

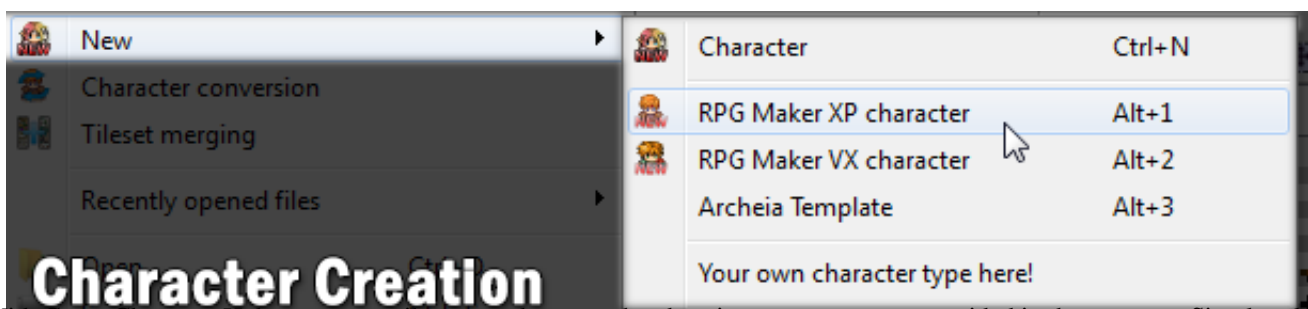


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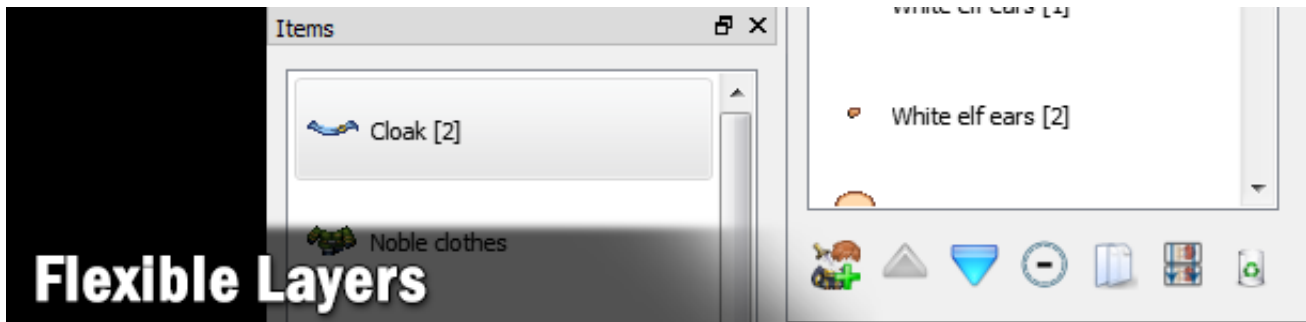
About This Software

Game Character Hub is the ultimate program for creating and editing 2D game assets. It provides a built-in generator for character and tileset creation. While the program was made to be compatible with RPG Maker XP, VX and VX Ace, the elements found in the program should work with other 2D game engines as well. RPG Maker assets are for RPG Maker use only.

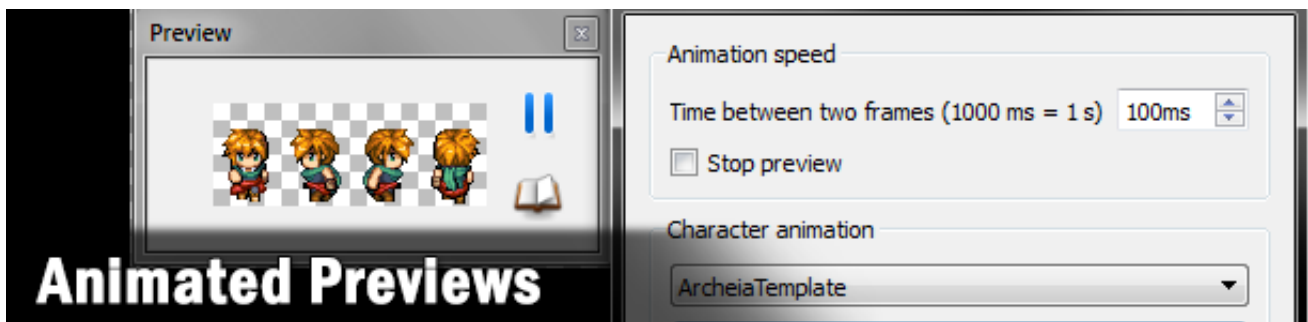
Key Features



With Game Character Hub, you can easily create characters by choosing generator parts provided in the program. Simply select a template, add items and you're done! You can also create your own custom templates and parts. Note that almost the same logic applies to tilesets, so it doesn't necessarily need to be characters!



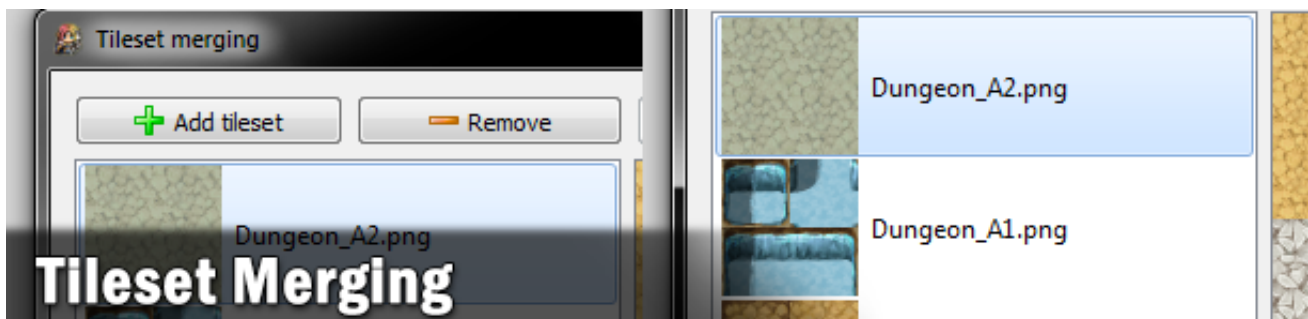
With Game Character Hub's flexible layering, you can easily customize parts according to your needs; such as changing the opacity, renaming, merging and deleting parts to name a few.



Game Character Hub's Preview window lets you see whats going on without having to stop what you're doing! You can pause the animation and change different settings such as the animation speed, background color and even zoom! You can also set custom animation previews with the Animation Management feature. Useful if you want to see if your Autotiles or Behaviour poses seamlessly transition to one another!



With Game Character Hub's palette editor, it's easier for you to create your own palettes and change values. What's more is that you can generate palette colors from all visible layers or specific ones. Great for finding the colors you need!



Tired of manually merging tile sheets on your own? Game Character Hub has a built in tileset merger to save you the work!



Game Character Hub allows you to easily convert your character assets for different RPG Maker engines.

Other Features Include...

- Flexible GUI Layout - Change the layout of the program to your liking!
- Expansive History Window - Easily undo and redo artwork at any point in time during development.

Title: Game Character Hub
Genre: Design & Illustration, Utilities
Developer:
Sebastien Bini
Publisher:
Degica
Release Date: 23 May, 2014

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English,French





Guan Yu I am Yu, of the Guan family. I overheard two such impressive individuals conferring about the troubles of our land and I could not stay quiet.



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This game is really fun! Even for people which are really experienced in rhythm games, it's a pleasure to play!. Okay puzzle game :). I like the game. It would be helpful if after a victor is declared, the map would be reshown. I try to check the status of the the other three gangs before I advance the game. Many times the game tells me that some other gang won, but for the life of me I don't see how they could have done it.. Hacker Evolution is a fun game. I't shows somewhat believable "movie" style hacking in a nice game package. Awesome idea, and clever execution. Much better than the game "Uplink" as in the typing aspect really gives you a sense of "I'm a hacker". Just don't play this on a laptop in D.C. on a tour of the White House.

. This plane is a wonderful addition to your virtual hangar. Carenado pays special attention to the little detail such as moveable sun visors, windows that can be opened etc. There is an ADF and VOR, though no ILS (this is a Cessna 152). I had some trouble setting the ADF at first, but it did not take long to figure out that you have to hold the mouse slightly below the frequency numbers to set the entire frequency. The flight characteristics are exactly like the real thing, and combined with Accu-Feel, it is almost like climbing into the actual plane. A great way to see the country side from a new perspective.. Excellent game, especially for the musically inclined. I've (almost) completed the game (the last level is a real challenge) and I've enjoyed every level. It's a great game to keep on a laptop and play when you've got a bit of free time or you can get sucked in like I did and pretty much complete the game in one afternoon. Either way, I guarantee you'll have a fun time playing it! I'd really love to see more content added to the game with more songs of all genres as the game goes forwards but as is, it is still an excellent game.

A game that is a kind of mix between Megaman and Gradius in a sense.

It's a simple little platformer that allows you to upgrade your abilities as you make your way through the stages.

Graphically it looks nice. I find the towns stages to be some of my favorites. But the platforming seems a tad bland and forgettable although a lot of the enemies are cute.

There are a few modes of difficulty starting with easy x 2, casual and higher. I played it on casual and found the game to be way too easy and wishing it was more difficult by the third boss, of which I can easily dispatch in under a minute and you can't change the difficulty to anything harder than what you started with once you start the game.

Since the game has multiple weapons I feel it's time to talk about them. Outside of your primary weapons the liner and comet all other weapons are useless and are more of a hindrance and not necessary. You can beat the entire game with just Linear and comet. Heck using the shop you can actually make it so you are overpowered before a stage even begins properly.

Overall it's kinda alright but the platforming is bland and every weapon outside of what you start with is useless to bad.

But I've played worse, so give it a shot if you have a couple hours to spare.. Did not work on my platform. Awesome game!!!. See this

<http://steamcommunity.com/profiles/76561198133769938/recommended/473640/>. This game has good potential. But the spawn rate of npcs needs to be lowered to make the game less chaotic.. ever wonder what iceage Vikings woulda been like? Now you know BADASS!!!. The killer is still playable, but became more of a common m1 base killer than anything else, so I don't recommend this dlc because you can get the same experience or better as a killer with other killers. If they revert the changes made recently to nerf this killer it would be another story, right now I don't think it's worth the price.. Nice game !. I'm gonna have to say i don't recommend this one, there is no true way of knowing where to go, and then i just got stuck on a poisonous planet, couldn't even get back to the original system to charge my battery, so yeah it is fun at first but the stuff they expect players to do is impossible, on the toxic planet my character just would not move fast enough to make it from flower to flower, and they are too rare, so yeah just skip this one, the tasks are nearly impossible once you leave the first planet... it's a shame to, the first planet was fun... such a shame.... Wasn't sure what to think of the team mechanics at first but I must say... it's damn good. What an innovative addition to the kart racing formula. Team work and item sharing with the ability to help recover team mates who are attacked and slingshot boosts those who fall behind makes for a much more engaging experience than regular racing. Plenty of tracks but lacking on the roster side. I like that you can colour the cars from any characters pallet but I would rather more characters.

Definitely a good pick up for those looking for more racing.

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