mode feeled dump and aggressiv but since this is an multiplayer game, it is enough for practice

all in all it is from my point of few one of the best VR games out now, as specialy in this price segment

realy just try it out and fall in love ^^



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I've never played an Early Access game that took 25 minutes to finish. 3 weapons, 3 enemies, and 7 levels that all look the same. Usually when a game comes out in Early Access it has some actual lasting content so players can get a taste of things to come as well as provide feedback to the developer. The only impression I got from this is that it'll either take forever to finish or the devs will abandon it.

This game is so early in development that it feels like nothing more than a prototype. The only feedback that can be provided from this experience is to add some actual content.

If future content is going to be identical to what we see here, then it'll be just as dull and boring.

Oh yea, and you can play a slightly uglier version of this game completely for free on Newgrounds:  
[www.newgrounds.com/portal/view/655182](http://www.newgrounds.com/portal/view/655182)

[So they decided to upgrade the engine and textures slightly and re-sell it for \\$2.](#)

[My full impression of this game is available here including a huge amount of criticism:](#)

<https://www.youtube.com/watch?v=Ya31xz0dExA>. EDIT: I've had some messages back and forth with the developer and so I'm (so far) still leaving the thumbs down, but I'll change what I said about a cash grab. If the developer is willing to update the game to fix the issues I listed, this could easily be worth \$5.

[I'll Update as time goes on.](#)

[My original review :](#)

[I can sorta respect what the developer is trying to do here. You get a nice cheap little shooting range and you can have some fun with it right? Well, a few glaring problems made me want to get out of this game pretty quickly.](#)

[Things I liked about this game:](#)

- [There's an easy reset button in case you need to restore everything to the default position](#)  
[Wait, that's it? There was nothing else you liked?](#)

[Yeah, that's pretty much it. I sorta liked the monkey you could shoot and the plane, and all the other little things but none of it really added that much to it. It was more of a distraction from the bad things which I'm going to list here](#)

[Things I didn't like:](#)

- [The scale of the game is all wrong. it feels like the pistol would be about 2 feet long and 1 to 1.5 feet tall. Either that or maybe I'm supposed to be a kid that got into the shooting range unsupervised as a warning tale of the dangers of lax gun control?](#)
- [The graphics are ridiculously simplistic. PS1 level graphics without PS1 level gameplay.](#)
- [Grabbing the weapons is awkward and you often have to grab it with one hand... pass it off to another and then grab it again with the first hand to sorta get it to where you want it.](#)
- [The guns never align with the way they SHOULD. I feel like I'm holding the gun kinda askew and the trigger feels like it's in the wrong spot. Contrast this with A-10 VR or Space pirate trainer and you'll see how it's supposed to feel.](#)
- [Shooting the targets seems like the scale is off there too. You see a huge target \(I'd estimate it as a circle 4 or 5 feet in diameter\) but the actual target you are expected to hit is more like a small circle 1 foot in diameter.](#)
- [The gun sounds are horrible Nothing sounds like you're firing a deadly weapon. They sound instead like you shot](#)

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a cap pistol.

- they want you to grab the clip and insert it into the gun like you were doing a real reload, and then don't provide you with an accurate way to do that. You pick up the clip sideways and slap it against the butt of the gun and somehow magically you just reloaded! YAY!. i didnt recive the bana candy farm skin.... This is an interesting variation on Match 3 - it's actually harder than the usual kind, which is probably why it fell out of favor. You can't move the links at all, all you can do is flip them between NS and EW orientation. I played the heck out of Chainz back in the old days when Popcap didn't suck.

I'd give this a thumbs up for pure gameplay for 99 cents, but unfortunately this is so old it's a major chore to get running on my current machine with modern drivers - getting it to keep focus is a real pain. And it only runs at 640x480.

It's CERTAINLY no longer worth anywhere near the \$10 being asked for it. 99 cents max.. I was going to give it a positive review since despite it having a bad habit of throwing non-stop at you it's fun. Was starting to wonder why I stopped playing it. Got into a battle mid-game and won, but suffered a good number of losses. Suddenly notice I'm in debt 999999 credits. WTF! Game has some sick hidden rule or glitch that charges you an absurd amount for every lost ship. It's not that bad, might not even notice for minor loses. I know I didn't, but if you suffer enough in one large scale battle, which is common, you'll be thrown so far into debt you'll be unable to recover and instantly lose the game. Meaning you have to play this game and never lose a large number of ships at once, which is just absurd.

I'm going to go back to Stellaris.

Edit: I got pictures of it happening in my screenshots if anyone doesn't believe me.. This game's success and popularity is surprising to me, because underneath the premium-costed (and poorly performing) visuals are the stubborn interface, timer gates, and RNG downers more familiar to mobile trash than to grand tactics.

I was very back and forth on XCOM 2. Its way of drip-feeding you new opportunities and priorities constantly interrupts whatever goal you have in mind, so the one-more-mission-it's-4-am addiction cycle is very real. When I play, I play a lot. However, I found that any time I did manage to step away from a play session, it was in a state of feeling totally fed up with something out of my control. On more than one occasion, my mood was bad enough that I would uninstall the game. Why would I waste my time on a game that reels me in only to make me feel this awful?

I can actually be exact about one game mechanic which caused more than 80% of my ragequits: I'm not sure of the official name, but I call it "Pod Encounter Initiative" and I can present it as the sole reason you shouldn't play this game.

In XCOM 2, you run Earth's last guerrilla resistance force trying to overthrow a high-tech, mind-controlling alien tyranny. By establishing radio relay networks and scavenging equipment around the globe, you improve the longevity of your men and women on the frontlines, allowing them to accumulate the skills and experience for larger and more challenging missions. The bulk of the game's appeal is in articulating the perfect team for a mission, and then painstakingly weighing the risks of every step forward in order to complete that mission while losing as little as possible. It's an interesting game in that the resource management layer interacts intimately with the tactical combat layer. Every decision point carries massive consequences.

On most missions, your team begins operations without the enemy's knowledge, and most of the map is blanketed in fog of war. Every inch forward is dangerous. See, even though you can't see them, the mission map has multiple pods of enemies patrolling through the fog of war. You want to see them first, and then set up an ambush based on the direction they're patrolling. But if \*they\* see \*you\* first, you're ed. I mean completely ed. Mission: ed, campaign: probably ed. It doesn't particularly matter if the pod is a few grunts or a fistful of mechs. I have \*survived\* being seen first on a few occasions, but my

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success rate is so abysmal that XCOM 2 has \*taught me\* to just reload the round if I trigger off an enemy pod. Maybe I just suck at XCOM 2, but reloading the round from these failstates feels like a game-breaking sin (and also reveals the weirdness of XCOM 2's predetermined RNG calculations) which the player is obligated to observe just in order to progress without completely restarting. Reloading rounds is not a design feature, but an inevitable exploit, a cultural reaction to a game too poorly balanced to convey the risks of combat \*plausibly\*.

And the reason for this anxiety and indignation is, single-handedly, Pod Encounter Initiative (PEI).

See, when my dudes get eyes on the enemy first, I get what I see as a huge advantage of being able to position defensively against their angle of approach. But when the enemy sees me first, they get a PEI move. In fact, once my cover is blown, \*every\* enemy pod gets a PEI move the moment they are revealed from the fog of war, whether that's a result of my movement or theirs. So what is a PEI move, you ask? It's a one-of-a-kind action in XCOM 2, where a newly encountered group of enemies all get a free move action, all at the same time. They will always use their PEI move to spread out and find the best cover. Nothing else in the game allows characters to move simultaneously. Also, nothing else in the game allows characters to take more than 1 turn in a round. For instance, if you are fighting one pod, it's fully possible that a second pod off-screen will do 1 full move action to patrol into seeing you, then their PEI action to move into position, and THEN their regular turn actions. As the human player, you have a lot of advantages, but it becomes very, very tiresome to try to keep up with enemies who can cover double the ground that you can, with double the HP, and often with 4 or 5 times the numbers.

PEI would not be so frustrating if the cost of failure in XCOM 2 were not so devastatingly steep. I haven't played that much, and I am certain I will never have the patience to finish this game, but I feel like I've played enough to recognize that 1 failed mission - itself, usually the result of a single failed attack or movement - is a failed campaign. Failed missions lead to lost zones, lost elite soldiers, which means you can accomplish fewer missions and acquire less resources in the future. These aliens get strictly stronger as the game goes on. It intentionally throws more at you than you can comfortably handle, meaning that the rookie soldiers you're supposed to train suffer a rapidly falling survival rate on dangerous missions. Furthermore, you can play your missions perfectly and still fail your campaign at the strategy layer. Enemies get stronger faster and faster, and if you fall behind, you will struggle to accomplish even simple missions due to sheer HP math.

Even when things go well, it feels unfair. One small, lucky strike can often trivialize the entire rest of the mission. Every action in this game is a pebble that threatens an avalanche of advantage or failure. When so much hangs in the balance, then no one thing really feels significant anymore. That... isn't fun for me. There is no grey area between extravagant success and game-ending failure. You either have an iron grip on the progress of the mission, or you've just lost the game. There is very little sense of a "fair fight," of a neck and neck battle in XCOM 2.. Really amazing game! Its hard and I like the challenge. Definitely worth playing.. How Do you use it?

plz

. BEAUTIFUL voice acting! BEAUTIFUL story! BEAUTIFUL art! BEAUTIFUL bg music!

just a freaking BEAUTIFUL lovely game <3 10/10

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