
Battleship Bishojo Apk Download



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About This Game

Set sail for choice-driven adventure with the girls...

... in pursuit of legendary beasts who dwell beyond the waves...

... in Battleship Bishojo!

Captain Katsu leads the crew of the battleship Bishojo, a bounty-hunting ship in search of mythical creatures who inhabit the world's seas. Guided by a mysterious compass artifact known as the Mahoko, Katsu aims to turn a profit by capturing these legendary animals and selling them on for a staggering sum!

But when the Bishojo rescues your character - Daiki, a sailor in the US Navy - the crew's fates begin to change...

You'll join Katsu and her crew on a grand adventure over the seas, as the Bishojo steams towards legendary bounties who seem to take the form of beautiful girls! Along the way, you'll make **plenty of choices** both major and minor, leading to **unlockable scenes, romance routes** and even new locations to discover!

But it won't all be plain sailing - the pirate captain Zoe and her bumbling first mate have caught wind of the prizes that await, and those mythical beast-girls won't come quietly either!

Does the battleship Bishojo really exist in our world?

Can Daiki make it back home safely?

And what dangers, prizes and surprises will you discover over the ocean?

Battleship Bishojo is a content-rich, choice-driven visual novel, featuring lots of choices to make, unlockable routes to take and even secret romance scenes to find!

Join the girls on a non-stop naval adventure to unravel the secrets of both the legendary creatures and the truth about the world inhabited by the battleship Bishojo!

You can expect swashbuckling action, twists, ecchi humour and - of course - plenty of fanservice!

Title: Battleship Bishojo
Genre: Adventure, Indie, Simulation
Developer:
Silver Cow Studio
Publisher:
Silver Cow Studio
Release Date: 29 Mar, 2017

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English







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The game is polished and looks nice, but I don't think it's quite for me. It's super fast-paced and confusing, and I think the game would've been way better on a linear instead of circular pattern, because the motion made my head spin after only a few minutes playing it. If you want a challenge, then I recommend this game to you, but if you want a casual game, and especially if you get motion sick easily, I'd say keep looking.. Yup, it's amazing.. Absolutely unbearable to play. Walls and stairs that don't render, Conversations that are fragmented parts of the English language just thrown together, for the most part, and not to mention the fact that you walk through half the environment. I can forgive the language bit, but it's gotta be followable, at the very least. I truly wanted to give this a try, but not even 30 mins in and the bugs riddled throughout have me going nuts. definite pass until there's some serious overhaul done.. + Great visuals

- + Meditative, but challenging gameplay
- + Lots of levels for early access game
- + Interesting beat-based design
- + Possibility to add your own music (MP3/FLAC/ALAC and more)
- + Great optimization because proper game engine
- + Reasonable price. *Noted inline where Negative issues have been addressed by the 1.01 patch (I still don't recommend this, but it is improving. I will give it that.)

..,if this is designed to be kid-friendly, it features some of the worst difficulty design of any game I've ever seen.

It plays like One Day For Ched for Kids with some incredibly awful weapon physics.

However, if the 'kid-friendly' was meant as a troll & it was meant to be either a hardcore shooter or a inobvious rage game then it worked.

If 'One Day For Ched for Kids' doesn't make sense, good, you may have wasted less of your life than I have; here is that sentiment but in list form.

Positives:

- The environments were fine.
- The sound was annoying but appropriately spooky.
- The second weapon you get is a skull with spinal cord which fires cannonballs & alternate fires a cluster of jiggly ghost skulls, this is the biggest plus in the game. I was also managing to hit enemies on the other side of walls with this, don't know if that was by design.

Negatives (this one got updated after playing this for another hour...the positives did not):

[FEATURE REMOVED] - Tried to use the 'Watch Intro' button, the first 3 times it played the first 3 seconds & then went back to then menu; the 4th time it played the whole way through. The cutscene was fine, it made an attempt at threading a story although the "Egypt" world boss is shown on top of a castle which is a different level set; that is just me being nitpicky, it is mainly the 4 times to watch it once that makes it a negative.

[PATCHED] - Not that the game has Settings or Options from the ESC menu, but in-game, if you spawn into a level & press ESC (at least in the "Egypt" maze level) all of the skeleton & mummy enemies will get sucked through the walls of the level & mash up against the player. Oddly, not all the enemies get clipped through the level, the wobbly scarabs & the ghosts stayed in place.

This isn't really positive or negative, just never seen it before in any game ever.

[PATCHED] - Maze Mode will (maybe unintentionally) randomly generate a hedgemaze of the 5 times I loaded it, 3 times it didn't have an entrance & the other 2 times it was one corridor, an open field & the house with the candy dish which is the ending trigger. Dreadful.

- Pumpkin Patch (the Bonus Mode) is a sandbox with all the assets of the game scattered around the map & a hedge maze, so you can make your own map I guess.

- Enemies don't have useful audio cues, so you get snuck up on lots.

- You can't look all the way up (I'm assuming going by player shadows that this is because you are an outline of one of the ghosts in Pac-Man, so you can't look up because you don't have a neck) & this makes dealing with flying enemies & enemies firing through the floors above you, an annoying chore.

[PARTIAL FIX] - You get swarmed.

[PARTIAL FIX] - Some enemy types & bosses seem to have nonsense amounts of health & deal too much damage (if this is kid-friendly). I say partial fix because you're often swarmed so it is hard to tell how much damage one-on-one enemies deal, you either get mullered or you take 5-10 damage from an encounter, it is all quite strange, but not like spooky.

- The giant Egypt labyrinth where you collect at least four keys & then have to do first person platforming (where you stick to edges of platforms if you're too close) is an awful experience because labyrinth levels aren't very fun at all.

[UPDATED:

Figured out why I hated this so much the first time (I still hate it but this might help you fix why).

The level is a horrible-to-navigate maze in a game with no minimap, where you have to find keys to open the Scarab doors to progress, but when you touch the key, it automatically opens the Scarab Door, so unless you

A) find it before the key & then B) memorise the directions you take between the locked door & where you eventually find the key, it is then more aimless wandering until you get ambushed by the silent minions of this devious Witch.

If you insist on having players pick up keys; let them open the doors then at least they can stumble across that as a point of navigation.]

[PATCHED] - Weapons have nonsense physics (assuming a Candy Corn Blunderbuss should have conventional weapon physics).

- The level with the elevators up to what I assume is the final boss is actually not a bad design (in theory), in this game though (well, I annotated a bunch of screenshots for why) but it is a combination of the elevators are poorly designed, enemies shoot through the floor & while you can too, because you can't actually look all the way up then you can't actually hit them.

Many of the projectiles wizzing through the floor as you go up the ramps don't actually seem to hit you and do damage, it could be that they are just missing or the intention is that these are just meant as the illusion of traps but it just looks awful because it is ghost cannonballs whipping at you.

Also, this level is just more corridors where the flood of assets get wedged & try & walk all over one another because whatever the attempt at AI pathing, there are too many of them so it looks comical but not in a good way.

In summary, it isn't the worst thing I've played, but that is probably more a commentary on how I spend my time rather than the quality of this game. It suffers from confusing & poor design choice OR worked fine depending on if it's a troll or not. [I've now put in nearly 3 hours in this game & I'm still not sure; the Developers has said there is a patch coming for things brought up in early reviews; don't know if they're talking about me, but I guess I'll wait & see].. it will not even load i want a refund. When I

purchased this game, I thought meh, a small game to spend 50 cents on. I was so wrong. This game is extraordinarily fun. I can never seem to make it past the first level thought. Despite being bad at the game, It's not the kind of game to get angry at. I just continue trying which is why this game is so addictive.

Pros:

Simple Controls

Fun

Cheap

Decent Graphics

Runs well on basically any device

Cons:

I can't think of any

I can not recommend this game enough!. By all the gods, don't buy/play this game.

Most of the puzzles make no sense. The points at which you may die simple rewind you to the beginning of the conversation.

And, as a Brazilian, it is offensive to see my country represented as a place where Banas grow on the street. Please! DO you know how dirty those things are?. First of all, the negative reviews for this game are ill founded. It is a huge step up from its predecessor, which I bought at two bucks and wouldn't pay more for it. The reason I am posting this review is because there are far too many negative reviews for this game on steam. Very enjoyable game, quite difficult at times. I found the hardest level to be the one with the air rune in the house. Which was like the second level, which doesn't make sense. But whatever, it was a very enjoyable game.

One thing however, there is a moment in the 'Ghost Manor' level when you are asked to order pictured events in sequence as it is recorded in your journal, which was collected chronologically. However if you are playing in non-casual mode, which many people who have high self-esteems would, then you would never know that it isn't in chronological order. Call me a layman, but I don't understand how even a genius of intellect would be able to divine that they weren't in chronological order if the game has you collect it as such. Other than that ridiculously impossible task, the game is pretty solid, 7/10. A bit confusing at first but once you get the hang of it, it's sooo cute and a lot of fun.

Definitely worth the money imo.

This is the best thing to show someone after they have died in a coma.. Universo Sandbox \u00e9 um excelente simulador das propriedades f\u00edsicas e astron\u00f4micas do universo. Nele voc\u00ea pode, por exemplo, observar trajet\u00f3rias de planetas, luas e cometas; conhecer dist\u00e2ncias astron\u00f4micas de objetos no c\u00e9u, bem como suas propriedades f\u00edsicas; observar a flecha no tempo de processos f\u00edsicos que demoram milh\u00f5es de anos para ocorrer. Assim sendo, podemos verificar a Lua se distanciando da Terra, e o Sol consumindo nosso planeta, o que deve levar alguns bilh\u00f5es de anos para ocorrer :)

Mas n\u00e3o s\u00e3o s\u00f3 isso. Universo Sandbox \u00e9 \u00f3timo para "brincar" de f\u00edsica, e verificar como a utiliza\u00e7\u00e3o de equa\u00e7\u00f5es simples como a Lei da Gravita\u00e7\u00e3o Universal ($F = M.m.G \sqrt{r^2}$) ou a Terceira Lei de Kepler ($T^2 \propto R^3 = K$) podem ser aplicadas e utilizadas para se prever e construir modelos astron\u00f4micos. Podemos alterar massas ou a posi\u00e7\u00e3o de planetas e verificar como nosso sistema solar se alteraria. Podemos inclusive criar outras estrelas em nosso sistema solar, e observar, dependendo de sua massa, quais seriam as consequ\u00eancias a longo e curto prazo.

Em poucas palavras, Universo Sandbox \u00e9 um "jogo" obrigat\u00f3rio para amantes de ci\u00eancia e de jogos como eu. Aproveite quando estiver em promo\u00e7\u00e3o. As horas v\u00e3o passar em suas experi\u00eancias cosmol\u00f3gicas, e voc\u00ea n\u00e3o vai nem perceber!. What... Is... It?... I would like the sprint to be faster and a exit button. Oppressive atmosphere.

Amazing soundtrack.

Beautiful art.

Surreal story and style.

A great time at an amazing price.

<https://youtu.be/UavN3240v1s>

Occasionally crashes :(

. This game is harder than Dark Souls and Cuphead combined. I simple couldn't figure out how to give the coin to Mr. Firebird. It is unfortunate that this game was created with such a high difficulty that I am unable to enjoy it.. "Um....." that was the first thing I said after playing this game. It is really rather strange. The art is kinda cool and the music is sorta neat. But there are no instructions, guide lines or goals at all. I know thats really part of the point of the game, but there really isn't much to do in the game and it doesn't capture my attention at all. It's almost like they tried to do what Proteus did and make a kind of anti-game where there are no goals, no objectives, no story, no instructions, and nothing to do but look and listen. Proteus got away with this because there was a sence of wonder and mystery. It made you want to go explore and see the world. In this I couldn't find that element of wonder so I lost intrest very quickly. I'm not sure the game is worth \$4.99 so I can't recomend it.

EDIT

I liked the game but I didn't like it enough to justify the 5 bucks.

(I'm keeping the original post unedited for posterity and laughs; you don't have to read it.). So ♥♥♥♥ing stupid that i spend my money to buy a game that cannot save my progress, have to re-setting everytime i play and cannot even scroll to zoom out the view. WTF?

Tks!

This one just encourage me to dumb this♥♥♥♥♥and return to use cracked version.. tl;dr Don't get this game get Banished instead.

I don't write reviews mainly because I tend to be very neutral on what makes a good game but for this I felt that I had to write one warning people of just how bad the game currently is.

For starters you have to build your own island for your villagers which isn't a bad thing except you can't build more than one or else your villagers can't travel to the others which makes this feature kind of pointless. Another thing you can't do is build a circular island that's 1 block wide as villagers will just pace back and forth on corners even if there's a viable path in front of them.

Next off you have the villagers themselves which are the dumbest things in existence, they wander aimlessly in a zigzag pattern rarely getting resources unless they happen to bump into them making building structures near impossible. You do have little flags you can place to make villagers move but once they reach the flag they wander off and don't collect the resources. Another problem with the flags is the fact you have two flag colors red and blue, red of soldiers and blue for workers though only 1 flag can be placed at a time and if you have no soldiers or no workers you can get stuck with a red or blue flag on your island without

the ability to remove it.

This game though in early access shouldn't even be here, I wouldn't even consider this game to be out of the alpha phase yet which is pretty sad. I paid 99 cents for it on sale and still asked for a refund because I'd rather keep my dollar then support this game as is.

I will admit that this game might get better over time but seeing as this is just utter garbage right now it has put me off of it forever and will never pick it back up.

I suggest getting Banished instead if you want a good god-like game.

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