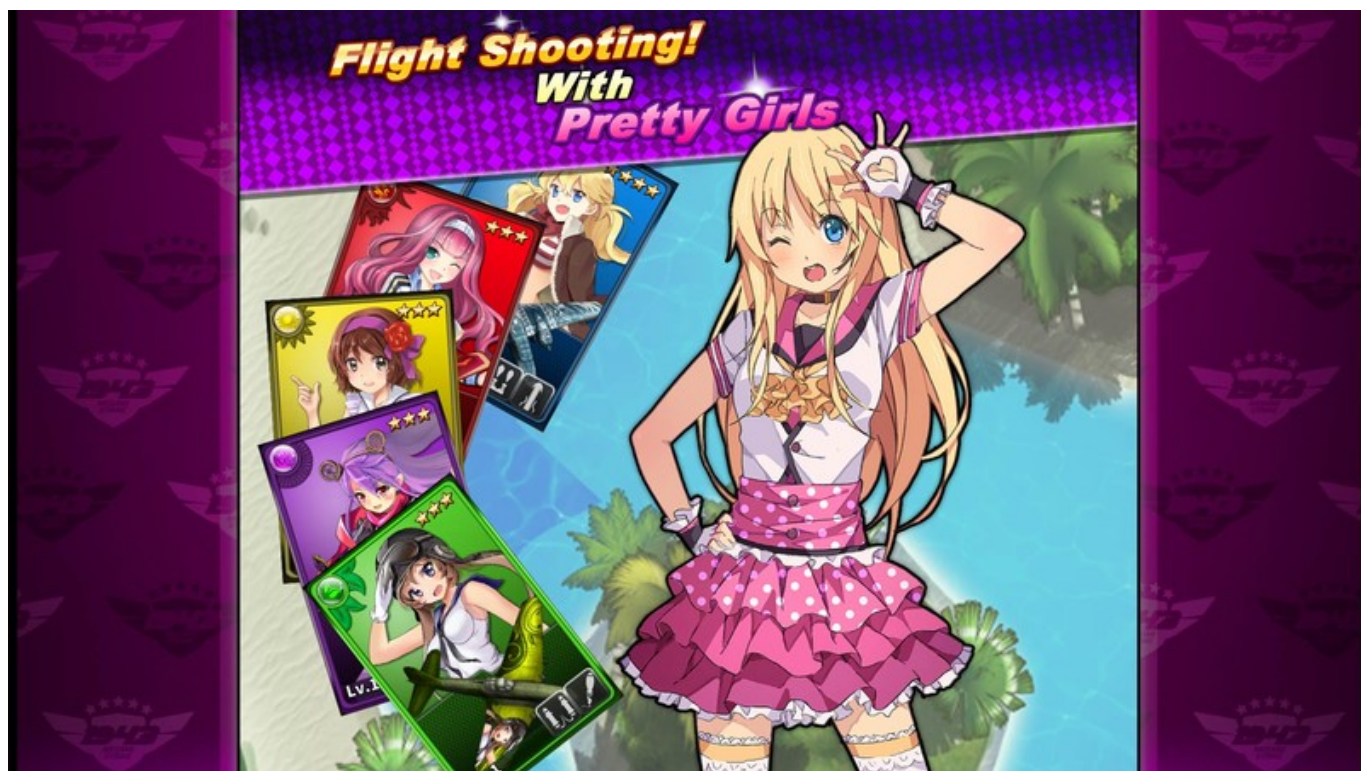
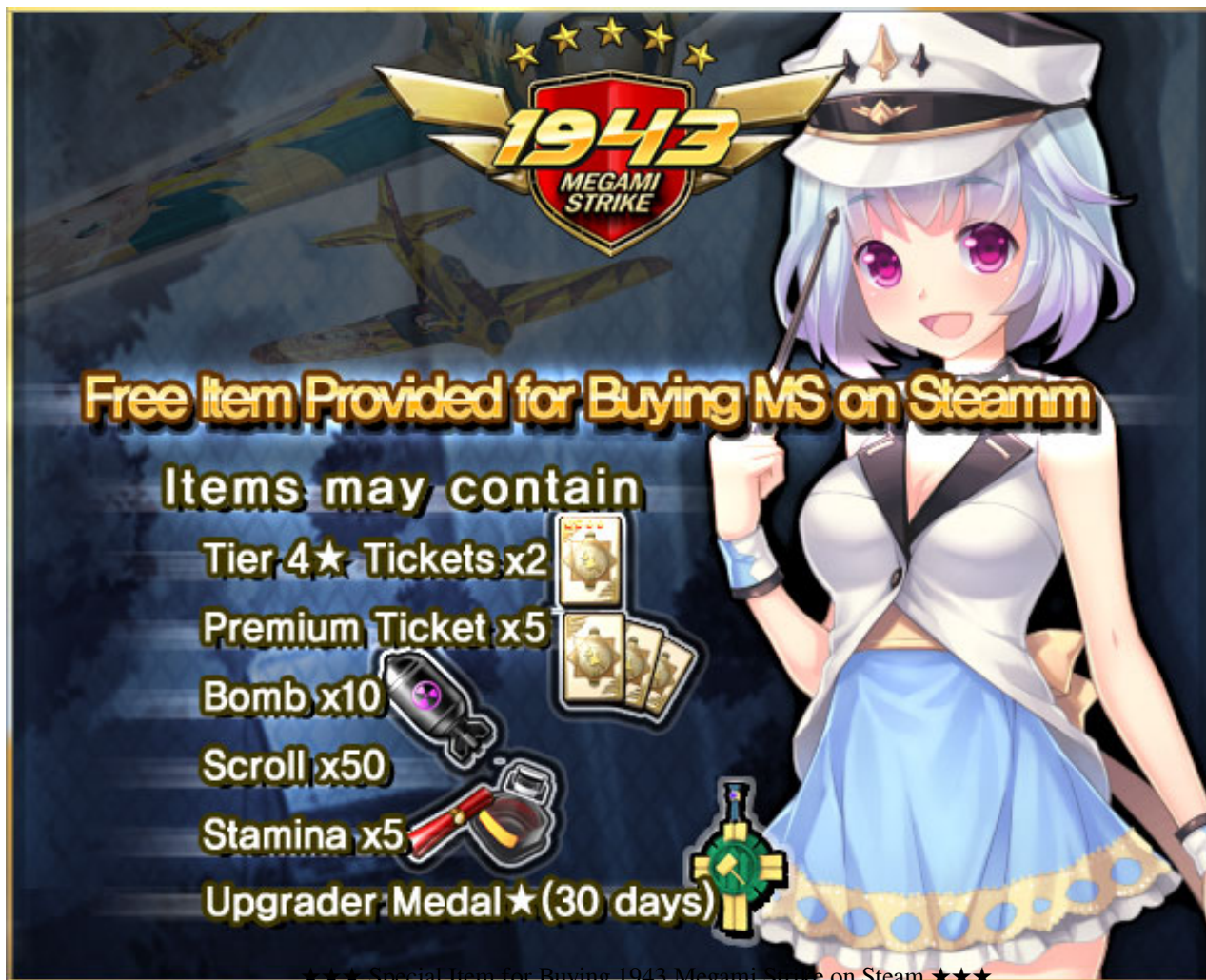

1943 Megami Strike Ativador Download [Patch]



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About This Game



★★★ Special Item for Buying 1943 Megami Strike on Steam ★★★

▷Items may contain

- Tier 4★ Tickets x2
- Premium Ticket x5
 - Bomb x10
 - Scroll x50
 - Stamina x5
- Upgrader Medal★(30 days)

◆1943 Megami Strike!◆

- Collect Pretty Girls Cards
- Form your own formations
 - Evolve your Cards
- Ask for help to your friends

Quest

- Quest mode with the Unique boss!
- Various patterns of Quests to attack!

Challenge

- Challenge mode to spend all of your Cards!
- Get the highest points and ranked!

Raid

- Defeat strong enemies with friends!
- Get rewarded a lot by defeating them!

Training

- Training system to grow your Cards!
- Earn EXP fast from various training places!

PvP

- Show what you got as the best pilot from PvP!
- Get the highest points and ranked!

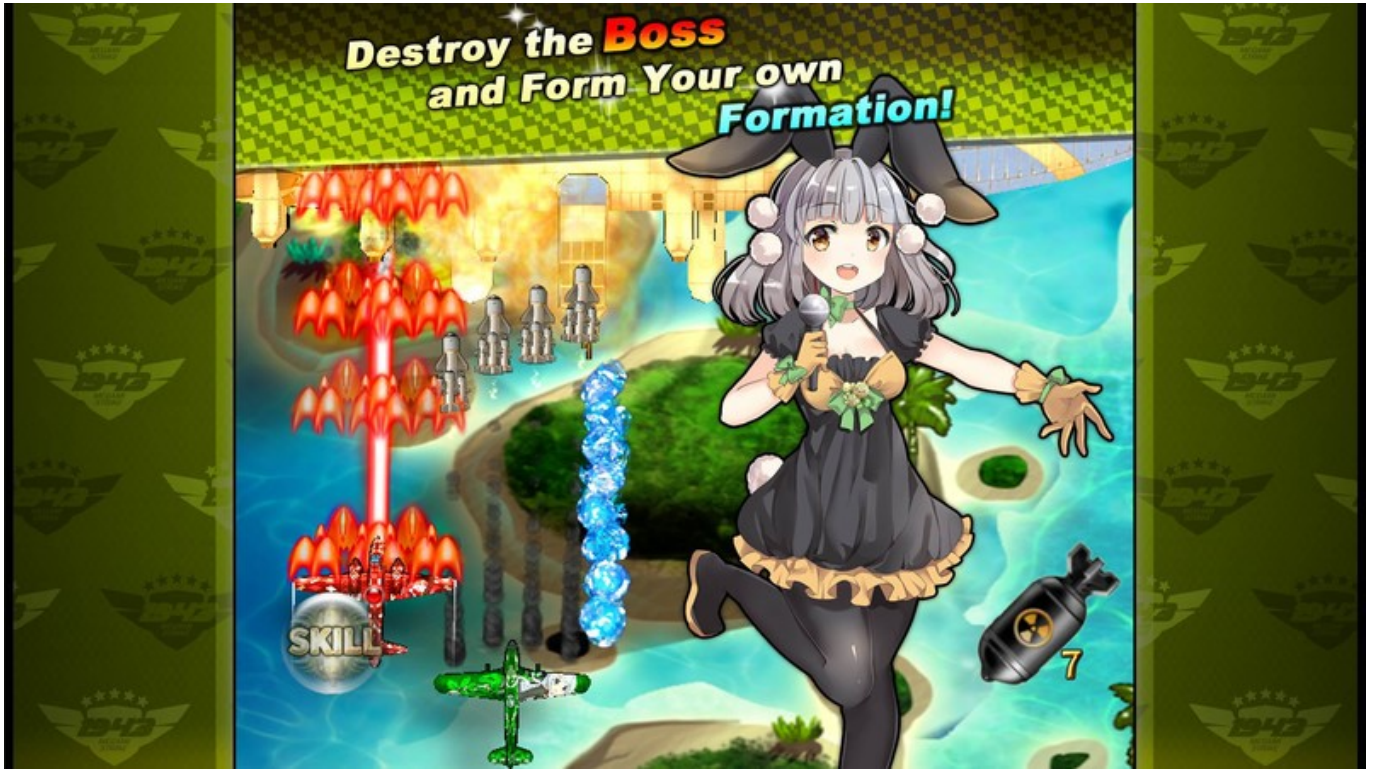
Date

- Go on a date with a Pretty Girl!
- Get Card's stat higher along with Good Feelings!

Title: 1943 Megami Strike
Genre: Action, Casual, Indie
Developer:
GameUS Inc
Publisher:
GameUS Inc
Release Date: 24 Feb, 2016

a09c17d780

English,Japanese,Korean







1943 megami strike. 1943 megami strike badge. 1943 megami strike steam. 1943 megami strike pc download. 1943 megami strike apk

A simple shmup with card-based ships. The gameplay actually isn't that bad, but the game has no settings (besides volume controls), and is littered with microtransactions.

This is clearly a phone game with minimal effort put forth to port this to PC. If it didn't have the microtransactions and was balanced around just playing the game, maybe it would be a better buy at around \$5.

Do yourself a favor and skip this.. I like shooting games.

But this one, despite good ideas, is totally not worthy it.

It's a straight copy from its Android/iOS counterparts. Tutorial says "tap", there is a Pause button on screen, made for being tapped.

A whole load of the most stupid bugs prevents you from even enjoying the basics of the game.

And the worst, fully pay for game and enjoy tons of microtransactions.

A bad joke of a game.. If you're an avid reader of Steam reviews, you've probably noticed that reviews of mobile ports can be unnecessarily harsh. Sometimes, a game gets bashed simply for releasing for mobile first and despite the fact that the game doesn't really pull any dirty mobile shenanigans at all. Maybe it's missing a few options we'd like to see but it's overall fine and doesn't deserve a bashing, but still gets one.

This is not one of those times.

Megami Strike is a horrific mobile ripoff vehicle in every sense of the word. The gameplay is a typical Cave-inspired shmup with bullets flying everywhere, and the gimmick is that you have these random waifu trading cards that act as bonuses during gameplay. Like a mobile idle game, these waifus can be leveled up by sacrificing other waifus and, of course, by finding new ones through IAP purchases. That's what the DLC is for this game, you get 5 copies of the "Emma" card, for example, because you're supposed to use all of them up to level up some other character and then you're supposed to buy five more Emmas and so one for infinity. In a game they normally charge you \$10 for. You've already guessed that the game, obviously, is designed to be stacked against you so you have to chase more waifus and power up your waifu ships. Because, as we all well know, waifus won WW2 through the power of trading cards or whatever.

And, as if the game design itself wasn't evil and dirty enough, here's everything else it does that qualifies it as an Officially Awful Mobile Port:

- Teeny tiny phone-suitable resolution with no option to change.
- Only mouse controls because adding keyboard and controller support is hard. No option.
- All instructions say "tap", because editing the text is madness. Ain't nobody got budget for that.
- Subscription plan. Spend a stupid amount of money to have imaginary currency delivered to your inbox every day! Our best offer ever!
- A trillion boxes to tick and bars to fill through wasting your money. The character screen has every damn pixel filled with boxes, buttons, bars, whatever else.
- Has to contact the server to check if there are new IAPs to lure you in with. Takes forever to launch and every single screen has to contact the server with a little loading animation. Every screen!
- Some screens don't even offer any navigation options, because I guess you would've swiped or something on the phone? I don't know, it's weird.
- A slot machine mode.
- Daily login bonus.
- Ads pop up randomly. Buy this pack! Special limited offer! September exclusive pack! Monday exclusive pack! 4:00PM to 4:10PM ultra exclusive pack, buy before it disappears! Buy this \$999.99 pack to get the most premium, exclusive, rarely seen and optimal waifu! (Disclaimer: will only be exceptional until next month when we drop the next ultra-rare for \$999.99.)
- Features intended to get you to campaign for this game among your friends. Why not ask a friend for help? Here's a convenient invitation button!
- If you die, you can pay money to resurrect. Are you even surprised at this point?

At least you can go on dates with your collected waifus. I'm sure that's worth picking up a few of those \$25 IAP packs for!

Gotta get that date with the rarest of waifus. (I'm not kidding, there is seriously a date feature in the game.)

In short, what I'm saying is \u2665\u2665\u2665\u2665 this game and the people who made it.. a fun shooter, can't see how it could've gotten so many negative reviews. and you don't need to pay anything extra to play.. Like many others, I figured I might look past the flaws and enjoy a mindlessly fun cute game. I was wrong. 0V10. Omg! I love Bullet Hell games. They are challenging, beautiful, good developed, cheap and everything this P2W game doesn't have.

10V10 best and most expensive achievement for finishing the tutorial.. **Warning! This is a F2P mobile game ported to pc, what you're paying for is technically the "free" items you get for buying this game on steam.**

Personally I recommend getting this game on a sale or download the free version on mobile.

The game is a simple bullet hell game, not very difficult depending on your planes level, abilities and rarity. I find the game quite enjoyable though a bit repetitive (especially the music) and there is no story what so ever from what I've seen. You complete quests, get new planes\characters, use those you have no use of as upgrade material and so on. Happy collecting.

There is also a simple dating sim for a few characters, depending on your relationship with these characters they will unlock bonus stats.

The biggest problem with this game is the lack of a proper tutorial, the one you're given is extremelly short and will leave you very confused and there is no way to change the control scheme. To top it off the short tutorial does not cover the game menu at all, though most of the menu names give you a hint of what they are. (I'll leave a short tutorial below.)

The artwork could use some improvements\cleanup. (You can quite easily tell that the art was not meant for a bigger screen, but that's a minor issue.)

Tutorial (This will only cover the basics.)

The game is controlled mainly by the mouse this can't be changed.

'X' To use bombs. (These cost money to buy.)

'Z' To use your skill. (Skills depend on the plane.)

'C' To call in your companion if you brought one. (You get to choose a companion before the quest start.)

Settings and inventory is located under the world tab. (The world tab is located down in the right corner.)

-You can change language and sound settings in the settings menu.

There is 3 types of currencies in game.

-FP, Used for free draws. Mainly earned by bringing companions with you during missions. (Uses the same symbol as the community tab.)

-Ghems, Common\Game currency. (Silver Star symbol.)

-Gold, buy it for real money, used for buying stuff in the store and premium rolls etc. (Gold bar symbol.)

-All currencies can be earned by completing daily and weekly missions. (Daily and Weekly missions are located under feats in the home menu, underneath your VIP level.)

(I'm still learning to navigate through this games menus, may add more to this later.)

The only POSITIVE about this "game" is that this is the EASIEST game to have a 100% achievement by having only ONE achievement and that is for finishing the tutorial.

Bottom line: You are paying \$10 for a F2P Game designed around F2P mechanics that is also a direct port with no improvements from Mobile. Worst Shoot em Up game I have ever played(PC\ Mobile\ 90's Arcade).

Long version:

I like some basic Shoot em ups but THIS takes the cake for the worst one. I could not even enjoy the game. Also the actual refund period is less than 2 hours because of the game's idea to download updates WHILE the game is already playing(on a 3Mbps connection I DLed the additional files in 20 minutes) Then it needs to connect to the server which hanged and would not connect making me use already 1/4th of the time NOT playing the game . I would recommend even the cheapest Shoot em up on Steam (Revolution Ace) worth a few cents at sales than this. That game will actually make you WANT to pay more for the Dev. THATS IT - I have a SEA restricted copy of Revolution Ace. If you bought this (MEGAMI STRIKE) game and are from SEA and do not own Revolution Ace. I will gift you a copy and hope you create a review of this game compared to that.(Create a Steam discussion or comment so I can see you own this game)

The Graphics is basically the mobile version. It's artstyle of the actual game(not the Cute Girls) is worse than the arcade machines I played as a kid(Strikers 1945) On the game itself it like an arcade game. You have to insert or use "Tickets" to continue. on a game you ALREADY paid for.. Sad to say, but I just can not recommend this game and I'd been looking forward to it since it was on Greenlight.

For starters, this is a barebones port. No features for control customization or any kind of graphics settings.

Second, the gameplay was bland for a shoot'em up. Auto-fire with mouse controlled movement is not very exciting.

But the biggest problem I have with this title is pricing. Originally a Free 2 Play mobile title, the Steam version keeps the freeium cash store, but dares to ask 20 dollars for the game in addition to that. 1943 Megami Strike's Steam version should have been F2P or they should have reworked the system to remove the cash store or at the very least rebalance it to something less insulting.

Simply put, disappointing.

<https://youtu.be/St1VGoSFecs>. 1943 Megami Strike is an incredibly poor mobile port. There are no options of any kind. The options menu does not exist. You cannot set your resolution, or the volume, or the controls, or mouse sensitivity, or even run the game fullscreen (save for using Alt + Enter.) There is no controller support, or keyboard support for moving your ship (you must use the mouse.) The interface is an absolute mess. The tutorial doesn't even begin to properly explain how to play the game, much less how to use secondary features like upgrading your cards.

The game launches with half a dozen consecutive advertisements for the in-game shop, and every aspect of the game is tied to in-game purchases. If you want to know how bad the in-game purchases are, continues costs 75 cents USD, each. I am not even joking. When was the last time you saw a digital game charge you real money for continues? You could go to a physical arcade and play for cheaper than this game.

The graphics are what you would expect from a mobile port. The actual play area is a tiny vertical section of your screen, with the majority of the screen being taken up by pictures of the girls on either side of the play area. The music is dull and repetitive. The controls are mouse to move, Z to use your special ability, X to use bombs (if available.) Number keys choose which ship you are controlling, Your ship fires automatically, which I suppose is actually somewhat useful.

This game is nothing but a quick cash grab. In my opinion this game should never even have been released on Steam. Do yourself a favor and stay far, far away from this game.. Doing everything right that War Thunder did wrong, 1943 Megami Strike is probably the best choice for Flight Sim enthusiasts on steam that are looking for a cheap (or possible F2P) title. Boasting a large selection of planes in all classes, from early WW2 F4F Wildcats, to B-17 Flying Fortress Bombers and even rare gems like the Bristol Brigand. Offering detailed simulation of every one of these aircrafts, from the nose mounted repeating turbo lasers of the A7M to the swarm of plasma-gun armed Drones used by the soviet Yak-3. This is the ultimate game for WW2 flight fans.

If you're unsure, you can try the game for free on pretty much any mobile platform.

I revised my review based on the constructive feedback from Circles. Thanks man.. The game itself is a shooter with some dating sim parts and the game's structure is similar to Brave Frontier (or similar games) with the differencies that this is a shooter and that is not free.

It's a mobile port and is also a crappy one but the real problem is that most of the time you can't go past the login screen: I have played the game 2 times with at least 15 tries.. then I have requested (and obtained) a refund and it's the first time that I have done this.

I have checked the Steam forum and it looks like this problem is present since the game launch so don't give money to these devs because they don't deserve it. Absolute trash, no effort put in at all to bring this to PC, filled with constant mobile gaming annoyances, no controller support. Wouldn't recommend at 90% off, let alone the 75% off I paid. Refund requested.. Very cheap crap game.

Every time I'd launched it, being forced to download that 66 resources which take ages to download. I have 7.6MB/s Internet download speed at home, so this is NOT my IDS problem.

The only good thing about this game maybe is the 1 achievement you can grab after completing the tutorial which guarantees you 1 perfect game for your achievements showcase.

But paying that for 2.99\$, not worth it.

Scarlet's Score: 1.0 V10

Updated**: Now seem they somehow manage to fix the long waiting time on downloading the resources. However, the game stuck on loading screen around 34% loading progress. Unplayable still, deleted the game from my library myself. Trashes are not welcomed here

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