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## Acceleration Of SUGURI X-Edition HD Activation Key Crack



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### About This Game

In Acceleration of SUGURI X-Edition HD (aka AoSXE HD), the "little war" continues at a breakneck pace. AoSXE HD is an enhanced version of the eagerly awaited sequel to SUGURI, and it features completely redone, optional HD graphics by the incredibly talented independent artist, Keiko Sakurai. The frenetic, rapid-fire combat action that fans have come to love in the first game is all here but with a focus on one-on-one shoot-'em-up/fighter hybrid action. Whether you choose to play as SUGURI, Hime, Nanako, or any of the other multiple fighters, you're dealing with weapons of mass destruction! Inflict massive damage and dash to safety. Victory can be yours!

#### Acceleration of SUGURI X-Edition HD Features:

- Hybrid shoot-'em-up/fighting game
- Three story modes with multiple unlockable characters
- Pummel your friends with local and over-IP online support
- Optional, beautifully redrawn HD graphics
- Steam Cards



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Title: Acceleration of SUGURI X-Edition HD

Genre: Action, Indie

Developer:

Orange\_Juice

Publisher:

Rockin Android, Rockin' Android

Release Date: 1 Jul, 2014

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**Minimum:**

**OS:** Windows® XP, Vista, or Windows 7

**Processor:** Intel® 1 GHz Processor or comparable

**Memory:** 256 MB RAM

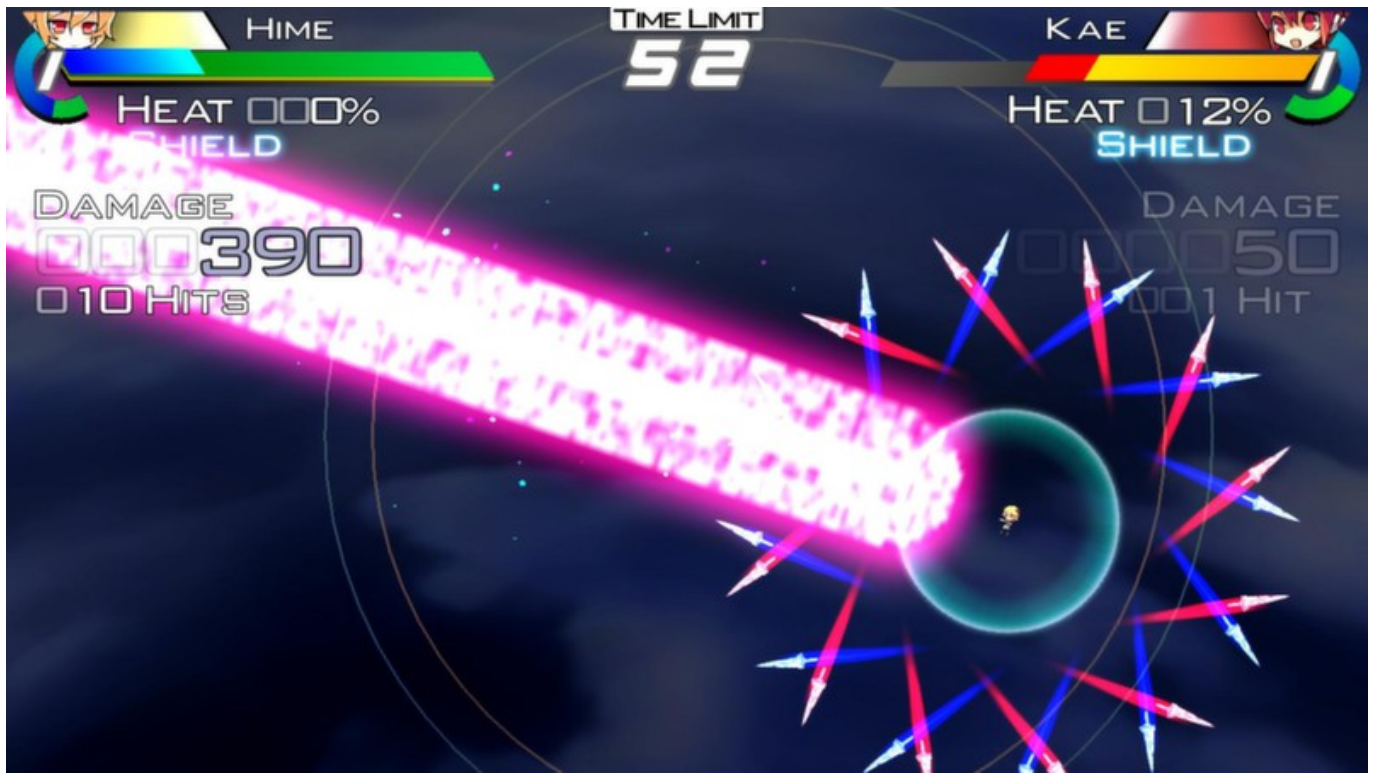
**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** DirectSound-compatible Sound Card

English







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Once you play AoS2 you won't want to go back to this version. The mechanics are just so much better in the sequel, like having limits on your ammunition so you can't spam the same attacks.

AoSX was fun for a while, but the online multiplayer no longer works, and Rocking Android died and quit supporting the game. I should have known better than to buy the game so late, but I wanted a copy in case I ever wanted to try the new sprites, or to play the campaign again in English. Sadly with multiplayer broken and the fanbase moving towards the newer OJ games, I recommend against buying this version of the game now.. An interesting mix of shoot 'em up/bullet hell and fighting game mechanics,raccomanded to fans of both genres interested in playing something fresh and unique.. If you're a fan of both shoot 'em ups and fighting games, this game gives an interesting mix of the two with a quirky feel that reminds me of Touhou. Also, the music is great.. Carrying some of the principles and mechanics of the game Suguri (i.e dashing principles and heat gauge), Acceleration of Suguri X-Edition HD takes into to a world of arcade fighting style where you can not only just play your favorite silver head female Suguri but you can now play an extra cast of eleven more characters each with their own attacks, method of attacks, hypers, and devastating combos. Not only are you are presented with new characters, you are presented with now reworked background stages, outstanding bgm, and vigorous fighting styles which now you can take to friends since you can versus each other online.

Alright, so more on to the aspects of the game itself: The game, unlike Suguri, doesn't have that vast arsenal of weapons. Those weapons are now replaced by combos and abilities so don't expect to be unlocking weapons.... Not gonna happen. Another thing to mention is that the game only presents you with two storylines of which you have to play a certain character and battle you way to the end. In addition, this game may get repetitive since it only offers you only arcade style of playing these storylines against the same characters.

What are the in-game differences?

-There is actually only character that can actually recieve the title as a boss.

-Sicne there are no bosses, the difficulty settings are now reduced to just easy, normal, and hard. There is no special. T^T

-You actually have this option of where you can activate a shield when not using a hyper. This shield requires to 1 hyper gauge. (Pretty nice when it comes to outrageous situations)

-Each character has more than 1 hyper that can be accomplished by combos associated with the hyper button. You can even execute the character's ultimate hyper by having 3 hyper guages and slamming the hyper button+dash button+attack button.

-Like I mentioned before, it can get repetitive, howeverm if you like arcade style gaming and like the amazing combos you can do with these characters then it probably won't get that repetitive.

-Some of these characters contain abilites of which you can spam.

Do I recommend this game? Of course, I do. Now this is just coming from a huge Suguri fan. :v I recommend playing it to see if you like it, or just watch gameplays of it to see if meets your standards.

P.S.

Still has that achievement glitch....

If you have any questions about this game that I haven't discussed or left out, please tell me in the comments of this review and maybe I can asnwer them for you.. a **Fast and Addicting 1 VS 1 fighting bullet hell game with amazing soundtrack by DJ Deku i can't ask for more**

**if you like Suguri,Sora,or you know this character from 100% Orange Juice,grab it**

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but this game have some bugs....

1. May have compatibility problems running on newer Windows systems (use compatibility mode or try playing it on windowed screen)
2. Keyboard controls cannot be remapped, i'm using gamepad to play this game
3. Some visual glitch on character selection screen (Suguri Everywhere). Had to kill all my friends in order to protect my pudding. Also apparently beat up God in the name of pudding. 10V10. A mix of a fighting game with a shoot'em up with a nice electronic soundtrack.

Two characters fight in a circular arena while throwing and dodging lasers, missiles and melee attacks. Very fast paced and movement based, with a variety of characters that encourage different playstyles. The game mechanics are somewhat simple but the gameplay can become very deep, in both tactics and execution.

The main downside is that this is a fighting game with a very small community, so after playing through the arcade mode and beating the AIs, you may have a hard time finding a human opponent to fight.

Still, a unique and very fun experience, worth giving a try!



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A game with bullet hell and fighting aspects mixed together. The gameplay is smooth and the graphics are nicely made. Only big issue is that online matches isn't exactly active since playerbase seems to be quite small. Unfortunately, battling against CPUs all the time can't keep me interested forever. Other than that problem, it's a fun game.. My favorite fighting game in the my Steam library ever! I spent so many hours playing this, since it is a game that redefines the genre of fighting games in a way that has never been seen before! An improved remake of the sequel to Suguri game series, but this time, unlike its predecessor the focus is upon arena fighting boss battles rather than STG segments! The intense battles with tight game-play offer a high replay value. Just little time is required to get to know how this shooter-brawler hybrid game works, and just like in Nintendo's Super Smash Bros. the player will want to dig deeper to check out each character's moves, test unique combat abilities against many other adversaries, and grab a pal to kick over and over again!. I honestly like the game. AoS2 plays better, but that one doesn't have an English release. Honestly AoS is a pretty fun game marred mainly by the rocky initial steam release and terrible response from the company. RA at least got the horrible initial bugs fixed quickly, but I'm wondering why it's so problematic when the desura release was so smooth. 1 thing they did do however, is fix up the netcode. It runs alot smoother now and has less visible lag. Also you don't have to go through the godawful direct connect system anymore and can just run off steam lobbies. Which have issues granted, but it's still less trouble than the old method. Multiplayer is still fun as hell though.. fun, a tutorial would be nice though. This game is fun, I really liked the graphics. Melon.. Extremely addicting and fun game which takes some time to get used to.

Pros:

- Nice soundtrack
- Looks pretty
- You can play as QP
- Has a practise mode to get used to each character

Cons:

- VERY confusing at first
- Keyboard controls don't always seem to register (might be my own stupidity)
- Steam overlay does not seem to work ingame

Overall I think this is a great game which is worth every cent. I just wish online multiplayer worked for this game. I really do love it's gameplay.

Just gotta wait patiently till Acceleration of Suguri 2 comes out.

The dialog is great too. NoName is the best.. I just killed all my friends over pudding. 10V10. If bad people steal your pudding, how far would you go to get it back?

- Online multiplayer+
- Suguri with a sword+

- AI is clinically \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665-
- No Mariepoppo-
- Bug fixes needed- (I'm unable to unlock two achievements despite having met their requirements)

Sigh, the things I go through for pudding .. 7V10. yup, AoS2 is coming..

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