
The Love Boat - Second Chances Download 12 Mb



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About This Game

GameHouse presents The Love Boat – Second Chances, a brand-new time management adventure filled with romance, fun and, well... quite a bit of chaos.

It's up to you to juggle the duties of a cruise director and tend to the passengers. But be sure to find time to enjoy the beautiful beaches of sunny Acapulco as well as the luxuries on board the ship as you sail from Los Angeles to Mexico on the cruise of a lifetime. Oh, and don't forget the souvenirs! 📷📷

- ⚓ Based on the **hit TV show** from the 80s!
- ⚓ **Level your crew** to upgrade them, letting them help you more
- ⚓ **Play as different characters** - each character has his or her own special talent!
- ⚓ **Designed for mobile**, so items are easier to see and select
- ⚓ **Sail through 60 levels**, each offering an additional 2 challenges!
- ⚓ **Replay levels** using different characters for extra challenges
- ⚓ **Help move the story along** with funny, interactive cut scenes
- ⚓ **Master 12 cruise-themed mini games** and ace every level
- ⚓ Laugh along with **4 fun story lines**, one starring Sally and François!

This cruise will be like no other! Set sail on the Pacific to exotic locations and go on excursions in the destination ports. Help the crew as they face a myriad of pitfalls in this sitcom game.

Julie is great at helping passengers with their “affairs of the heart”, but how will she deal with her own?... Bert wants to throw a birthday party for his wife – but she has other thoughts! Doc is looking for romance, but has he found it in Helen? She's not who she seems... The comedy continues with Sally and François, who round out the passenger list. However, the word is out that

they're a jinx! Will they cause waves of destruction wherever they go, or is the crew only imagining things?

Title: The Love Boat - Second Chances

Genre: Casual

Developer:

BOOMZAP

Publisher:

GameHouse

Franchise:

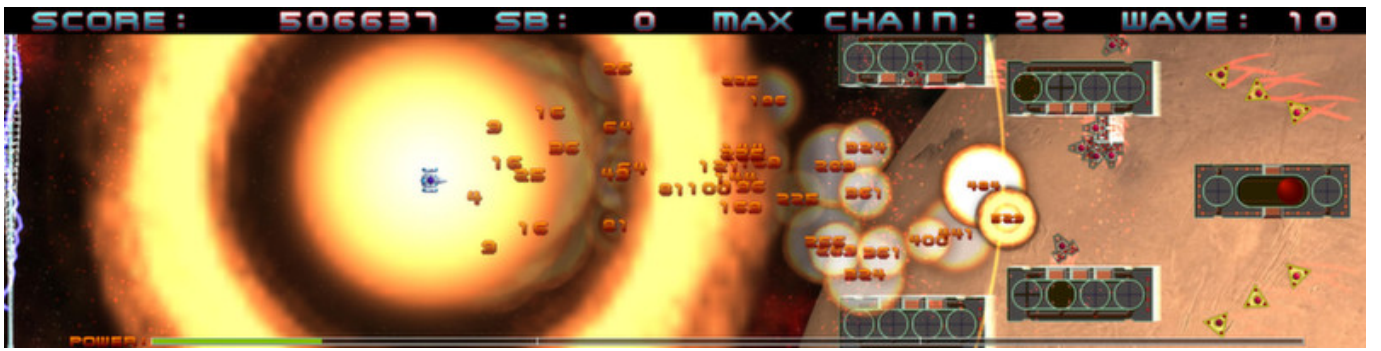
The Love Boat

Release Date: 8 Mar, 2019

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English,French,Italian,German,Dutch,Japanese,Korean,Polish,Russian,Simplified Chinese,Swedish,Thai,Traditional Chinese







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This game captures the 8-bit style really well. A basic game even to 8-bit standards but quite enjoyable nonetheless. It's a run and gun side scroller without enemy pop-in.

Pros: Authentic 8-bit vibe, smooth gameplay, satisfying weapons, nice game flow and diverse levels.

Cons: 5 enemies being recycled for the entire game, short (~60 min), not challenging (including boss fights).

Pick this up if you are looking for some basic 8-bit nostalgia but look elsewhere if you want challenging gameplay.. good game but while i had protection on 12 hours no attacks i was attacked wasted 60 metiors for that not happy. Played the first 'chapter' of the game, and really liked it for what you get for the price. It's nice to fly around as a bird, which has some nice actions to perform.

There is some stuff that could be improved to make the game better, which I will place in the discussion forum. But I certainly felt entertained while playing Copoka.. You can't help but wish that the "people" making our world so messed up, are at the receiving end of your weapons.

Watching the horror on the daily news, this game is a true "virtual revenge" therapy.

Let me be clear, what we have here is pleasantly simple platform, user friendly to the extreme.

No fancy technical stuff right of the box, and it sure does not pretend to be anything else.

It is though, quite a big satisfaction to pull that trigger on those @\$% SOB's.

This game has a revised menu, that finally permits the removal of annoying music.

The immersion factor is much better without it.

It is a testament that Mr. Sergei Lobanov and his team, are open to suggestions.

They proceed to apply them, in a very reasonable delay.

A.

Virtual Pilot on MSFS, MSCS, and other great platforms, for many years.. I wanted to like this game, truly. But after completing it I have to mark it as a not recommended. Here is why. Hopefully the developer can use this information to fix the game in the future, or maybe for their next game.

I'm going to use the GIMLET system the RPGAddict uses on his website to rate this game. Here we go:

1: Game World: The game takes place in a world where there are vampires. That is about all I could gather via the game. There is some back story somewhere buired in a document, but in game you learn nothing. 1V10

2: Character Development: Characters level at about the same pace as a standard RPGMaker game. Nothing new here, for good or bad. 5V10

3: NPC Interaction: Minimal, and what little there is makes no sense when it happens. Also there are bugs where it will show people talking to the NPC that are not in the party (which shows up in flashback scenes if you go off the beaten path). 3V10

4: Encounters and Foes: Starts off ok, but the developer seems to LOVE the paralyze status aliment. Expect to get paralyzed early and often. Also, paralyze never wears off, so until you can afford cures, paralyze is a death sentance. There is one early enemy that if it gets lucky enough to paralyze the wrong person (which happnes 1V3 of the time) its a game over, as you will be unable to kill it before it uses an attack that ko's the entire party. Endgame enemies also spam paralyze, silence, confusion, etc.

Come prepared to want to punch something on your desk when you get to that point in the game.

Bosses come down to luck, as a couple of them have attacks that can paralyze the entire party. If it hits all 3 of your members, it's a game over, as it will *never* wear off. And don't get me started on stun and how that has no cure either, as even the item that supposedly cures ALL status ailments but KO doesn't cure stun.

In summary, expect major balance issues, and random battles that are tougher than bosses, and bosses that come down to luck on whether or not you beat them. 0V10

5. Magic and combat: The 'innovative' combat system was spam attack until everything is dead, though that does change when you get the overpowered skills. One will try to paralyze all enemies (which makes random battles a joke then). Another skill adds doom and paralyzes the enemy, and never misses (except on bosses). Cast that 3 times, battle over. 2V10

6. Equipment: Despite 5 accessory slots, I never found a single accessory in the game. Armor is a joke due to how little it blocks, as you gain DEF at such a slow rate that having the best armor give +50% DEF means nothing. Also, why is there nothing to boost the MAT of the spell casters? They don't care about the ATK stat. As it is, I was better off attacking with them as they did less damage with their spells by the end of the game. 1V10

7. Economy: Broken as can be. Early game you can't afford KO revival items, but if you get past that and to the second and third zones, you can easily afford the best weapons in the game (which, sadly, the best weapon costs the same as 8 KO revival items)! After that, battle is just spam attack until they are all dead. 1V10

8. Quests: A couple side quests are hinted at (monster arena, trials), but that's about it. The main quest is as random as a squirrel on energy drinks and has no logical flow to it. 1V10

9: Graphics, sound and interface. The one strong spot of this game. The graphics are nice, and the sound is nice too. The interface is a little odd, especially in crafting, as I often accidentally started to craft as I had no idea I had selected an item yet! Also, when you go to equip an item, the stat changes do not properly show, so expect a little guessing there. 7V10

10: Gameplay. Plays ok. If you can handle the old school Wizardry and D and D games you can find some fun in this. Myself, I kept going as I wanted to see if this went anywhere at all. And while some people rip the opening of the game, many old games of the 80's and 90's start off much worse than "I wanna go on an adventure!".

On another note, the dream sequences need to go. They add *nothing* to the game. If they were meant to add something, it needs to be explained somewhere in the game, as I saw zero point to them. 5V10

Total: 24V100. It has decent graphics, tries to introduce you to a new game world, but needs more direction and better balancing before I can recommend it. Add in more on *why* you are doing what you are doing. Better balance the enemies. You don't need to spam every status ailment under the sun to make a battle tough. You don't need 147500 HP to make a boss tough. Also, add a tutorial please. I went about 2 hours before I knew what focus did as it has no explanation.. The Steam release was a bit shabby, considering it only counts the time you've spent in the launcher. In H1z1 you have a 3rd party there (Daybreak Games) and you can without a problem launch the game through the launcher and it'll count the time spent in-game correctly. Why isn't this so on 9Dragons?. Cheap thrills

Suka ♥♥♥♥♥!!! XD. This is such a beautiful game!

I picked it up on sale, which was probably just as well as it is about 4 hours of gameplay. However, the story was interesting and kept me guessing, the art and music was beautiful, and the hidden object scenes were lovely to look at. The mini games were not challenging, but I did skip a couple out of tired frustration. I am really glad I bought Dark Strokes: Legend of the Snow Kingdom and appreciated the bonus content!. One of my favorite games. I'm slightly addicted and keep trying just one more round cause I'm sure I can get deeper into the dungeon..... Don't buy this! I couldn't see the words on the screen.. Cool effect.. I am unable to recommend this game. I purchased it, played a few hours and then refunded. It is extremely laggy, the click functionality is extremely slow and you often have to click again and again. The entire new design of the game just didnt work for me and I love all the Game House stories. Such a pity because I was so excited to play.. This is my favorite of this series, at least in regards to the story, because the first two games have very frustrating endings that are necessary to bring you to this ultimate showdown. So I love the finality of this one. It was very satisfying. The location is the Himalayas, which I didn't enjoy as much as the gorgeous redwood forest in the second game, but it was still lovely artwork and a pretty cool setting all told. This one is nowhere near as scary/creepy as the first two in the series, but that's because it's the endgame of the storyline and the evil of the villain is well established. At this point it's basically a race to stop him, so that gives the whole thing an exciting urgency.

All in all I'm glad I played this whole series, even if I was quite frustrated with my main character at times (but that was more so in the first two games, so I'm not dwelling on that in this review).

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