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## About This Content

No rest for the moe! But they can dress to rest with this Nightwear Pack.

Includes the following:

- Neptune Nightwear Set
- Noire Nightwear Set
- Blanc Nightwear Set
- Vert Nightwear Set
- Nepgear Nightwear Set
- Uni Nightwear Set
- Rom Nightwear Set
- Ram Nightwear Set



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Title: Megadimension Neptunia VII Nightwear Pack

Genre: RPG, Strategy

Developer:

Idea Factory, Compile Heart

Publisher:

Idea Factory International

Release Date: 5 Jul, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel i5 2.3 GHz or comparable

**Memory:** 8 GB RAM

**Graphics:** NVIDIA GeForce GTX 650 or comparable

**DirectX:** Version 11

**Storage:** 17 GB available space

**Sound Card:** Windows compatible sound card

**Additional Notes:** Shader v5 or newer

English,Japanese









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I love this kind of mahjong game and have bought several for various devices over the years. But as it stands with the control scheme, I can't recommend this game. The word "relaxing" is in the title, but the control scheme makes you point with your nose and click with your finger. Moving your head all over is anything but relaxing. What's also strange is as you rotate your head, the entire board rotates as well. Couple that with a very strange parallax effect on the world if you happen to move side by side.

Please add some kind of real touch controller support. That'd go a long way for making this fun and actually relaxing. You could actually sit back in a chair and play the game. As it is, it's a head bobbing game.. Good classic rpg that is a must play. Unless you really loved the free version or have never played this, wouldn't really recommend, very little has been changed or added. Actually the greatest, most visually appealing mix of snake and tron I've yet to see, all this game needs is multiplayer support and a mode where you can't touch the walls in arcade and it's a masterpiece!. Only buy this if you intend to play it as a party game with four people at least, and people have been drinking heavily and most of them don't usually play games. This could be a fun little diversion for up to even as long as half an hour if you really drag it out, but I'm not sure it's worth the money even for that much entertainment.

There's nothing here for the single player - it's just too brutally short and simple. You can probably finish it inside of five minutes, and it does not take very long at all for the options to start repeating on your multiple playthroughs. There's a bit to like about it, if only there were more of it, but simply adding more weeks however, would probably expose the lack of depth.

For a very similar type of gameplay with a bit more depth and much more duration, try 'Monster Loves You!'. Young females kissing each other.. wrong!

\* \* \*

By the way: When you're nominating this game for 'The "Gayest User reviews" Award' don't use "The" and "Award".. By now, its cute. Altho the "8 chapters" may be misleading at the start. Since every chapter is pretty short by itself, usually just one mission.

Now, the actual reviewing starts. I havent played into it too much, I am just 3 chapters in, but that was already enough to see some core gameplay.

lets start up with the battle system - The card based system may seem a bit complicated at the start, but in the end - its not. Cards have 5 Levels - 1,2,3,4 and S - and 5 actions - Attack, Special, Block, Dodge and Magic. you draw a hand of 8 and pick 3 of them. higher card does its action and when its a standoff there is a rock paper scissors system to determin who gets a hit in. Strategy comes in when you take enemy Prediction into account, meaning the color of their cards. but theres a guy right at the start explaining you all that. And even tho it seems ovrwhelming at the beginning, it flows from your hand after 2 or 3 fights.

now to the art style - the FaceArt is pretty well made, the Intro and Chapter End Pictures all have a nice feel and good handdrawn style to them. the world is pretty colorful, altho sometimes a little overwhelming (more later). The character models themselves seem to be pretty SD style, means they are more head than anything else.

Music - from what I could experience, the usic is good. Battle music gets one pumped and the town has that nice quiet peaceful feeling.

but I cand give all good things. some negative stuff that sprung to me.

first of all, You are playing a thief whose dayjob is to be a Private Investigator... best part - he goes thieving without any different outfit. He is out there in the same gear he can be seen through the day. then in the 3rd chapter someone actually comes into your office, having a job fr your thief Alter Ego... I will take it that the Guards are really stupid, this is a THief training Town or Suspension of disbelief.

then, the city is horribly cluttered. At least the starting one. Some paths cant be seen until you run into them, same with pickups.

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a lot of buildings you can only identify by waltzing right in.

all in all, I like it. Its to be recommended.

PS: if the dev reads this - could it be that this is a sidestory-ish of tears for Tiara ? since I get a vibe from some names (namely the namegiving "Goddess Tear" as well as an Item that summons Tiara in Battle.. I've played it a little... I'm not addicted though. I could quit any time I wanted...

But I don't want to.

I must not.

One more battle.

OKAY PLEASE SEND HELP I CANNOT STOP PLAYING IT'S BEEN 119 DAYS ALREADY.. I've never seen Drag Race, so I was a little unsure if I'd get this game, but I have to say, I just loved it. It's funny and feelgood, with just the right amount of drama. The writing has great flow, and sucks you right in. The choices matter, and arent too vague in what stats you base them off. I've liked many games, but this is the first one that made me feel like I had to write a review for it. Two snaps for this game.. *(I Fell in Love with) The Majesty of Colors is one of those games that nearly everyone of a certain age has played. It was one of the first flash games I ever played, and it had a profound effect on how I view myself and the world. I'm so happy that this piece of internet history has been preserved so well.*

5\5; *I fell in love all over again.. No.. Just no*



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The greatest puzzle game ever created.

Challenging puzzles, great music, and even a story. You don't see many match 3 games with stories.

I don't know why they gave me a free copy of Jewel Quest Mysteries though. That one's a bad game.. Because you know... for the Emperor!. It's like the classic Snake game, but with better graphics and a bit more interesting.. "The world is a vampire, sent to drain

Secret destroyers, hold you up to the flames

And what do I get, for my pain?

Betrayed desires, and a piece of the game". It's like the movie "Snakes on a Plane". There's no real story or plot here, just delivers what it promises. Zombies in a parking garage. 10\10 for truth in advertising. It's mindless fun as well.

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