
Handy Dice Key Serial Number



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About This Software

Handy Dice allows you to roll many kinds of dice. Its main features are:

- The coin, and each die available in the program (D4, D6, D8, D10, D100, D12, D20) has its own 3D model. Handy Dice is NOT just a random number generator!
- Every time a die is rolled, its initial position and orientation are different, as also are the strength and spin applied to it.
- Any of the dice already on the table can be re-rolled.
- The dice realistically move and collide with the table and one another.
- The program can add up all the dice on table, or sort them according to their value.
- It is possible to roll the dice in two different ways:
 - **one Die At the Time.**

All at the same time, after selecting the desired amount of each kind of die: 3D6, 1D10+1D4...

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- Dice combinations can be stored, and later loaded by just pressing a button (macros).
 - Use custom textures on your dice and make them suitable for any game.
 - Play between platforms, fully compatible with Android version which you can get on [Play Store](#) Play Store.
 - Steam version of Handy Dice features Workshop capabilities, so you can upload and share your own custom dice or download the creations of other users!

Title: Handy Dice
Genre: Utilities, Early Access
Developer:
Nuclear
Publisher:
Nuclear
Release Date: 19 Apr, 2017

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English





Main Menu

Levels

Achivements

Quit



nicer dicer handy hopper. nicer dicer handy chopper. handy como se dice en español. handy dicer. handy haversack dice bag. como se dice handyman. como se dice handy en espanol. come si dice handy in italiano

Very cool puzzle game. It's also hard and challenging. Very easy to control with the xbox360 controller. I was really surprised in a positive way with this game. It's really entertaining. If you like puzzles, you will surely enjoy this one. Bought it with a 15% discount. Believe it to be worth full price. Very happy with my purchase. Highly recommend. 10/10. Third-party Registration, I registered, but never received a confirmation email, without it, you can't play the game.

If I ever get it I'll update the review.. Best RPGMaker game.....outside of porn RPGMaker games at least.. It's cute for a free game, but only really good for one Play through and then it's boring. However the humour in the game is pretty okay?. Got this while it was on sale, Definitely worth it then because i already had scorched earth and extinction was not on sale, Still worth it now only if you don't have any of the maps. i like the game wondering when the other nights after night 2 will be added. You want to know what's fun about this game?

The cool music!

The rad level layouts!

The awesome character design!

You want to know what's not fun about this game?

Bat Jumping. That level is garbage, there's like a 50% chance you'll actually make it to the next platform if you land on the bat like you're supposed to. This level wasn't fun, it was cheap.

Other than that one particular level, this game is great! 8/10

Edit: Actually, all sections where you have to jump on bats seem to be broken. So if you're at a part where there's bats... I gotta say it's a solid 7/10

Edit (again): Wow, they still haven't fixed the parts with the bats... seriously?? 5/10 I guess?

Edit (again again): well... as someone who's played over 6 hours of this garbage game... They Breathe is about the same price, but doesn't have any annoying bugs

A new game meant to look old, i dunno. If you dig tower defense, this is a pretty solid start! For only \$10, the current content and response time of the devs (I had an issue that was fixed within 4 minutes) is pretty damn good. The newer levels they added are actually quite the challenge. I hope to see more towers in the future, but the current ones and the branching upgrade paths for them are pretty nice.

It isn't perfect, some of the earlier levels are pretty easy to breeze through, and the menus for upgrading can be picky at times as well. Would also like to see some more freedom when it comes to throwing the towers. Right now, they just kind of fall out of your hand when you let them go. I want to be able to at least lob them a bit!. nice free game .
love the 3de game mode you can smack the dudes around with your bow in slowmotion
cant wait to see whats the next game mode styles

. 1st: This is a completely unfinished game.

However, I can't express how much love and care was given to everything from their perfect assets to the inexpressibly hilarious host - who rides the line of Monty python and skit-show comedy.

I love this game - and while not the best in the Stronghold series, perhaps the one that I would play the most.
. Oddly relaxing variant on Super Hexagon etc.... Great game with good gameplay, as for me it prevails over graphisms. Beautiful, entertaining and quite unique puzzle platformer. Some puzzles were really hard, with really creative levels. I recommend this fully!. Given the high praise this game received, particularly as a smart phone game, I was curious to check it out on the PC. Sadly, I fell rather disappointed by this game, and consider it to be severely lacking. Even among independently developed games it can't measure up.

The game itself seems okay at first sight. You get a modifiable fighter plane with weapons \u2014 straight shot, homing shot, wide shot \u2014 that you can mix and match. There are two scoring modes, Burst and Classic, and four difficulties each. Following STG convention, the game has five stages, with mid and end bosses, and if you finish the game on one credit on at least hard\u2019, you'll face a \u2018true last boss\u2019 as well. As a bonus, there is a boss rush mode, and a free play mode for those who like to credit feed through the game.

While Danmaku Unlimited 2 follows the STG formula in broad strokes, it sadly goes awry in many, many areas. Let me describe some of the problems I've had with it one by one:

- 1) The music is incredibly bland and does not synchronise with the action on screen at all.
- 2) There are very few sound effects, not even for basic actions like shooting.
- 3) The shield system is poorly thought out. It effectively acts as a life bar, meaning that you can take several hits. However, if you slip, you lose the ship. This seems needlessly punishing. As I'll describe later on, there are situations where it's easy to trip up due to design flaws of the game.
- 4) Bullet visibility is pretty poor. While you can tell bullets from the background, there is not enough contrast. Have you ever wondered why in Cave games the bullets have garish colours, while the backgrounds may even seem a bit washed out? Here, bullets and background are often in similar colors. This problem might have been prevented had there been actual background images instead of mostly static colors.
- 5) Further, I am not fond at all of how some of the bullets overlap. There are instances where smaller bullets move underneath larger ones, so while you focus on avoiding the larger ones, you may get hit by a small bullet that just emerged underneath it.
- 6) In many STGs, there is a dead zone around turrets, meaning that if you're getting close, they won't fire. In Danmaku Unlimited 2, this is not the case, which means that as you move past a large space ship, you may just get hit without expecting it.
- 7) What I also find very unfortunate is that smaller enemies don't get invincibility frames. Particularly in stage 5 it may happen that you get hit because you didn't memorise yet that you entered a part of the stage where a swarm of small enemies enters from the side. Those deaths through collision punish players who have not yet memorised a stage, and are a sign

of poor game design, in my opinion. A good counter example on Steam is Crimzon Clover, by the way, where enemies that fly into the screen can't hit you for a few frames.

8) Overall, the difficulty is really uneven. Some boss patterns in later levels are laughably easy, just to be followed by much trickier ones. In a carefully balanced STG I expect something different.

9) I strongly dislike that I have to unlock game features. This means that you start out with an underpowered fighter, and have to earn in-game currency (thankfully no IAP), to unlock more lives, continues, or more powerful weapons.

10) There seems to be a bug: When you load the game, you end up at the title screen, but you don't unlock any achievements, or get any of your in-game currency. However, if you then enter a new mode, and exit prematurely, then the game records your progress.

11) Minor quibble: I would have appreciated if the game let me skip the credits.

12) The high score boards are hacked, which is always unfortunate, as it shows a lack of support of the developer.

13) The scoring system is poorly thought out, since a few successful actions completely negate the entire rest of the game. Some people are upset because in Cave games it is often the case that you score more in stage 5 than in the entire rest of the game, even though stage 5 normally is a lot longer and has a lot more enemies, so it's pretty much justified. In Danmaku Unlimited 2, though, your score depends on something like a minute or two of play time in total.

*** added ***

14) The achievements with point values seem broken. I just reached 1 billion in total, but it didn't activate.

15) Some bullets, like the hexagons, are incredibly poorly designed. Those only harm you if you get hit by the center, meaning that the hitbox of your ship can safely sit on a large part of the area of those bullets. Another example are the large bullets in the last phase of the stage 5 boss. However, those have no demarcated center. Just like with the other bullets, if you don't know this, then you think those boss patterns are a lot more difficult than they are.

16) The transition from iPhone to PC should have led to changes in the control setup. On the phone, the speed of the ship is relative to the speed of your finger. In this version the ship has a relatively high default speed, and to slow it down, you have to use the burst shot. This is fine in Classic mode, since that shot is available without limit. However, in Burst mode, you can only slow down by activating a burst shot with a separate gauge that has to be filled. If the gauge isn't high enough, the ship does nothing at all. This means that some boss fights, where you have to weave through tight patterns, are incredibly tedious, and take a lot longer than they otherwise would.

Considering all those issues, some minor, some large, I simply cannot recommend Danmaku Unlimited 2. There are other STGs of much higher quality available on Steam, or on consoles. My personal recommendation on Steam is Crimzon Clover: World Ignition, which is also independently produced, and one of if not the best STG around.

I'd recommend this game to people who think that touch screens are a superior input alternative for STGs, those who think that superplayers can dodge rain, and those who consider Touhou to be the pinnacle of this genre. Danmaku Unlimited 2 is not the bullet hell you need, but the one you deserve.

2/10. Not too bad, bit short and very buggy game, feels rushed and unfinished but aside from that it's not terrible. The platforming system is pretty good, the gunplay is like Gears of War and there are some parts where you can ride a bike that can drive on walls which is fun. Overall I'd give it a 6/10. Not good, certainly not great but a fun little game to play coop.. It's basically exactly what you expect. The only real problem is that it does not look very good and the resolution is very low, so you will probably want to turn off fullscreen mode. This also fixed the fps for me.

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