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## About This Game

Winged Sakura: Mindy's Arc is a fast-paced anime-themed Strategy Defense game with RPG mechanics based on telling a story about Mindy Akumori, a weak girl that's currently suffering from amnesia. The story is set in an unknown dimensional world where Mindy is trapped inside a building. The building contains a Sakura Platform that allows her to teleport to various places within the dimensional world, called entrances.

In this era, Sakura (aka Cherry Blossoms), are known as magical flowers that give humans the ability to become a Sakura Contractor, granting them abnormal powers. If the Contractor dies, the Sakura dies. If the Sakura dies, the Contractor dies. Will Mindy remember her past? Will she survive and make it back to her world alive? Help Mindy and become her savior.

## Key Features

- **A Brand New Innovative Defense System:** The characters (Spirits) you summon onto the field are stationary and only last for a few seconds. You have complete control over each Spirit's target, but they de-summon if an enemy collides

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into them.

- **Strategic Pause:** Plan your moves, queue up actions and take all the time you want. No rush. Enjoy the game at your own pace.
- **Leveling Up System:** A total of 16 Spirits to unlock and level up to 99!
- **Skill System:** A skill tree system with 12 Active and 8 Passive Skills! Change your build and find a build you love!
- **An Expandable Shop System:** After successfully completing a level, the shop has a chance to permanently unlock an item! Expand the shop until you've unlocked every single item in the game!
- **Crafting and Enchanting System:** Enchant your gears up to a maximum level of 99! Find Crafting Recipes and Craft items for all your Spirits!
- **Survival Mode (End game content):** After beating the game, you can test your skills on our endless Survival Mode! A total of 4 Spirits can be unlocked in this mode. Are you good enough to take on the challenge ahead and unlock all 16 Spirits?
- **Steam Leaderboards!:** Compete against others in ranking and make your friends jealous of how skilled you are. Do you have what it takes to get your name onto our Insane Mode Leaderboards? (Internet Connection is required for full functionality of Steam Leaderboards. Steam Leaderboards can be disabled via in-game options.)

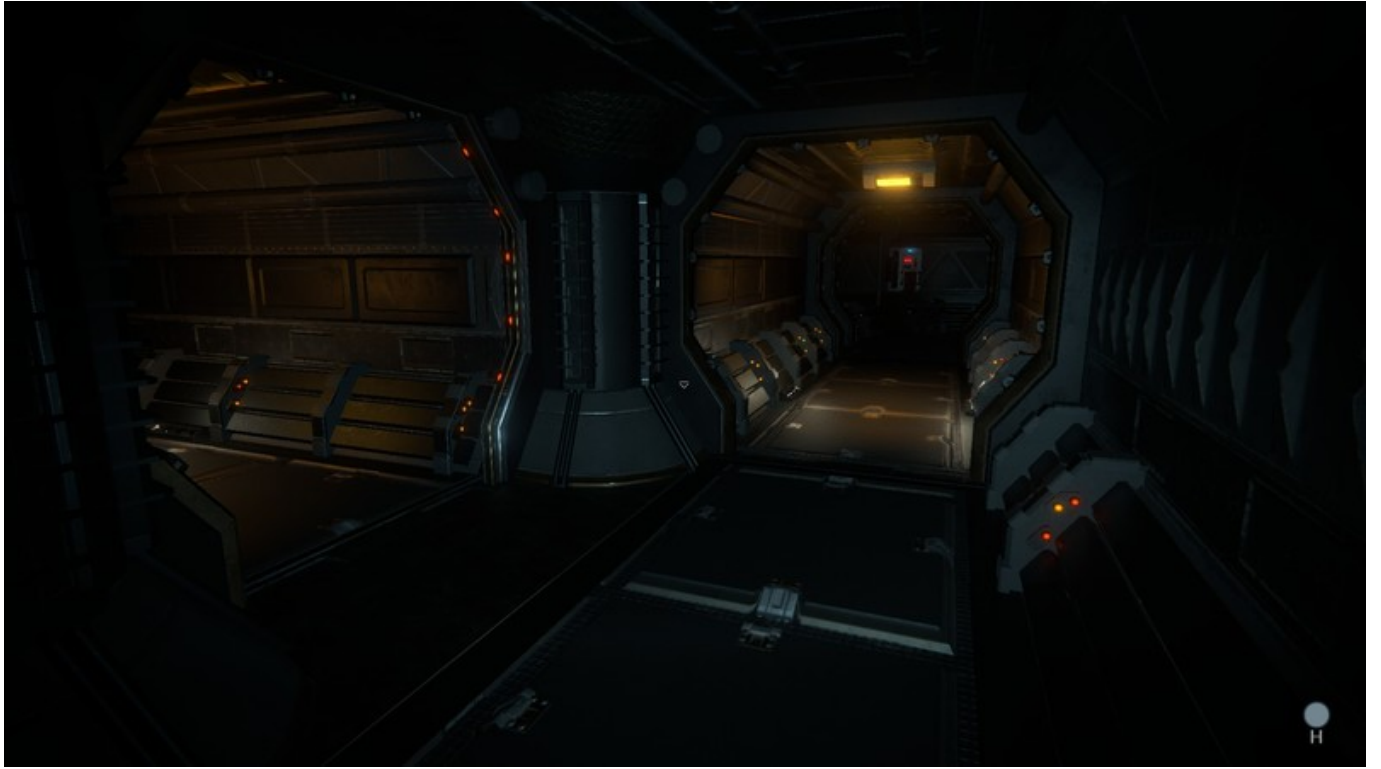
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Title: Winged Sakura: Mindy's Arc  
Genre: Indie, RPG, Strategy  
Developer:  
WINGED SAKURA GAMES  
Publisher:  
WINGED SAKURA GAMES  
Release Date: 7 Nov, 2014

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English







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This game seems like it has a lot of potential. The problem is the framerate unfortunately. the 4 FPS game over screen has been my best friend recently because i have seen it soo much im already used to it lel.. was hoping for oh so much more.. 5V10 "For fans only"

Los MiniDrivers boasted itself as the craziest arcade racing game, but admittedly, I have seen more crazy games back in Playstation 2 with in fact more traditional grandprix elements than this game. Despite that, the game has several features, charms, and cutenesses that keep the fans of Adaco, the mastermind behind the original flash web video series, to enjoy themselves.

MiniDrivers is, at a glance, a top-down, auto pilot racing game with superdeformed racing cars very similar to Table Top Racing and Mini Motors Racing. but the game is actually more adjustable than it appears. The options are rather simple yet effective. You can choose a different camera, steering sensitivity, and whether or not you control the pedels to fit your driving style. The control is simple and very easy, to the point it can be a hit or miss. Your car tends to have very responsive steering, so there's no real need to brake other than tricky tracks like Monaco and Japan where you'll spin like mad when overthrottling into uphill and downhill curves. especially when your car has become faster. Still, it's a decent control, and with over 20 track in over 500 events each with its own racing conditions, lap numbers, regulations, and surprisingly increasing difficulty, you can jump right into F1 with no experience, and drive for fun and challenge.

The races themselves are also "okay" in that it stimulates the F1 feel enough to enjoy. The game is on a fair balance between realism and fantasy, and the powerups are better balanced and easier to understand than F1 Race Stars, but comparing MiniDrivers to that, the game can be very lackluster. First of all, the graphic is very, very bad. The lack of fantasy and bright color makes this game not very eye-catching and in fact makes the game harder to play in the depressingly dark and rainy races. The pace of the game can also be hurting, since you start very sluggish, and build you way up slowly due to how expensive the cars and upgrades are despite you having multiple ways to gain coins. The tracks can also become boring and repetitive after a while. which doesn't help in that there's variety in music at all except the flash series's main theme jingle, which is downright disappointing for this type of racing game. In most arcade racing games, each track tends to have its unique personality, in MiniDrivers, every track feels almost the same.

On the track, the powerup can be very helpful or annoying. In your hands, you can upgrades several weapons like boomerang, oil. Safety Car barrier, turbo boost, and streamroller boost to make it very effective to your races. In the hands of AIs, however, the race can be disasterous as they suddenly use them to annoy you, then crash themselves into you like idiots. Speaking of AI, they can be very frustrating. The opponents tend to run a racing line, yet go mad into corners, resulting them crashing into barriers, each other and, worst of all, into you and ruin your race. On the other hand, there's no rubberband, so AI will be left in the dust when you have an overpowered car, something which can be good or bad depend on your preference.

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Despite the gameplay problems, the selling point of this game is a fanservice, and they nail it correctly with the fanservice. Fans of the flash series will not be disappointed with the adorable sounds that the drivers make, and while there's only one real theme, it's catchy and enjoyable for fans. The delivery of the game is also superb, as it cutely parodies all the inside F1 jokes and drivers' personalities in the ways you feel heartwarming and not offended at all. The selection of F1 cars are also very incredible. Included in the game are larger number of racers from the iOS game, mockoff F1 cars way back from the 50s to the 2000s as well as classic tracks and constantly updated car skins, tracks, and events. The problem, however, is that not everything is nice and dandy. For whatever reason, the game couldn't license the fictional catchy names like "Mini Rosso" or "Minicedes" like they used to do, and the beautiful stickers have been replaced with child's doodles. Buying a car is also rather difficult because the showroom constantly changes the selection and the cars are all very expensive despite that they're really just skin swaps with slightly different performances: a Manor can easily win against a Mercedes when fully upgraded.

"Craziest races" are far from what MiniDrivers convey. The game is disappointingly lacking in graphics and sounds. Other than fanservice, there's not really anything new to add to the likes of tabletop racers, and the game simply isn't cute enough like its competitors. The gameplay, however, is rather decent and flexible, the fanservice and the delivery are very appealing, and it's in fact a rather cheap game. If you're F1 or Los MiniDrivers fan, this game should be enough to entertain you. If you're not either, then consider looking for something else.. I played this game years ago and really enjoyed it i purchased it on steam 2 days ago and finally got to play it only it doesn't work. When trying to click on anything i have to put my mouse way across my screen very disappointed at purchasing this game then not being able to even play it!.. best ive played it has the best graphics that it makes 480p look better than 4k and my toaster can play it. Really wasn't expecting it to be what it was. The idea seems really cool and I love these sorts of games but the fact the game tells you absolutely nothing and I slammed my face into a wiki just to find out how to make a carbon based weapon wasn't doing the game any favours. It would have been easy to overlook as a discovery game until the further I got in, it's all about Putin's shorts. Combining Vodka and the Internet to make a firewall that makes all porn have realistic writing. Oh how funny(!)

This game really does try too hard and passes absolutely nowhere other than the core idea. It seems like a quick rush based off Big Pharma's relative success filled with a bunch of 12 year old "omg im so random xd" humour and it's not cute about it at all.. Great game, with very good music. Has many hours worth of gameplay for the price. Only 1\$! Really. It's a good well-developed game.

I recommend. For any fan of Sci-Fi and space battle games.

The visual style works well for the game and it has a really appealing design, especially the space looks very good.. Any new levels?

. One of the greatest text based game i've ever played in my life. If you don't mind it being only text then i strongly recommend this game. UPDATE:

From Negative to POSITIVE...

Man... I rammmed throught the all problems mentioned below, and played to whole game... holy♥♥♥♥♥♥.. you gotta play this game. The music, the story and everything is so immersive. Now that I'm done I can almost compare it to The Gallery. The story is very interesting, and the ending reminds me of "Space Odissey 2001"

I just finished the game... and man... It was great at the end.

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PREVIOUS REVIEW.

DID NOT WANT TO LEAVE NEGATIVE...

But I had to, I really really wanted to enjoy this game.

The game is great, very immersive, BUT the performance, problems are too much to handle. I have a GTX 1080ti FTW3, and a powerfull PC, I can ONLY do like 60% scale (I supposed to 100%, or 120%, or 140%). EVEN THEN... the performace is almost umberable, I'm still playing it, but I have to stop every hour or so to rest.

Sometimes you can fall through the floor and die, so don't sit on the floor while listening to tapes.



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Basically, it's the worst performing game I have played with the Vive so far. They should have really optimized this port. I'm sad. Just beware.

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Fun for a bit, after a few hours nothing seems imposing anymore however. For the price and scaring your friends, not a bad purchase.. Lots of fun with online Co-op. Looking forward to more!. This is a very underrated CYOA game, the depth of your decisions are rewarding and make sense, the companions are fleshed out well and have a customization option that I've never seen before.

Some things are skill based and are basically impossible if youre playing a specialized class run, and theres a lack of significant description or proper pacing within and between a few arcs, but overall that issue matters less and less on repeat playthroughs when you become more accustomed to the rythm and themes of the writer.

There was clearly a lot of passion in this piece and a noticable attention to retro-fantasy motifs such cloudy monster descriptions and creative, albeit archetypal cultures. To go the whole game without appreciating the size and history of the world is rather difficult, though it does allow enough blank spaces for you to both be surprised at new things and to create your own speculations.

The character interaction in the story is largely optional but highly rewarding due to the narrative focus, with many faces coming in and out of importance and speciality as you push the story forward. The decision to give each companion their own sidequest was an intelligent decision that is enhanced by their hinting at within the first installment, giving each their own gravity and importance. After each is completed, each character makes a distinct shift from traditional dnd class scarecrows to pretty 3-dimensional people, with their own history and hangups and flaws. One such example is a cleric companion whos initial religious tendencies seem surface level and zealous, only to be revealed as a result of coping with a pervasive fear of the unknown after a childhood encounter with a vampire.

Overall, give this game a chance.

Its really cheap,

Its well written,

and you'll start to feel things again.

woohoo. This game is filled with great the idea to trust in your friend >> which may be bad or good depending on who it is. I love the mechanics and the vr/desktop puzzles work hand and hand together. I have not seen any problems in the game so far. I really hope this game gets more reconition because it truly is a great experience.

if you would like to see some gameplay.

<https://www.youtube.com/watch?v=MLSyllW91Pc>. Whatever you may say about this game, I for one consider this a game to swear by... no wait, I meant at. This is a game to swear \*at\*, repeatedly and profusely as your fingers grow numb and your eyes become bloodshot.

This is a game about cutesy momentum-propelled sentient spaceships, where gasoline does not exist and you must rely on cannons and bouncing pads and other assorted devices to keep your spaceship avatar afloat. Though the the graphics are lighthearted, the game itself is a cruel stern mistress, demanding more and more of your fine motor controls and keen reflexes. In later stages, just one degree of rotation or one millisecond of hesistation can mean the difference between glorious victory and ignoble destruction.

Fortunately, this game has an easy mode, so beginners can have checkpoints and unlimited times to retry a stage and hit the goal. On the other hand, this game features normal and hard modes as well, for the player who demands maddening challenges to triumph over. The game's levels are actually short, and the game can be finished within a day, assuming you finish all the stages in one go. But if you enjoy unforgiving games and testing yourself to beat momentum puzzles as fast and as perfectly as you can, then definitely give this game a go!

#### **Update 0.5.6.6 Conveyor:**

- Added a conveyor to the game
- Conveyor moves items between containers or machines
- To move a stack of objects, the conveyor spends 1 unit of energy
- The direction of the conveyor is specified by a wrench
- Changed lighting visualization in the game
- Added number of items in the navigator. **New update - March 01, 2019:**

1) Displaying of non-capturable squares is synchronized on the operational and tactical maps (a more strict capturing mode was chosen - as on the operational map).

2) Removed changing of the vertical angle of the main weapon when firing smoke.

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- 3) Added taking into account of snow cover and boggy grounds for location of soldiers.
  - 4) Changed the algorithm for calculating the operational score for losses.
  - 5) Fixed a bug with loading a wrong bullet type when picking up weapons.
  - 6) Added destructible chassis on the Tiger tank.
  - 7) Added camouflage on the Tiger tank.
  - 8) Added camouflage on the Stug III F/8 SPG.
  - 9) Added camouflage on the Pz III M/N tanks.
  - 10) Added camouflage for the Pz IV G tank.
  - 11) Added camouflage on the Sdkfz 250 and 251 APCs.
  - 12) Added destructible chassis on Sdkfz 251.
  - 13) Added the Pz V Panther tank in 5 versions.
  - 14) Added Nebelwerfer 41 and Nebelwerfer 42 MLRS.
  - 15) Added radio station and parking lights on the Ratel-81 IFV.
  - 16) Added the SS-77 machine gun for soldiers of SA army.. **The Morning After...**

Well, "What a clusterf\*ck of a launch that was" 🤔, my first thought was after sleeping for 12 hours. 🤖

All the things that could have gone wrong, surely did. 🤔

- Crazy new bugs that weren't caught during playtesting 🤔
- Braincells were depleted after this last week's massive effort to make it to launch 🤔🤔
- 31% overall rating after a few hours 🤔

Well, you know what? Who cares? Yesterday is yesterday, it's over and past. Nothing we can do about it anymore. Now is the time to act and show everyone that what was put out yesterday was **not** what we had wanted to put out and that we are committed to blasting all Virtual Reality games out of the water with our visual fidelity, story-telling, and fun-factor. 😁

I just want to remind you all, that we are in Early Access and there will be bugs. I cannot and will not promise you a bug-free experience *ever*. We are fully committed to fixing all game-breaking bugs this weekend as well as making sure that any future bugs introduced have very minimal impact to your gameplay experience. Of course, if I can make it bug/glitch-free prior to any update release, it will happen.

Please jump on the Steam Forums, our Discord chat, or my stream if you have questions or any feedback. **We are listening and we do care.**

Discord. **Game Update 175504 Now Live - 4/28/2016:**

Update 175504 Information:. **Released!:**

Released!

. **Update (1.6.4):**

This is a small update to solve a problem that has been causing players a headache. Sometimes the game created traps close to the portal, which caused the players to die, so this update came to solve this problem.

Now all traps are disabled when the player eliminates all enemies.

Have fun with the game!

Alysson Moraes - Developer. **Daemonical Test on Sunday - Streaming/Recording Allowed!:**



Hey everyone,

we are about to have a test tomorrow, Sunday, 29th of July - starting at 2 PM CEST and lasting for 5 hours.

We had such a good time yesterday, we decided it is time to make tests more often, so make sure to track our announcements from now on! It is a full game mode test!

Streaming is allowed, as well as recording, but please note that it is still an early game version and there is so much more to come!

If you want to hang out with devs and fans while you play, or you want to get your hands on some testing keys - join us on <https://discord.gg/Fearem>

See you guys in the game!

Cheers,

Fearem. **February update!:**

In the February update, in addition to minor issues fixing, we've made the following improvements:

- 1) For EU traffic rules profile it is not required to use the right turn signal when entering the roundabout.
- 2) Traffic cars move faster on highways.
- 3) Worked on the behavior of pedestrians while crossing the road.

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