
Exterminator Download] [Torrent]



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About This Game

Exterminator takes place inside a Japanese Game Show, and you are the contestant!

The objective is to take down the mischevious mice from all directions.

This is a game where you can relieve stress and get a workout at the same time! This is what Exterminator is all about.

The rules are simple. The goal is to punch out as many mice as you can within the time limit to earn points.

Strive for the top ranking while getting a nice sweat.

Anyone can enjoy a refreshing experience playing Exterminator!

Mouse Collection

There are many types of mice, each brining their own unique personalities.

Defeat them to collect their card. Try and collect them all!

Title: Exterminator
Genre: Action, Casual, Sports
Developer:
PRIME WORKS Co.,Ltd.
Publisher:
PRIME WORKS Co.,Ltd.
Release Date: 5 Apr, 2017

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Minimum:

OS: Windows 7

Processor: Intel i5-4590 / AMD FX 8350

Memory: 4 GB RAM

Graphics: NVIDIA GeForce® GTX 970 / AMD Radeon™ R9 290

Storage: 7 GB available space

English







No. Just Boring.. Great Product. Been a RC'er for a while and just getting into FPV quads. mThis is deinatly helping my skill level. Out of all of the ones out there I have tried. This one just feels right.. Rock game, like it. Tish is quintessential of hardcore and cool story line about war!

Positive sides:

- +HADCORE(!)
- +Story line
- +You'll pay for your EACH misstake on battleground(!)
- +Nice graphics for TD
- +Sound track(!)
- +Good optimization for PC with weak hardware (!)
- +Gameplay as classic td with abilites
- +Insane game(!!!)

Negative sides:

- Some little bugs, but i hope devs will fix them.
- Probably u can find more negative sides, but i saw only few bugs.

Resume:

If you rly love TDs Games, buy this without hesitation and don't give a \u2665\u2665\u2665\u2665, this is awesome game.

IMO:

The \u2665\u2665\u2665\u2665ing best TD of year. Thx devs.. Nice click-and-point mystery.. This is a GREAT Game

- Wonderful Grapich.
- Run Smoothly on my pc.
- Unbeatable enemy that keep chase you make game interesting.
- Claire's design is amazing.
- Cute little sherry birkin.
- cute and Sexy lady in red.
- i feel the "horror".
- I'm not Bored to re-play the game.
- Safe and puzzle are great.
- Great alternative story for 2nd play through.
- I think the beginning and ending of leon 1st play through are similar to RE 4.
- Waiting for RE 3 Nemesis Remake.
- . I know saying "not fun" in here sounds weird, seeing how its a damn minesweeper, yet I felt quite bored.

- Minesweeper itself is.. alright. UI is kind of meh, but tolerable. Right clicking on a number shows up a grid of affected area, but... why is it on hold, instead of press once - press twice. It's nitpicking, but still it's simply for quality of life. And having to use arrows, as well as mouse, feels kind of uncomfortable.
- I also bought the game for having Sudoku in it, which, sadly, had a pretty bad UI, which very badly chosen colors making them hard to read, or to distinguish between 3x3 boxes of sudoku itself. I can find better ones online for free.
- Asteroids were just meh. Plain meh, with objects spawning nearly on top of me, with ship being too slow, and not being able to fire more missiles until they despawned offscreen.
- Catcher was a bit fun, I liked how it sped up a bit after 300 or so points. UI wise again, it bugs out (as if you complete Sudoku, you get SOLVED stuck on the screen forever, even making it impossible to track your score in Catcher), the zoom gets wonky (zoomed out at minesweeper and swapped to Catcher - camera was still zoomed out, making the mode easier to do).

And to summarize the minigames: They feel cheap, quickly made, put in just for the sake of it. Soundtrack feels... like if i was on an exotic island, to be quite honest, but I can't really criticise this, because I have no idea what would I put into minesweeper. Oh and Steam leaderboards didn't work for me. No idea if they are updated periodically, but it only had one entry in easy mode sweeper category, with my name nowhere to be found, even through I played 5 different sweepers + all 3 minigames.

For these who care about the achievements, I finished all of them in 35 minutes. So if you are into that, it's a plus, i guess.

Recommendation for a dev: Add different color schemes (night mode would be great). I hate these DLCs. I miss the days that you got all the cool outfits from earning titles. These should all be included in the game by default. We should all boycott all the DLCs and force Namco to stop nickle and diming us!!!

Wha? My hand, its moving by itself. No, I don't care how cool these outfits are, we must resist. Stop it hand. No, NOOOOO!!!!

\buys dlc

T_T

In the end I couldn't resist the appeal of being a pirate...especially with these awesome costumes!!!

\cries in the corner. This game is flawless and there are no flaws, the lack of flaws in this game leads it to be flawless. The fact that flaws are absent in this game is great. Overall this game is flawless. 12.75\10. Fun Solitaire variation. I wish there was an undo button though.. WOW, That's a lot of fun for four dollars. If there is a test to see who's vulnerable to vertigo in VR, I can't imagine a better test than this game. I started out rocketing right into the side of the crater and all I could think of was falling on the sharp edges of my wooden furniture and trying to figure out how I was oriented. Then when I hit the wall I had to just close my eyes until the collision noise stopped. But I made it through several rounds without puking or falling and hurting myself. It would also be nice if one side of the universe could somehow wrap to the other so I don't have to hit the blue curtain at high speeds, though that was still not as bad as hitting those craters and moon rocks.

There were a couple of times when I swear I was looking right at the sign and my goals were complete but the flag would not deploy. It just swapped from hand to hand.

I loved the rave gun. I didn't even try the other gun that was offered.

I loved the white booster tubes.

I got stuck in a black hole and I think I had to go forward or backward a level to get out. Shouldn't something more definitive happen, i.e. without my action?

Flying around was fun just by itself, except for the blue curtains. I didn't have great control, but I've only been in the game once. Also, I think I may have skipped between levels a couple times without completing just because I was pushing the wrong buttons.

The game is very good, but there are a few close to see the complete level, only to see the back of the road can not see anything, it is very uncomfortable, hoping to repair as soon as possible.. well i cant play the first expansion because i didnt buy it even though i own the gold edition ubi wtf is ur problem?

. Hi

I have purchased this DLC, it shows in my game library but I can't find a way to actually play it!

Any ideas? demodiscs. It's good to have PC98 and FM-Towns version, EXCEPT the DOS version needs some mastering, for some tracks, it clips like crazy! And you should have also included MT-32 version! Who can deny that MT-32 was the best MIDI module of that time?

For players that want to hear MT-32 version, get yourself DOS* version of the game, there will be a folder named MTMIDI. Inside you can find same MIDI files but tailored for MT-32. Grab and play them with MUNT MT-32 Emulator.

But still, I'd recommend the soundtrack. CFK, please include the MT-32 version!

Edit: * apparently it's earliest Windows version, not DOS.. Follow my curator page for more reviews like this at [Phenix Emporium](#)

[Provided the developers work to improve the movement mechanics a bit \(in ways I'll mention below\) as well as add in a settings menu with at the very least audio options, then I can recommend this game.](#)

[At its core Dawn of the Celestialpod is physics-based platformer, you play as a space squid that evolved from a starfish and has escaped its alien captors only to turn back around and invade those same alien spaceships in an attempt to free your space starfish brethren. When you evolved you acquired two long tentacles, you launch these tentacles out to move by grappling onto the environment as well as using them to interact with it which in theory is a pretty interesting mechanic and in practice almost works, unfortunately given two specific issues you don't feel in control of your squid many times especially when you are in a time crunch and being rushed as each time you rescue a starfish the alien spaceship starts a self-destruct timer and you must escape.](#)

[The two issues with the movement system are fairly big ones, one is the physics, now I understand that you are in space and all that, but your squid is just too floaty and keeps too much momentum as well as having far too much bounce off of obstacles, it makes trying to maneuver in the small spaces of the alien ships very difficult, the level design often calls for precision but the physics and controls lack that. Speaking of the controls, when you fire out a tentacle it seems to fire from where it currently is, so basically if you were trying to get through a small gap in a wall, you initially fire your tentacle in order to pull yourself towards the wall, then you try firing again to get through the small space and that tentacle just hits the wall again, and since they are constantly trailing behind you and take a bit to return even relatively close to your body, it is a bit of a mess. Now with that said, you could certainly work around these constraints and learn to play with them just fine if the levels didn't take place in small spaces and physics wasn't so floaty and bouncy. Both these issues combined make for an unnecessarily difficult time trying to just maneuver around the place.](#)

[The other issue that very much needs to be worked on is adding a settings menu at the very least with audio support as well as toning down the initial opening audio volume, it is very loud \(rip headphone users\). Also while the game does indeed support keyboard/mouse and gamepads it does not allow you to hotswap them, so if you start up the game with a controller plugged in, you cannot use the keyboard unless you close the game, unplug the controller, and then start the game back up, and vice-versa, so that would certainly be a very helpful, at the very least just having a switch in the settings menu \(provided one gets added\) that let you manually decide which you wanted to use.](#)

[If this game receives the support and updates that it very much needs, then this could be a really fun and unique physics-platformer, I very much hope it does as I would certainly enjoy seeing what the rest of the game has to offer.. Nice little wave shooter, got on sale for 90% off and it was worth it at that price not so sure at full \\$9 price though.](#)

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