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About This Game

Night of the Shrub Part 1 is a short, visual novel, with a single storyline full of October surprises - In the tiny town of Clabberton, a boy named Shrub, on a night in October, decided it was time to go looking for odd happenings and adventure. And he decided to drag his three friends along. To a creepy house, of course; a creepy house they all assumed was abandoned. And possibly haunted. They all get more than they bargained for - even Shrub - as they tumble headlong into a whole heap of odd happenings, confronting robots, vampires, strange creatures – and that's all before they arrive at the actual weirdness!

Title: Night of the Shrub Part 1
Genre: Casual
Developer:
Grove Street Games
Publisher:
Grove Street Games
Release Date: 3 Apr, 2018

 a09c17d780

Minimum:

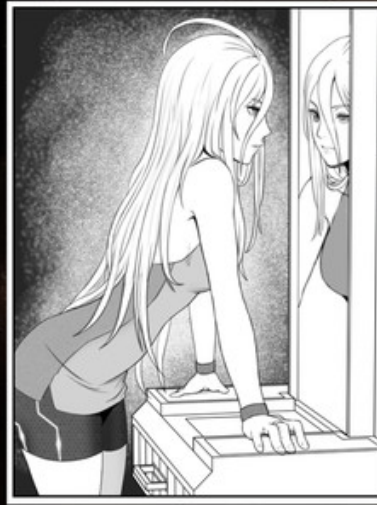Requires a 64-bit processor and operating system

OS: Winows 10

Processor: 2Ghz single core

Memory: 6 MB RAM

Graphics: 128 MB graphics card

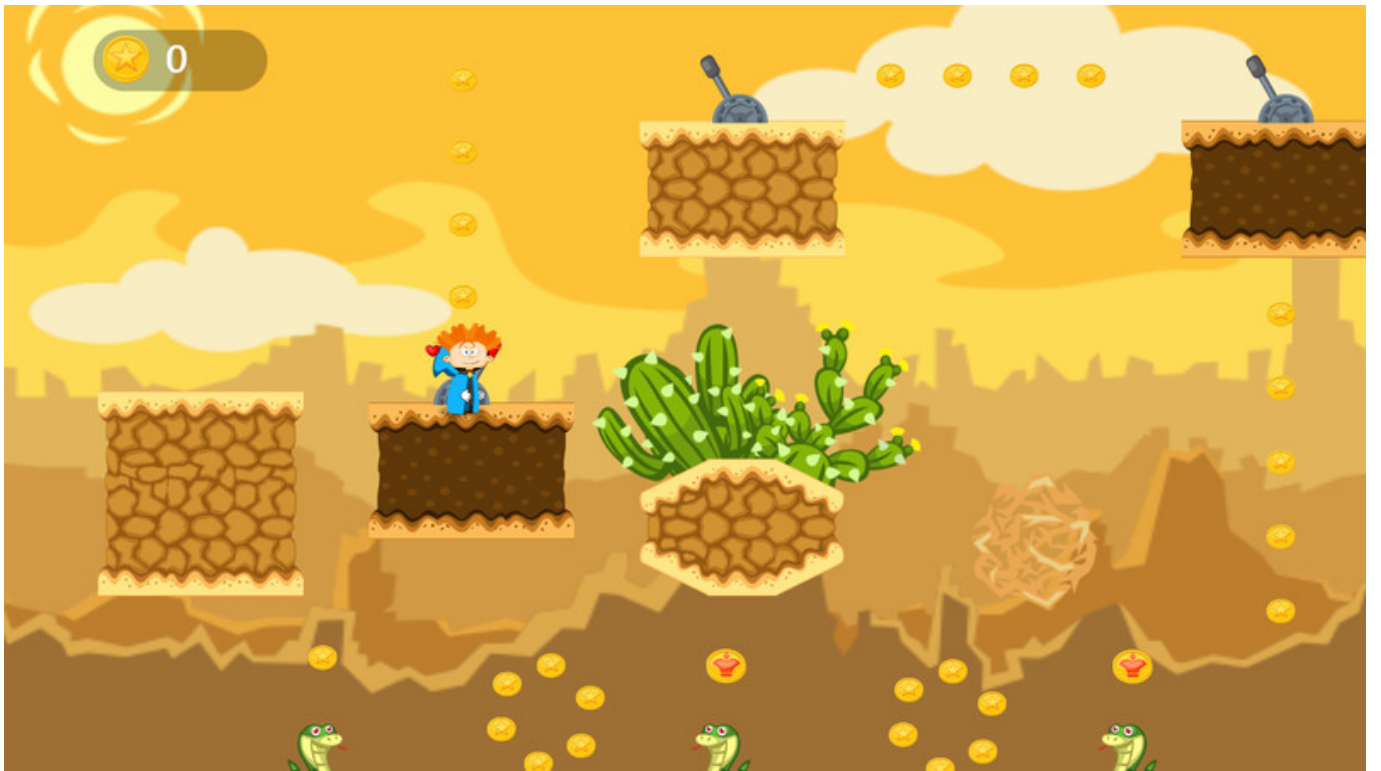**Storage:** 100 MB available space

English

While looking into the mirror, she pinches her cheeks, plays with her hair, and looks deeply into her eyes.

Extremely enjoyable and challenging platformer game. Different mechanics bring something new and exciting to the table. Definately worth the ~$3.

Also, doing a giveaway for two free steam keys, check it out!

https://www.youtube.com/watch?v=ddIwi3DVXEc. Best fps ever created,great game.. What Eroge is this? duhuhu. Very chalenging and a very satisfying game. I will recomend this game.
. Great game, toxic community.. good game, but if you want to save money, stick with the original. Best Arcade game. I was surprised by this game. At first glance I thought it would just be a cheap Call of Duty knockoff, but it has some polish. The HUD was simple and helpful, the objectives were clear and sensible, and the drone control systems were simple yet fun. All in all a solid FPS. Would play again.. Fieldmarshal Edition Upgrade Pack?

This was a nice attempt and far better than I could have done. With so many space combat sim options now there is no reason to buy this.

Pros: Tries fairly hard to be a good Wing Commander \/ Freespace 2 clone and briefly captures the nostalgia.
Cons:

- Very outdated graphics.
- First person out of cockpit experience poorly implemented. The actual movement lags behind a reticule causing motion sickness and an overall bad experience.
- Shield \/ Stealth Module \/ Missiles \/ Mission contextual special device all tied to the same secondary weapon cycle.
- The large amount of ships have been copied and pasted from an online description somewhere without even bothering to change minor things to make it "spacey".
- There is no incentive in the campaign to use more than 1 top notch fighter with a single configuration after the training mission despite the impressive number of ships.
- Missiles have a description of Air-to-Air and appear to be copied from the same source as the ships. They should be described as Ship to Ship or Ship-to-Surface.
- Taking out satellites is a very boring extra bonus objective that really doesn't seem to affect the overall outcome of the mission or campaign. The point of secondary & tertiary objectives are to enhance the overall campaign or to be of good effect in case the primary objectives can't be reached or if there were extra ordinance & time\/fuel.
- Some ground targets sink below the surface of planets\/asteroids making them unreachable by weapons and blocking mission completion at 100%.

In summary I love the spirit of the game, and the desire to make a space combat sim again. When this was greenlit, there was almost nothing new out at the time and it was a gap waiting to be filled. Now that Elite Dangerous is "out" and Star Citizen is maybe about to release something more fun to do than run people over with golf carts this game is relegated to the never to be installed or played again pile with about 100 other games in my library unless it receives some serious changes.. Been playing this series since the first version. About as high quality a sim as you'll find.
Highly recommend this and the upcoming version.. Very fun game. Its hard, but not the hardest platformer I've played (Dustforce is way harder). My only con is that it was a bit short. My first time though gameplay was 37 mins with 173 deaths. But for only $3 it is definitely worth it. I like the bounce off the wall gameplay mechanic. The later levels introduce other objects to interact with such as disappearing blocks. It would be cool to see even more elements like these.. Could be cool but I had a bug where I was stuck in the first room. Couldn't fix it.. If the official description of "artsy, philosophical indie game" doesn't drive you off, then you might like this. You play as a video game character who has died and faces permanent annihiliation. You can't avoid this, but you can work toward coming to terms with it.

Although this game has its weaknesses mechanically, I've found it to be one that's stayed with me.

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