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Don't Cut Your Hand Full Crack [addons]



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## About This Game



You become a chef, Working for a ridiculous restaurant, Your job is cut food one by one

Be carefull. Don't cut your left hand! What ? You saw a UFO on your table?  
Don't be so ridiculous



You will hate berries, you will know why. ^\_^



*Don't cut your hand* is an arcade style casual game.  
Only two buttons to operate, but it's hard for beginner to survive 30 seconds.

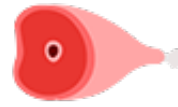
There are 2 characters to choose from, and 13 more could be unlocked.

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2 players local co-op, but be careful the knife in your friend's hand.

You can play multiplayer with random opponent from the Internet.

You can get MODs from Workshop, or make your own MOD to custom chefs.



I wish your left hand would survive. See you in multiplayer. ^\_^

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Title: Don't cut your hand  
Genre: Action, Casual, Indie  
Developer:  
Kether Studio  
Publisher:  
Kether Studio  
Release Date: 5 May, 2017

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English,Simplified Chinese









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don't cut your hand. don't cut your hand game

You know you got too much grease when you buy dat movie DLC.. \u00c9 o seguinte, o jogo \u00e9 horrivel !! Apenas as m\u00fasicas s\u00e3o boas, alias, s\u00e3o \u00f3timas.

comprei o jogo apenas pra escutar as m\u00fasicas Kkkk kk !!. Even though this game is in early access, it is fun and I would like to see what else the developers are adding. There are the occasional bugs but overall this is a pretty decent game.. I am not an arcade guy. The destruction feeling was great. I loved the ultimately high tempo and time limit instead of health-bar is an incredible idea. The last boss... Endless tries and finally worth the challenge. Congratulations Aussie mates, waiting for the sequel already :)). The route is just over 90km and can be done in 25 minuits from Maseille to Avignon and is a bit short. Its very hilley and fun to drive.

Pros

Good detal on the route and train

Good sounds

Good totorials on signaling

Fun to drive

lots of hills and tunnels

Brakes are like a class 66

Cons

Dynamic brake isnt great

train can get very bumpy (Its worse than a pacer)

over all worth getting 8/10. Gotta look forward to the Impostor Factory.

Ok, now for the entire comics.

The art style really fits me very well.

Out of all stories, the FP one really gets me.

Since there's always someone unreal in my mind, and keep whispering to me whenever I feel down.

Not only that, seeing how Faye cherishes the photo of Colin and his wife really makes me cry. That's just the point. *"Some are only meant to carry you so far."*

*And the best thing is, they somehow merge TiM and FP story line perfectly.*

*Brilliant, just brilliant.*

*By the way, will the dev make Eva and Neil an offcial pair or something?*

*Why? Why do I have such an idea?*

*Do you remember what Neil said when Eva was trying to do something like risking herself?*

*Well I kinda forgot the original line, but it's somehow like this I think:*

*"Do you know how <name> smells? WORSE THAN ROADKILL!"*

*In Neil's own way, isn't this a tsundere way to express love?. I played the original version of this growing up as a kid, I'd like to credit this for my (hopefully) accurate knowledge regarding ancient history. I literally studied History in school because of this game. Now I am biased in my review here, I also have played the AOE games and I do love them, but not as much as this, The mythology is the part which sells it for me.*

*If you liked AOE and you also like dragons or minotaurs whatever, you want an army of said monsters? Then this is the game for you. I had spent countless hours on this as a kid and I can still replay and enjoy the campaigns.*

*As for the DLC which was released recently, I haven't got it. The reviews don't seem great and the content I have seen looks 100% recycled which is a massive let down for me.*

*The main game itself is brilliant.*

*7/10. After playing the first free mission last night I can really say I cannot suggest this dlc more. Flrst off this front is often overlooked by developers in favor of a more conventional campaign in Western or Eastern Europe. The Artistocrats*





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not responding???. Gameplay: 7/10

Graphics: 6/10

Sound: 6/10

Story: 6/10

Replay\Value: 7/10

Overall: 6.4/10. Spectacular! Improved from DiRT Rally 1 in every way.

This track alone will ruin you for any other racing sim.

If you thought "can I skip this?", I have bad news for you: you really cannot. While many Codemasters F1 games feel like annual patches for the full price, this Monte Carlo DLC feels and looks like a lot of work went into it. Due to the enhanced driving physics and surfaces of DR2 it plays very differently to DR1. They could not have 'just ported' the 'old' MC stage into DR2.

Whatever you think of their overall DLC policy, I find the price very acceptable. If you decide NOT to buy it, you will STILL be able to PLAY, if you are joining your friends online, who own the stage. But, why on earth would you not buy it?!

10/10

. Rynn's Adventure is a simple but challenging platformer that has a charming and vibrant look and feel to it. I've put 2 hours into this game so far and have conquered five out of the nine levels, a pretty standard length for a platformer.

I particularly enjoy being able to play the levels in any order you choose. It sometimes helps to come back and try a stage again once you've obtained a certain powerup - my favourite is the Wizard that shoots heat-seeking missiles. The music and level design are both pretty decent, with only a few gameplay sections that seemed unfair.

Overall, this game is a solid effort from Arcane Four Studios. I would recommend it for any platforming fan who doesn't mind a bit of a challenge.. Game is fine for wasting some time because it is kind of fun to decorate your places and create new drinks, but it is way too easy and not challenging at all. What you create and offer doesn't really matter and most options, while fun, don't do much. I never once felt any danger of losing money. This game has a lot of potential, but at this time it is quite boring and repetitive (especially the ordering ingredients part which you can only automate once you have level 4 employees). I kept playing because I hoped for more challenges in later levels, but the game actually got easier in the later stages because you get extra free money from your previous stores without managing them.. Just finished this game in 2019 and I must say I really liked it. It's not exactly my type of game, but you really gotta appreciate effort put into this world, villains, animations. I heard some people complain about simplistic combat, but I don't entirely agree. It's mostly simplistic in the beginning, but once more enemy types appear and you get more moves available to you and more gadgets, it can become really complex if you get good at it. I did struggle with some fights.

Graphics are okay even for 2019 and really like the atmosphere of Gotham and all it's inhabitants, they really nailed it.

Joker is probably the best part of this game, Mark Hamill did fantastic job as usual. Batman's voice actor was just as good.

Definitely give it a chance if you like this type of game, you probably won't be disappointed. Oh I also did not have any technical issues playing on win7 except vsync insisting on dropping my frames to 30, but going into windowed mode and then out fixed it.. Epic game - Keeps me busy and drives me nuts when it comes to the levels. JESUS - The amount of deaths cannot account to how many times I had to get a new mouse!!! - I think I need to request the developer to get me a new mouse - OI DEVELOPER.... New mouse... NOW!!! O.o. Fun, addictive gameplay with a colorful cast of characters. It's a bit hard at first, but it gets better once you familiarize yourself with the maps. I'm still figuring things out as there's little explanation to certain things (like how do I get an item on top of a vending machine?). Even so, it's an enjoyable game.. For me (played the flash version hundreds of hours so yeah i will cry about the Flash one a lot) it's not good.

Why you might ask?

- Controlls = they are (in my opinion) way to hard to remember (Flash version ~6-8 important ones) (Steam version ~like every key on your keyboard)

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- Fun = Superfighters was a simple Game you just sat down and clicked a few buttons and you were ready to play nothing like Ahh yeah i will catch this weapon that this guy threw at me and oh im going to steal this crate right when the other guy destroyed it.

- Graphics = one of the rare positive things about this game still has the old Graphics from the Flash-game but in Higher Res. the characters look nothing like the Flash ones.

Overall i would not buy this game for 10€ it's not worth it trust me.

About my English: go cry somewhere else that i suck at this Language thx :)

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