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About This Game

SUPER DRAGON BALL HEROES WORLD MISSION is a Tactical-Card game packed with exhilarating confrontation, deep card game strategy and a thrilling storyline taking place in the wide Dragon Ball Heroes universe!

Welcome to Hero Town, an alternate reality where Dragon Ball Heroes card game is the most popular form of entertainment. Create your own avatar and follow his journey to become the world champion of Super Dragon Ball Heroes. However, when the antagonists from the virtual game world appear in Hero Town and start wreaking havoc, you have to jump into the game world and team up with famous Dragon Ball characters to restore peace in the real world.

- Create your own avatar
- More than 350 Characters
- More than a thousand cards !
- Card and Mission Creation Mode
- Online and local Battle

A must-have for all Dragon Ball fans and Card Game enthusiasts!

Build your best deck and become the World Champion of Super Dragon Ball Heroes !!

Title: SUPER DRAGON BALL HEROES WORLD MISSION
Genre: Strategy
Developer:
Dimps Corporation, SAFARI GAMES Co., Ltd.
Publisher:
BANDAI NAMCO Entertainment
Release Date: 4 Apr, 2019

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Minimum:

OS: Windows 7 SP1, 64-bit

Processor: Intel Core i3-4160 or AMD FX-4350

Memory: 4 GB RAM

Graphics: GeForce GTX 660 or Radeon HD 7850

DirectX: Version 11

Network: Broadband Internet connection

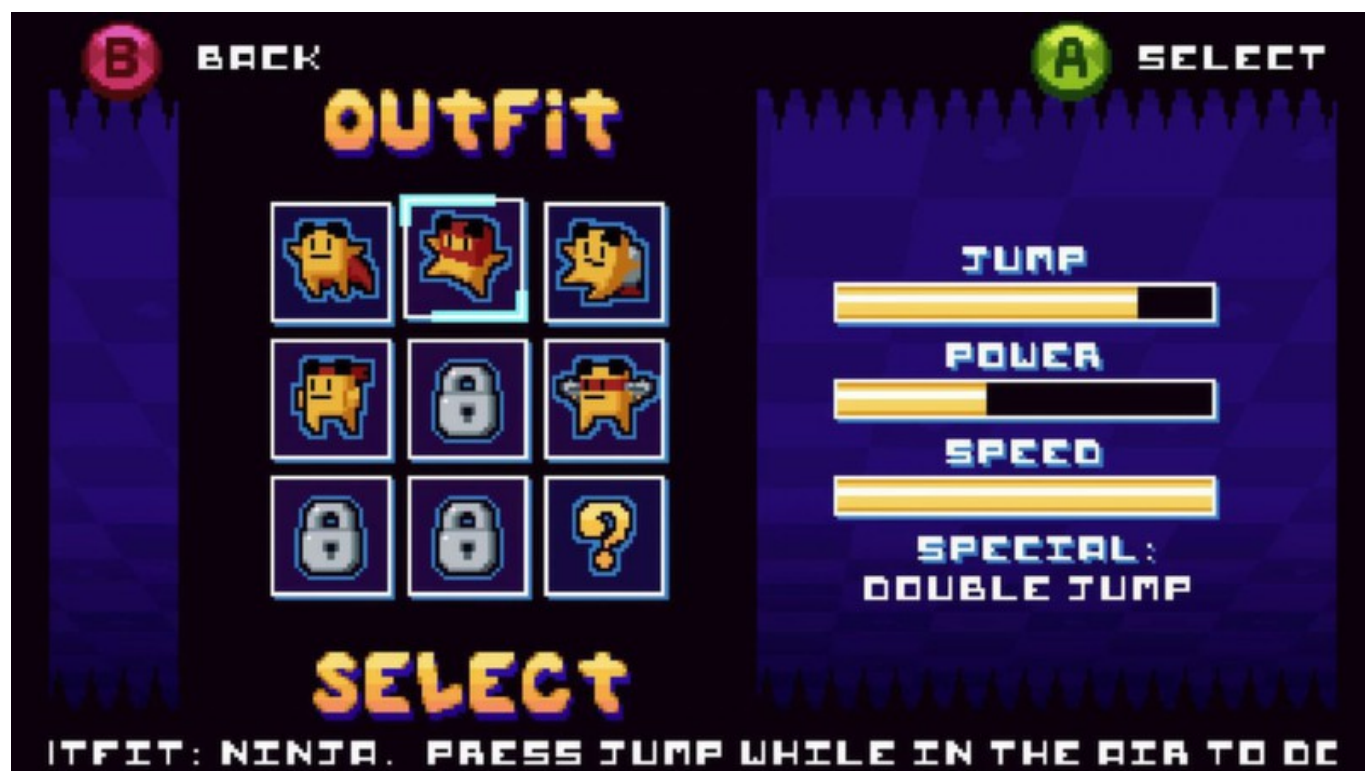
Storage: 4 GB available space

Sound Card: DirectX compatible soundcard or onboard chipset

English,French,Italian,German,Russian







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very basic graphics, the game works well, I wish there was more to it...better graphics, menus, better online layout

I played the board game so it isnt entirely new to me

I think I would prefer this better than the board game if they update the graphics, etc. The best part was when i uninstalled this game .

Xaviant. you haven't learn from the first game...

I refund that. its not worth 20€, its a money steal. Xaviant is much stealer than PAYDAY 2 Crew this time. Its impossible to make a game terrible like that. It's look like PS3, Badly animated, and look like a free 2 play. Crate, bad XP system, Coin system to unlock skin etc.

Why ?

it's the First game . totally the first. Melee are still ♥♥♥♥♥♥ based by ping & luck + shove.

Aim system & ballistic is totally broken.

STILL CANT BIND 1 2 3 4 or FREAKING 5 DAMN IT (its make the bind "Unknow")

ITS A THIRDPERSON BR AND WHEN AIMING ITS IN FIRST PERSON ? WHY THE HELL YOU DO THAT ?!

Reload animation are here. but the weapon, isnt animated at all.

Sound are loud, and of course, bad. Look like PS3 please.

no FOV settings

no mouse sensivity bar. Need to increase number from 100 to 49378568765 to get a good one.

Server are empty already ? or just badly started ? I waited 20 minute in a lobby with 10 players only.. And fun fact. Game started with 10 players.....

And of course, you need to pay 50 coins to get hair, Or you gonna be bald, all the freaking time. Everybody start with prisoner outfit, orange. in grass. Of course, we seen you from miles away.

Check those PS2.3 Screenshot with 1080P mode and fully ultra option..

<https://steamcommunity.com/sharedfiles/filedetails/?id=1437311093>

<https://steamcommunity.com/sharedfiles/filedetails/?id=1437311149>

<https://steamcommunity.com/sharedfiles/filedetails/?id=1437311195>

And of course, should i talk about pitty animation ? <https://gyazo.com/b5a1d779ecc3d82bb90c777de5269f82>

Damn what happend to Xaviant ? You hade extra money for the first game and destroy the 2 like that ?

Pass away, and go check Fear The Wolves if you want a better BR incomming.

EDIT: I FORGET TO SAY THAT XAVIANT DIDNT GAVE US A DISCOUNT FOR PRE ORDRER THE FIRST

CULLING GAME, NOT EVEN FREE, NOT EVEN A DITRY % OFF DISCOUNT?! XAVIANT PLEASE THE HELL ARE YOU STILL ALIVE ?

this game gonna die sooner than what i exepcted.. My initial impressions of this game are good. Accessible, fun story, and the ***AHEM**** content is well done.

B+. This is an incredible short and sweet game. The writing is fantastic and makes you adore the characters with its unique premises. I also enjoyed the new game + mode which adds a lot of replayability with its new story arcs. By the end, I just wanted more. I can't wait to see what this developer can push out.. During my first playthrough, I was thinking I'd come here and give a recommended review for sure. The story was pretty good, even if you are constantly assumed to be a pervert... but playing through it a second time made this an easy not recommended review unfortunately. I play Choose Your Own Adventure style games like this because I like to have the choices and see the different ways everything can resolve. Sadly, most of the 'choices' in my second playthrough (Where I was choosing the opposite of what I did in the first playthrough of course) quickly turned in, "You realize that's a bad idea and do the other thing." That kind of illusion of choice then forcing me to do what I didn't choose really annoys me.

So, if you only play the game once, I'd consider it. If you're like me and play it through many times to see all the different endings, don't bother.. Software I use frequently. It's design is very streamliny.. Weaboo Mega Man. Turbo Dismount this is not.. -Character: Great

-Perk Deck: Great

-Gun: Decent

-Melee: Crap

Pretty decent I guess?. This is a VR FPS game built for Virtual Reality. You embark on missions, where the aim is to kill robots whilst avoiding their oncoming bullets, avoiding bullets by dodging, ducking and even climbing. There are different control options including arm swinging or trackpad swipe movement. The game is well designed and along the way you meet more robots that look like friendly scientists, whom you can apparently shoot for extra points, despite the fact that they are friendly towards the player. The difficulty increases throughout the game, with the number of enemies increasing and the introduction of different robot types such as spiders and drones. You progress is automatically saved at checkpoints along the way, and there are also leader-boards which adds a competitive element to the game. This is a good FPS, but I think that improvements still need to be made for it to meet the standards of other similar FPS games that are available. This is understandable though as the game is still in early access. The improvements that I would suggest would be to add some music, improve the sound effects, to maybe offer a different movement option as although I found that the trackpad motion works well, it is still not my preferred method of motion as it can slow down the ability to reload your guns at times. The controls can also be a little tricky at times, for example when using the two handed gun and in the initial tutorial whereby you are required to climb. An initial backstory might also be nice to give the player a more solid understanding and motivation to complete their objective. Some interaction with the friendly scientist characters would also be cool. It could also add a co-op option and different difficulty levels to give the game more variety and replay value. The price point may be slightly high at this stage considering the improvements needed in the game.

<https://www.youtube.com/watch?v=1DTGC8HPm8Q>

Wow, what a blast from the past.

For the uninitiated, the original slime sports games are simple, browser-based games that pit two or more slimes against each other in a variety of sports. They used simple physics and graphics, but the end result was a very fun time-waster that was a blast to play against friends or the surprisingly robust AI. I remember wasting hours of time in middle school computer labs slacking off and playing these games versus my friends. Over the years, I had all but forgotten about them until stumbling across this game.

Featuring three sports: soccer, racketball, and volleyball, Slime Sports brings back the exact feeling of those silly old browser games with even more added replay value. The graphics are simple, but suit the game well. The music is fun, albeit a little repetitive until you unlock some additional maps. And, the gameplay and physics are a great representation of how the old games felt to control. Game modes include Quick Match, Arcade, and Tournament, all of which can be played with some amount of local multiplayer partners or opponents.

The best update to the formula has to be the whole host of slimes with unique abilities that affect movement and the ball's trajectory. This opens up a ton of new strategies that give the game a depth that the browser games could never hope to achieve. Along with interactive maps and tons of unlockables and achievements, this is a game I can see myself coming back to. Anyone who is a fan of wacky local multiplayer titles like Gang Beasts or similar, would definitely enjoying checking this one out.. Yeah, pretty awesome. Felt like I was stuck in an old arcade game... wait a sec, I think that's Disney Copyright... and so it should be :)

Great dodgeplay, and maybe a bit too addictive. Needs a bit of polish...or grit (hint hint), but gameplay makes up for it, by far. Abit hard-core for casual players, but also a nice game to turn noobs into shooter lovers.. Tiny game but delivering what's on the box.

The chore idea of the game is to build a ship so that it is the fittest to make a long journey (30 minutes).

The build phase (unlocked after the first games) is pretty simple and will ask you to allocate points V space and weight for what matters the most to you.

A balance to find between crew, modules, quality of modules, abilities to transform one resource to another or do you prefer to pack a lot of each at the beginning of the journey, up to you.

Most of the times, if one resource comes to lack, you're dead : Oxygen, parts, material, food, waste, fuel, energy.

The second part of the game is not really difficult, start the journey, set some priorities, activate or spare some modules, react to random events (often leading to a minigame that is a bit annoying though).

And fail, fail, fail, fail, until you manage to unlock some improvements for the ship so that you can rethink your blueprint and finally make that journey.

Cute, interface sometimes a bit clunky because things are not obvious on the screen but overall a good experience.

Might lead to some quite a few blueprint rework loops that I'm not super fond though.

Keep in mind though that the lifespan of this game is probably rather short and you might get bored quickly but worth a shot !.

If you throw a boomerang underwater, it functions just as if it were above sea level

If you shoot a grenade launcher, the projectile flops down in the water like a sad limp\u2665\u2665\u2665\u2665\u2665\u2665

???

totally unplayable, 0V10. This game haunts me.

After opening the game for the first time, I quickly realised that I was going to have a mediocre experience.

So I immediately shut it down.

But when I closed my eyes to sleep that night, I kept seeing flashes of uncoloured food moving under my eyelids like some kind of seizure induction ceremony. I jumped out of bed, ran to my computer and reopened the game. My eyes widened in terror.

?????? ?????????? ?????????????????????? ?? ??????? ???? ???? ???.

Tears started falling down my face in moist waterfalls. I hadn't cried that much since Chris Pratt had feelings in Guardians of the Galaxy II. And when Chris Pratt had feelings in Jurassic World.

I stayed up for 62 minutes and finished the game to completion.

(👉👈). Surprisingly a good twist on the roguelite formula, not just another Isaac clone. The exploration aspect is strong and you always find some new and original dungeon.. A visual novel set in a fantasy version of the "old west" U.S. and a very charming presentation that makes it look more like a digital manga than a visual novel, with its alluring visuals, good OST and charming characters this visual novel will surely please fans of the genre.. bought deluxe Ed. and got no extra content. where is the PDF book?. This is a brilliant music-based game. Beautiful artwork interspersed with game-play you can choose intensity level on. My favorite is listening to some very chill electronic music and fly around while I trip on my substance of choice. Very recommend much amazing!. Should NOT be on early access yet, Only thing you can do is Bowling, The only person that would like this game in the state it's in is Roman Bellic!

Edit:

Tried to replay it a year and a half later First off the tutorial... why is it needed you just walk around and show off ALSO Where the **** are the graphics settings?!

Secondly verifying email is so annoying it doesn't send the email half the time and even after all that I can't even change my in game name?!

As a transgender that's needed badly I have my old ugly name f**k off if you think I want to see that all the time In conclusion this game is♥♥♥♥♥♥♥♥still even a year later.

SUPER DRAGON BALL HEROES WORLD MISSION releases today!:

We are happy to announce the release of **SUPER DRAGON BALL HEROES WORLD MISSION** for PC digital.



<https://youtu.be/Cz501pxAdMk>

SUPER DRAGON BALL HEROES WORLD MISSION is a strategic card battle game featuring over 1000 cards and 350 characters from the entire DRAGON BALL franchise, including DRAGON BALL Super, DRAGON BALL Xenoverse series, DRAGON BALL FighterZ and more.

Embark on an epic journey, playing as Beat - A budding DRAGON BALL card game prodigy trying to save the real world from

the threat of heinous villains from the virtual world!

. A patch, a free update and a demo release today for Super Dragon Ball Heroes World Mission:

All things come in threes!

We are happy to announce the Demo for SUPER DRAGON BALL HEROES WORLD MISSION. In addition to this, we are also revealing the content of today's free update and patch.

Watch the trailer for a recap of the free update.



<https://youtu.be/85-6QX3EU0w>

You can read the article on <http://bnent.eu/SDBHpatchUpdate> for an extensive list of the Free Update content and for the patch note.

The patch 1.01.01 fixes the following issues:

- Game crashes when starting a tournament in Hero Stadium with Dark Demon God as an avatar, in God Class Up or Super God Class Up.
- Trunks navigation voice disappears during the battle after playing mini game “Charge Impact” in the Hero Lab.
- When attempting an online battle while Trunks voice has disappeared, the game gets stuck when Pursuit chance appears.
- Reward conditions in Creation Mode do not work properly.
- Unlimited rewards glitch in the Creation Mode

Thanks for playing **SUPER DRAGON BALL HEROES WORLD MISSION**

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