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Go! Go! Nippon! ~My First Trip To Japan~ Download Android



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## About This Game

*The week you spend in Japan will certainly be memorable!!!*

Get a taste of the foreign travel offered by printed guidebooks.  
Enjoy a tour around Japan from the comfort of your own home!

As the game's protagonist, you'll travel to famous Japanese sightseeing spots in the company of a pair of beautiful young sisters.  
The girls will describe the spots, take you out to dinner, and grow closer to you throughout your travels.

The thrill of taking a trip through Japan with pretty girls is the experience offered by this "Guide Game" -- a guidebook in game format!

- Beautiful Tour Guides!!
- Famous Japanese Sightseeing Spots!!
- Delicious Japanese Dishes!!

*\*In order to unlock achievements, you will need the 2016 version DLC.*

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Title: Go! Go! Nippon! ~My First Trip to Japan~

Genre: Adventure

Developer:

OVERDRIVE

Publisher:

MangaGamer

Release Date: 30 Sep, 2011

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**Minimum:**

**OS:** Windows XP, Vista, 7

**Processor:** Pentium 4 1.4GHz

**Memory:** 256 MB RAM

**Graphics:** 64MB

**DirectX:** Version 9.0c

**Storage:** 400 MB available space

English,Japanese



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Inventory

Inventory **Character** Map Help

Current time: 14:15

### Character

Name	Karl
Health	100
Level	0
Exp	20
Learning Points	0
Strength	10
Agility	10
Regeneration	1 points per second

### General

- Faster Learning: no
- Aikido: White

### Building

- Precision: 0 - Novice
- Technology: 0 - Middleage
- Resource collection: 0 - Novice

100

1 2 3 4 5 6 7 8 9 0

11:24

Old Axe



Masuko "I... don't have an answer for that."

- Log
- Skip
- Auto
- Config
- Save Q
- Load Q

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Excellent Game. A great combination of mineweeper and RPG, I love both and find the game quite addicting. An awesome game, even though there were some glitches at first (after the first game, it'd stop working) but now that it works, it's definitely a fun game and worth the money. It's everything the previous reviews mention. I'm not a huge chess fan since I tend to get bored, but Khet 2.0 is anything but boring.. Awesome editing software. I tried out many different softwares for video editing but this one is by far my favorite. It's very simplistic and easy to use, has lost of great features and is inexpensive. I enjoy filming and editing a lot more since I've started using this software.. It's complete garbage. 0/10 would buy . Nice and relaxing clicker with a pack of references that cryptoenthusiasts will definitely smie at.. V1.01a Review, based mostly off of 1.00 gameplay — 21.4 hours logged

tldr: Step-by-step thinking dice and resource management game with clean graphics and somewhat steep learning curve.

Recommended for those with the time and patience to learn the game.

#### Short Review

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Axes and Acres is a strategy dice/card game with survival elements. You manage food, wood, and stone resources to deploy dice, construct buildings and other actions to gain enough Victory Points to win and progress to a harder rank.

Careful management of your resources is needed, and using your dice as a resource is part of the fairly steep learning curve. You start with 6 dice and spend them not only for their face value (building, gathering, working, and reproducing more dice), but also one die to "confirm" each action, and one die to move 2 spaces. You also use cards to perform actions more efficiently to save on dice.

Graphics are clean and well done. Music is relaxing and sound effects sparse in a good way.

Recommended for strategy gamers with patience for the learning curve.

#### Long Review

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Axes and Acres' menu is very simple. You have some tutorial levels, a teaching video I didn't watch, "Play" mode, and an options menu with some basic sound and display options.

(The tutorial has been improved in V1.01, but I have not tested it yet.)

V1.00's tutorial may be very confusing and frustrating even for seasoned strategy gamers as myself. I had to restart some tutorial levels several times just to pass them, and I still didn't really get the game's basic mechanics when finished.

The main mode of the game, "Play" mode, starts you out as rank 1 and will progress you 1-2 levels on a win, and decrease your rank on I believe two losses in a row. This flow is actually very nice, and has kept me playing for hours trying to get better at the game and achieve a higher rank. Maps are procedurally generated.

Axes and Acres is a strategy game with some very concrete, step-by-step thinking involved. Careful management of your resources is needed to succeed, and using your dice as a resource is part of the fairly steep learning curve. You manage food, wood, and stone resources to deploy dice, construct buildings and other actions to gain enough Victory Points to win and progress to a harder rank.

Your objective is to achieve a certain amount of Victory Points (VP) in a certain amount of turns. VP are gained through completing the phase objective on the top of your screen (ex build a road, have 4 houses, hunt an animal, kill a barbarian).

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Harder ranks require more VP relative to the amount of turns given. Each game has three phases with a VP threshold required to meet phase two and three. When the phase changes, an event happens (positive event on lower difficulties, negative on higher ones) and your three phase objectives change as well.

You start with 6 dice and spend them not only for their face value (building, gathering, working, and reproducing more dice), but also one die to "confirm" each action, and one die to move 2 spaces. You can't save up extra moves gained this way, though dice left over at the end of your turn do add 1 move to a pool you can use anytime. You also use up to 3 cards a turn to perform actions more efficiently to save on dice. This detailed management may seem tedious to many players, but after playing this fun game a while you will get used to it, and is all part of the strategy and fun of Axes and Acres. :)

The player starts out a match with just two houses by a river. They must expand their infrastructure over the course of the game to gain enough VP in time. Axes and Acres features 15 buildings that will let your dice navigate the map, collect resources easier, "upgrade" your dice, generate powerful cards to your deck, and more! It takes hours to realize the potential of buildings and their effects.

Graphics are nice and simple, with a large and clean interface. Don't confuse simple with lazy — the graphics are very well done and all fit a cohesive art style. The music is doable, there's two or so acoustic-y tracks that play and serve as some good background music, though about half of the time I like to listen to my own. Sound effects are simple but nicely done, nothing over-the-top or annoying and fit in well with the relaxing atmosphere (minus the stressful thinking involved :P) and minimalist style of the game.

Overall, I would recommend Axes and Acres for those with the time and patience to learn the game. There is great fun to be had for those that enjoy step-by-step thinking and setting both short and long-term goals for a level.. A blast from the past.. I thought it was fine for the price. I'm giving a thumbs-up since I think the current review score should be higher (I would give it 6 or 7 out of 10). The quality of the game play was fine with no bugs irritating me and playstyle is similar to the previous game which I liked as well. However it does feel dragged out to me. Having to research tech each time over and over is one reason. Another is the slow pace of the game in general without speed options for the game clock.

Tech Tree/researching: You unlock tech tree branches with points you gain after each battle but you have to research them each time in battle to use them. Would make more sense to me and cut back on the repeating if you only unlocked one tech in each tree at a time and progress down a branch and have them unlocked completely without researching in battle each time. You still have to upgrade them so research points in battle would still matter but with the current system I never get to the top tech in any branch in battle before I finish it and end up just focusing on the easiest beginner level tech, just don't have patience or even time to wait 2+ hours per battle to get to the top techs. The AI could be given progress advantages to keep the player from getting overpowered.

Game pace: there is a lot of waiting time waiting for research or waiting for resources and simply waiting for ships to travel from point A to point B. 2x or 4x would save on the waiting since there really isn't that much to do while waiting. Or be able to unlock speed boosts completely? (tech comment above).

But at this point I rather have the developer work on their new game :)

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The game simulates the warfare of the period on operational scale, with emphasis on proper army organisation and logistics.

I think it represents the peak of AGEOD development, as it was published without feature bloat that causes some later games to have various issues.

As usual with AGEOD's titles - it's playable solo, but the AI gets lost in longer scenarios, or those with larger theatres of operations.

Clear and functional visuals.. I so hate to give this game a negative review.

It's beautifully made, it has a great atmosphere... and it dies on me at the same spot each and every time.

I saw Let's Plays of it and I know something's terribly wrong concerning my game. I either die at a part where there shouldn't be enemies or - at the same part - the game just tells me it found an error and shuts down on me. This is very frustrating, especially as I ACTUALLY LIKE THE GAME.

Dear makers, please give us a patch that makes the game work. I have only seen half of it and although I bought it in the recent sale for 3 bucks, that is not how it's supposed to be. Is it?

If you need further infos about my particular broken game, just contact me here. I'd be happy to "help".

UPDATE: I managed to get around the aforementioned bug. Don't ask me how. I am almost done with the game now, I guess, and it didn't bug anymore. I am now giving a positive review but please still consider debugging as much as you can.. Most tilting game. This game doesn't work at all as far as I can tell. I've never gotten anything except a blank screen out of it. People have been complaining on the official Steam discussions for seven months and the developer can't even bother to respond there. Asking on Facebook gets an acknowledgement eventually, but the game is still not working with few signs that it will ever work.. \u2b50\u2b50\u2b50\u2b50\u2b50. The art and music are amazing. The combat seemed fun from what bit I played.

I could not get past the absolutely terrible dialogue. I'd only recommend this if you can ignore character to character dialogue. I'd find that hard to do here as it's a large piece of what they are trying to do with the storytelling.



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