
Waifu Fight Dango Style Download] [full Version]



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About This Game

Waifu Fight Dango Style is an exciting new retro-type action based game incorporating a unique mix of intense gameplay and attractive, anime-style character artwork! You and your Waifu of choice will square off against an opponent by bouncing dangos between one another until you break through each other's defense! Waifu Fight is a crazy mix between the wall breaking mechanics of Breakout, the narrative and sexual elements of HuniePop, the special attacks and combos of Street Fighter, and the retro action from good old fashioned Pong!

Unlike its contemporaries in the ecchi game field, Waifu Fight incorporates its characters as a gameplay element—frequently a character will pop into the middle of the screen and your dangos will bounce off of her cute and sexy body! Combine this with a robust suite of items and power-ups, the paths to victory become nearly endless!

Waifu Fight Dango Style supports both single and multiplayer game modes. Each game mode is listed below with a quick description explaining its features. **The game will not display any nudity and will sometimes push the limits of ecchiness.**

Story Mode:

- Each playable character will have their own personal story featured here.
- Players will be able to play through each character's story to unlock special features, gain XP & levels, and earn rewards.
- Each story path will be unique and predetermined.
- Each story will consist of the following: an introduction, 7 different character stages with character dialog before & after, a boss stage with dialog before & after, and an ending.
- Playable characters will include: Iromi, Akane, Jessica, Yume, Kasumi, Midori, Haruka, Kagami, & Dr. Yuri Shimizu
- Amanda, Madoka, Ryoko, and Paige will eventually be playable.
- Potions will be usable in this mode.

Arcade Mode:

- Traditional local multiplayer set in an arcade fashion of play
- Supports Xbox One & PS4 Controllers
- Potions are not allowable

Challenge Mode:

- This mode will allow players to continue to play through an endless loop of stages.
- Players will be able to unlock special features, gain XP & levels, earn rewards, and compete on leaderboards based upon how far they went before being defeated.
- Each iteration will increase the game's difficulty substantially.
- Each iteration will consist of 8 random character stages and then the boss stage.
- After each stage is complete, players will be granted a special random bonus that will carry over to the next stage and the next stage only. After that stage is complete the process will be repeated.
- Potions will be usable in this mode.

Casino & Various Mini Games:

- Players will be able to gamble coins and earn more coins and/or rewards. Leaderboards apply!

** On a side note, we have included an in-game feedback feature which allows players to submit any suggestions and/or problems they might discover.

Title: Waifu Fight Dango Style
Genre: Action, Casual, Indie, Strategy
Developer:
Enso Entertainment
Publisher:
Enso Entertainment
Release Date: Coming Soon 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows XP / Vista / 7 / 8 / 10

Processor: 2.0 GHz

Memory: 1 GB RAM

Graphics: GeForce 8800 GTS or Radeon HD 4000

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 4 GB available space

Additional Notes: Minimum requirements may change during development.

English







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Changelog 28:

V0.0.8.0a

Hey guys

A small patch that will fix a few issues in the game.

But we added save games to Steam Cloud so you are able to play your saves from any PC from now on.

GAMEPLAY. Movement, Shooting, and Arenas. Oh My!:

With another small patch coming your way today Mad Machines is bringing you even more customization options, bug fixes, better controller support, and more!

Arena Themes. Join Our Competition. Oh, and Version 1.09!:

Winemakers, hello again!

Okay, some cool stuff. First thing's first -- a new patch. Biggest thing about this patch is the game now has difficulty options. You are given the chance to choose your difficulty when you start a new game. You get three modes: Easy, Normal and Challenging. Each mode will give you a different starting budget, and the chances that pests, rot and overexposure occur also differ from mode to mode. The modes will, however, affect your final score. Playing on Easy will apply a penalty to your final score, while playing on Challenging gives a boost to your final score (playing on Normal means your final score will be calculated in the regular way).

Here's the patch notes:

- Difficulty settings added. Accessible when starting a new game.
- Trees are now synchronized with the wind turbines.
- Right-clicking while a Worker Action is active (you know it's active when an icon follows your cursor) deactivates the action.
- You lose 1 relationship rating with a distributor if you sell that distributor less than 30% of your available stock of one variety. Previously, you only lose 1 point if you sell a distributor less than 10% of your available stock of one variety.
- When you reach a relationship rating of 5 with a distributor, you are immune to deductions in the rating unless you sell them a wine with a rating of less than 4 stars.

Okay, the other thing: we're holding a competition!



HIGH SCORE COMPETITION

For the purpose of scientific advancement, we're looking to see who can get the highest final score in a single playthrough. More details will be provided in the Steam discussion boards. And because it's a competition, we've got prizes.

COMPETITION DURATION:

**FRIDAY, AUGUST 4 TO TUESDAY, AUGUST 8
9:00 A.M. UTC.**

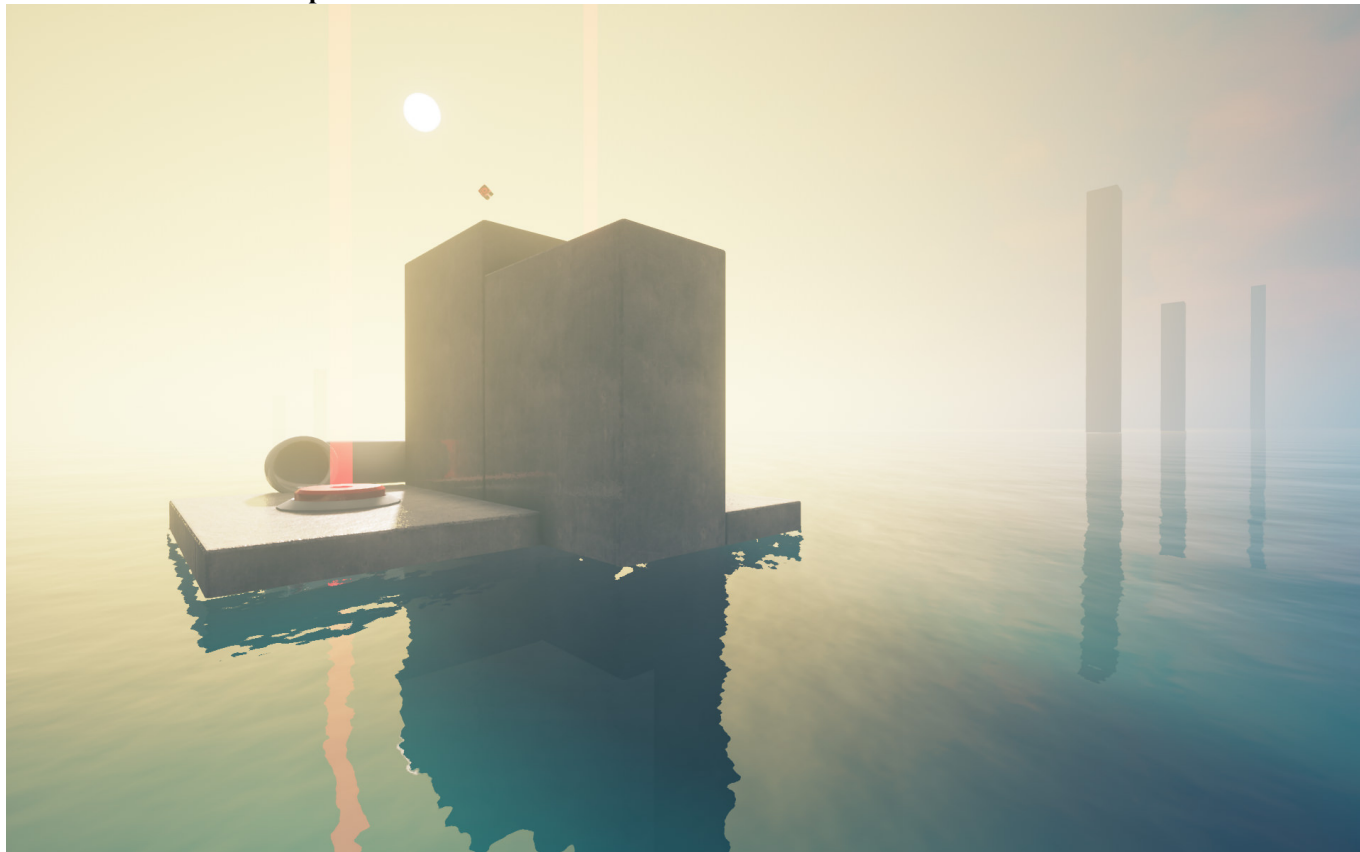
Terms and conditions: each participant may only win once (we base it on the highest score they've achieved). Steam Gift Card codes are provided as codes (which is how they're delivered from online stores). Value is denominated in US Dollars, so bear in mind exchange rates apply. We will need to ask for verification in the form of save game files from the winners before sending them their prizes. In the event that obtaining Steam Gift Card codes prove to be troublesome for us and the winners, we reserve the right to change the prizes to something else of equal (but no less) value to the stated prizes - if so, we will provide public notice.

More information is available in the [thread dedicated to the competition](#) in the discussion boards.

We hope you'll take part!

Talk to you in the next update,

MARK. Refunct Refunct Update 11.1:



Hi all, Refunct Update 11 has just been released which improves movement, controller input, performance, collectibles and more:

- Improved controller movement and aiming
- Improved performance by optimizing meshes and materials
- Improved settings gamepad/keyboard navigation
- Increased collectible collect radius
- Increased max grounded step-up height slightly
- Fixed clipping into geometry after climbing in rare cases
- Fixed incorrect field of view when restarting during outro in rare cases
- Fixed noticeable near shadow cascade transition

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- Fixed outro time hour formatting at 1000+ hours
 - Tweaked field of view range to 80 - 120
 - Tweaked sensitivity range to 10% - 400%
 - Removed support for binding mouse scroll wheel

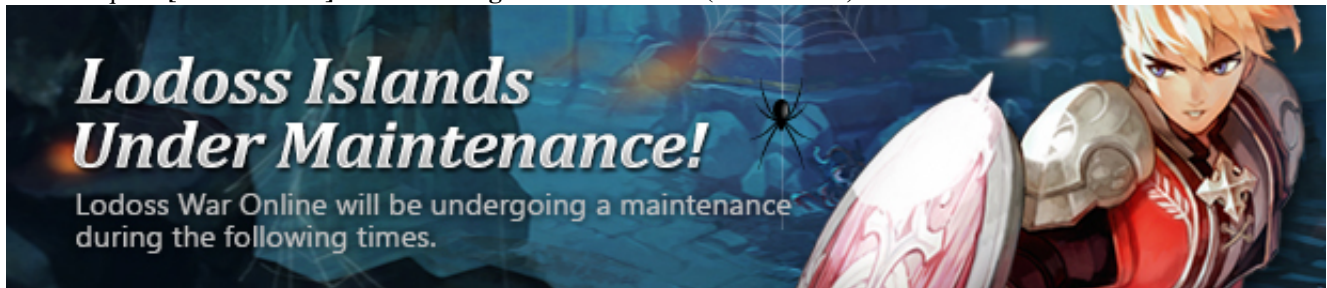
Update 11.1:

- Fixed crouched step-up collision issues in rare cases
- Increased max mid-air step-up height slightly
- Increased ghost jump time slightly
- Tweaked controller diagonal move deadzone
- Removed resolution supersampling support

Refunct was released more than three years ago and I really wanted to thank each and everyone of you again for all your huge support over the years. If you enjoyed the game please consider leaving a brief review if you can as this really helps a lot.

Love you guys!

- Dominique. **[Maintenance]Scheduled Regular Maintenance(March 12th):**



Hello, heroes of Lodoss Island.

Scheduled regular maintenance time will be held on the following time.

[Time]

- (Game) 2019/03/12 00:30AM(UTC) ~ 2019/03/12 03:30AM(UTC)

[Details]

- Server stabilization

You will not be able to access Lodoss War Online during the maintenance.

Thank you.. **Patch 0.2.5:**

Skill Changes

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