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About This Game

Know a bargain when you see one?

Sift the gems from the garbage - and you could make it big!

Play as an upcoming bargain hunter looking to make your fortune turning "trash" into cash!

Beginning with just a few bucks, aim to become fabulously wealthy... or go bust trying!

- Starting off in your shabby house with a rusty old car in the garage, you'll visit lawn sales, thrift stores, flea markets and antiques dealers as you try to hunt down that bargain that could make it BIG! You can even visit the beach for some metal detecting!
- From teapots to teddy bears and vases to violins, there's a huge array of items to choose from!
- Want to try your hand at haggling? See if you can strike a deal with each of the sellers you meet! Every character features immersive voice acting to help you feel like you're really there!
- Inspect items to discover any damage or special features they might be hiding... but don't get too eager, or you might tick off

the vendor and blow the whole deal!

- When you're ready to see just how much your finds are worth, head down to the salerooms for nailbiting auction action! You'll hear and see the auctioneer selling off your loot to the highest bidder, hopefully bringing you in a tidy profit... but watch out, it could also be a crashing loss!
 - Don't expect the auction house to go easy on you, though! If you bring in junk, the valuer will toss it back at you!
 - Mess up too many times, and you'll soon be swamped with bills piling high... bankruptcy lurks just around the corner!
 - But get it right and you'll be raking in the profits, improving your home, upgrading your car and buying ever more expensive rarities before you know it!

Can you trade your way to the top?

Fortune - or failure - awaits in the wheeling-and-dealing world of Bargain Hunter!

Title: Bargain Hunter
Genre: Casual, Indie, Simulation
Developer:
Silver Cow Studio
Publisher:
Silver Cow Studio
Release Date: 15 Nov, 2018

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English



Mines: 0/1
Explosives: 1

Mines destroyed: 0%

Level time: 0:13
Level 4





It is possible to achieve a very high kills/second in this game.. Do not buy. This game is Hot Garbabge.. Excellent game. My favourite PuzzleVAdventure game in VR to date. Highly polished and works great in WMR.. I had an absolutely BLAST playing this! I remember seeing it on greenlight ages ago, and then it just kinda faded but I'm super happy I stumbled onto it again today and finally got to play it. Definitely recommending it to anyone with a flavor towards these kind of boss-rush styled games <3. Just boring and incomprehensible. Why does my ship fly so slow, no matter how hard I increase the throttle? How did something I can't even see kill me? Why is there only 1 type of enemy?

You can play your own music during it, which is why I bought it, but the game just sux. Want my money back.

Excellent story telling and narrative using VR.. Gosh, what a bad game...

If anybody needs proof that a match-3 puzzle game isn't the kind of thing where you can afford to be a lazy programmer, then here it is.

PROS:

- None. Quite rare for me, as I'm easy to please when it comes to gaming.

CONS:

- The gameplay is a mix between 'Clickomania' (a very old match-3 game, and certainly not the most exciting kind) and 'modern' match-3's with powerups and other silly things. But Clickomania's main interest was based on whether you could remove all of the tiles from a board without any lockups. You know, an actual puzzle... There's no such thing here, and lockups most likely happen at the beginning of a stage when very few blocks are available to click on. Then the level just reshuffles, very slowly. And it's not even our fault...
- Sometimes when a level ends, nothing happens. You actually have to click the Menu button, then Resume, for the game to find its way again. And if it shows you an achievement, then you have to do it twice.
- Story is ridiculous. It's only told through a simple block of text at the beginning of each season (series of levels). I didn't get any story panel for Autumn, which is either a solid bug, or even more laziness on their side.
- The first season is mostly dedicated to tutorials, but you get rainbow blocks in a few levels before they're properly introduced.
- Clicks don't always register. A mortal sin for a match-3. In fact, there is no feeling of pleasure when you click stuff.
- The music is bland and generic, the graphics are passable in general but blocks themselves vary from okay to very ugly. And since you'll be spending most of your time watching them, hmm...
- Power-ups are incorrectly explained. Seriously, did the game bug and forget to tell me something?
- Some levels are hard and annoying (requiring you to wait for animations to complete so you can actually reach a single tile), and are followed by a very easy level. Where's the difficulty curve?
- Levels require you to click a certain amount of blocks of every color, but they also ask you to finish something that wasn't explained everywhere and that was expressed in percentage values... Okay... Except you have to get that value to zero, rather than 100. At that point, the game designer may very well be a misunderstood genius.
- When you complete a level, the game says it was level '2-1' (first episode, season 2) when the bottom of the screen gives you a sequential number (16). Quality check, anyone?!
- Level time limits are so short (even in relaxed mode, where running out of time doesn't end the level), that you can't help but think that they expect you to click mindlessly everywhere.
- Animations are so slow that you not only click mindlessly, you click *randomly* because you don't know in advance how many blocks will be removed by clicking them.

I just couldn't get myself to complete the quest mode. In fact, I'd be ashamed to finish it, because it would mean I got some pleasure out of it. Definitely not worth the \$0.8 I paid for it.. Kalypso isn't exactly a top drawer dev but at times they can put out some interesting work. With Rise of Venice we get a beautiful looking game with some nice features. Its fun right up until you understand that the game plays itself, it really doesn't need you.

Once you automate 2 separate convoys you will be rolling in money and the difficulty of the game is gone. To be blunt it feels like this game was shipped about 6 months too soon in its development cycle. Some of the features weren't really that well thought out.

It still plays and is a fun time, just know you aren't going to stick around long and will forget it quickly.. My Grandfather smoked his whole life. I was about 10 years old when my mother said to him, 'If you ever want to see your grandchildren graduate, you have to stop immediately.'. Tears welled up in his eyes when he realized what exactly was at stake. He gave it up immediately. Three years later he died of lung cancer. It was really sad and destroyed me. My mother said to me- 'Don't ever smoke. Please don't put your family through what your Grandfather put us through.' I agreed. At 28, I have never touched a cigarette. I must say, I feel a very slight sense of regret for never having done it, because this game gave me cancer anyway.. Not perfect yet but developers work hard on it and already did very good job. Any Freelancer fan should have this game.

Thank you Burak Dabak. This is early access, and though at the moment there are not very many levels, the dev is responsive to feedback and is working hard, so I've changed my review. More content is in the process of being added.

Friendly dev appears to be working on fleshing out a lot more levels. I'm looking forward to more levels because the gameplay

itself is enjoyable.. Really should have multiplayer also there are some glitches with the time trials, would only recommend if free

Update 1.10: New items, secret goal, rank system, balance tweaks and more!:

Hi everyone,

We just updated Bargain Hunter to version 1.10!

Here's what's new and changed in this update:

- + Added more than 100 new tradeable items in a wide variety of categories.
- + There's a new secret goal to find. (Watch out, it's a tough one!)
- + Buying upgrades for your house now also grants buffs to your haggling and inspecting skills.
- + Added a rank system as a reward for completing the game.
- + Made some balance tweaks to bills, vendor prices and auction prices for a more fun and fair gameplay experience.
- + Added a fancy fire to the fireplace in your house when it's night time.
- + Bidders in the auction room will now bid a lot more strategically. Some might even leave it to the very last minute!
- + Added the ability to sell any cars you have purchased from the "Your Assets" screen.
- + When haggling with sellers, you can now calm them down a little by buying something from them. (You might be able to land a bargain or two with some clever tactical purchasing!)

Bugfixes:

- When you inspect items, you'll no longer re-discover attributes that were previously discovered through inspecting.
- You can now offer items for auction in the Special Sale (previously this was not possible due to a bug).
- Fixed an issue where sometimes auction days would be skipped or triggered on the wrong day.
- Fixed a rare issue where entering a shop would cause an error.
- Fixed an issue where items found on the beach could incorrectly appear in an auction catalogue.
- Resolved a bug where items in the Thrift Store, Flea Market, Antiques Fair and Garage Sale were being displayed in the wrong order.
- Fixed an issue where auction catalogues could show blank damage or mark descriptions, e.g. "there is a to the ".
- Many minor updates, improvements and cleanups to the GUI.
- Several other minor tweaks and fixes (too many to list).

We hope you enjoy the 1.10 Update! Thanks, and happy hunting!

- Silver Cow Studio. **Update: Erase Save Data:**

Hi everyone,

We just posted a small update to Bargain Hunter:

- + It's now possible to erase your current progress from the Options menu on the title screen.

We hope you continue to enjoy playing!

- Silver Cow Studio. **Update 1.05: Beach tutorial, bugfixes, balance tweaks:**

Hi everyone,

We just posted a small update to Bargain Hunter:

- + Added a voiced tutorial to the Beach, presented by the Receptionist!
- + Added more detail to the overview for each sale in the Auction Reception.
- + During Valuation, the lot results stamp will now show "Fake" if the current item is a forgery.
- Fixed an issue in the Auction Room catalogue where mark or condition report descriptions could overflow.
- Fixed an issue where the music volume slider would not affect the volume of the music.
- Made some slight balance tweaks to bills, shops and auction prices for a more fun gameplay experience.

- Various other minor cosmetic improvements.

We hope you continue to enjoy playing!

- Silver Cow Studio. **Update: Bugfix and balance tweaks:**

Hi everyone,

We just posted a small bugfix and balance update to Bargain Hunter:

- Fixed an issue where the stock inventories of some shops could get mixed up with those of other shops.
- Made some slight balance tweaks for a more fun gameplay experience.

We hope you continue to enjoy playing!

- Silver Cow Studio

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