Julie's Sweets



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About This Game

We've all been there, a young woman at the crossroads of life - which way to go? Help family business, chase college diploma or crazily fall in love?

Why not all at the same time? Julie faces these questions in thrilling story where she's questioning her self confidence, her values and is it all worth the effort?

Of course it is and Julie finds all the answers in her own way while enrolling to prestigious cooking school 'Le Cookery'. Will she make it, and most importantly, how can you help her?

This story driven restaurant time management game features:

- Play your way through 60 story levels plus 18 challenge levels
- Help Julie to enroll to prestigious cooking school 'Le Cookery' and master the craft of making sweets
 - Earn hearts and build collection of essential cooking and baking tools to create wonderful sweets
 - Take in six fun locations including Julie's old family bakery and French Patisserie
 - Help Julie to discover why she shouldn't compare her insides with someone else's outsides

Title: Julie's Sweets Genre: Casual Developer: ZeroBit Games Publisher:

Ocean Media LLC

Release Date: 8 Nov, 2018

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Minimum:

OS: Windows 7

Processor: Intel 2.4 GHz

Memory: 2 GB RAM

Graphics: OpenGL 2.0 compatible graphics card

Storage: 210 MB available space

English, French, Italian, German, Dutch, Russian







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Racist discord full of inbred racism i have decided to refund and will never ever buy a game from this company again .. Easiest cards of my life

No but really, myself, I probably won't be needing the program (got it in a bundle). It seems to be fine for making 2d animations as shown on this thread: https://brashmonkey.com/forum/index.php?/topic/3229-metroidvania-game-pixel-art-style/

. Great game!. see my "stealth inc 2" review. Best door simulator 2015. Recommended but you could probably just wait for full release.

So far the story seems interesting but there has not been that much eventful... events, yet. I am sure the game will build up into something awesome and I will update the review accordingly.

Tip for devs. I got jumped by a creature and couldn't help but think that there should have been some creepy noise and sharp music at that moment. Felt a bit stale.

http://www.youtube.com/watch?v=V0Pyo-q-z5U. Crashes every time after first mission?. Is this stop updating?

This is the first tower defense game I've played in VR and I wasn't disappointed. The only reason I'm not playing right now, is because the batteries on my Vive controllers died. I've only made it to level 2 so far on the highest difficulty and that alone impresses me. Most tower defense games are far to easy. If you are a fan of tower defense games, you will greatly enjoy this one.. Its alright, but most of the levels i played i passed because of bugs. i get just on the edge of a cube and jump and kill myself. Not really satisfying tbh.. A brief disclaimer: I'm yet to play any of the Shelter games, so I'll refrain from making reference to them beyond this point...other than to say that this product has a wee advertisement for Shelter 2 at its climax, and should therefore have contemplated giving itself away for free. Five dollars is certainly a tad excessive for what you're getting here. On with the review, then.

An absolute aural and visual delight, The Lonesome Fog is nonetheless a product of interest only to those who don't mind that it "isn't a game", is insanely short, and is firmly aimed at *kids. It also "boasts" a click-and-drag feature that, to the best of my perception, didn't add much to the experience other than allowing the viewer to appreciate the images from a slightly changing perspective. If you wanted to, you could just as easily limit your interactions to clicking the arrow leading to the next "page", and you honestly wouldn't be missing much. The image-dragging mechanic is a cute novelty, but that's about it.*

Might and Delight describe this as "a living book", and that's a fair enough description I suppose. So for the love of all that's warm-hearted in the world, please just move on if you're the type who whines incessantly about what should or shouldn't be sold on Steam, or you're someone who expects more than ten minutes' entertainment for five bucks. I mean, even I'll concede that I'm not sure what the devs were thinking when they slapped on this product's price-tag, but come on: be a smart consumer, know what you're buying, and don't expect the entire marketplace to revolve solely around you. Different strokes for different folks.

An easy recommend for parents of young children and \or those who allow themselves to be young-at-heart, at least upon occasion. I wouldn't go paying more than a couple of bucks for it, though, no matter who you are.

Verdict: 7.5\/10.

(PS If you enjoyed this review, feel free to check out my two Curator pages:

http:\/\store.steampowered.com\/curator\/9284586-ReviewsJustfortheHELLofit\/
http:\/\store.steampowered.com\/curator\/10868048-Truly-Horrible-Horror-Games\/?appid=398210

Cheers!). Don't waste your money. A. got so far to get stuck in a room B. can't run it on high graphics cause its so laggy (not my computers fault either I run Amnesia:Machine for Pigs well) C. isn't very scary......However when you can see it on high graphics it is beautiful. The game is fine, good for people who like turn based dungeon crawlers with small party management. The graphics seem to be normal for the modern Japanese versions of these games (judging by Labyrinth of Refrain as direct comparison) and the skill and job system is interesting enough to keep the player engaged.

But it's also a very educative game, before this I'd never have guessed a protagonist that does talk could have even less personality and be even more of a boring milk toast than a silent protagonist, for this epiphany alone it was worth buying the game.

Update Version 0.8.7.2:

Update Overview:. Halloween sale: - 50%:



Commanders,

Due to the upcoming celebration of Halloween, we are bringing you... a huge sale!

For a limited amount of time you will be able to purchase the game with -50% discount!. **Millennium 4 is out!**: To celebrate the release of Aldorlea's Millennium 4, all 4 episodes in the series will be 20% off until next Friday!

http://store.steampowered.com/app/280140

http://store.steampowered.com/app/298820

http://store.steampowered.com/app/298830

http://store.steampowered.com/app/298840

Have fun!. Patch 0.8.0.1 (Updated: October 20, 2017):

Last fixes:

- 1) Two new hidden achievements added.
- 2) Voiceover from leaving dark room was read after opening each door, again and again fixed.
- 3) No cutscenes for quick radiation pod death (two variants) were missing, now added,
- 4) After loading the game or just pressing "resume", sometimes door opening animation is played fixed.
- 5) Incorrect voiceover for some of death messages fixed.
- 6) Another death message crashes the game fixed.
- 7) Some sounds or voiceovers are played twice fixed
- 8) Various bugs with timers fixed
- 9) Added more places where control is temporarily disabled.

For the upcoming patch 0.8.0.2:

1) One more cutscene (two variants) for one missing death movie - video was missing, now ordered from artist.

If you find more bugs, report them in Discussions:

http://steamcommunity.com/app/604550/discussions/0/. **Azurael's Circle: Chapter 2 and 3 update!**: Hi all,

Just posting this announcement because a few folks have told me they can't wait for Chapter 2. Good news! It came out at the same time as Chapter 1 so go ahead and give it a play.

I've been working steadily on Chapter 3 alongside my other big project, Tale of Enki. At this stage, I'd expect a December release date for Chapter 3 as it's very close to being finished. There'll be a bit of a break between Chapter 3 and 4 as I want to pay a lot of attention to the Tale of Enki release in February. After that it'll be full steam ahead for Chapter 4 and 5 to finish off the Azurael's Circle series.

I'm very glad that so many people are enjoying it. The reviewers are all very lind and I've been thrilled watching so many Let's Plays. It really makes the indie dev job worth it just seeing the entertainment people are getting from my work.

I'll finish off with this. Go pick up Chapter 2 and let me know your thoughts (good or bad).

All the best,

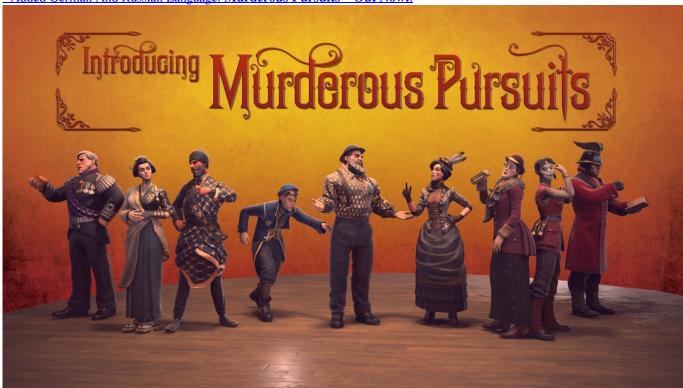
Jordan. Game Server Toolbox is currently 40% off!:

Haven't picked up Game Server Toolbox yet? Now is the time!

https://store.steampowered.com/app/777180/Game Server Toolbox/. New Update!:

- Added 5 steam achievements (will force them to work ASAP)
- Balanced something
- Aliens are now spawning better
- Added 3 enemies

- Added German And Russian Language. Murderous Pursuits - Out Now!:



Murderous Pursuits is out now! To get everyone in the appropriate mood, we've released a new mini-trailer full of glorious murdering!

https://youtu.be/2e9jUcr55Bo

We'd like to thank **everyone** who played in the closed and open betas. We hope you all had a blast – we certainly did watching all the murdering going on!

We're excited to start this journey with you, and can't wait to continue the development of Murderous Pursuits in to the future – more on that shortly!

- Blazing Griffin Team. Ver 1.07.0 Patch Notes - 05/07/2016:

Changes. Spring Update!:

Hello, everyone! The time has come!

Dead Wishes has been updated with all of the bonus content from our Kickstarter, including:

5 new sprite sets (side + original characters)

12 new CGS

24 new bonus chapters

The bonus CGs fill in the empty spaces in the GALLERY menu, and the bonus chapters are accessible from their respective character's MEMORIES menu. The new CGs are scattered mid-routes, so you can take your time looking for them, or simply skip through routes if you want to find them quickly.

Note: You may need to revisit the Ending 1's for characters to unlock the bonus chapters, but all you need to do (if you have already unlocked those endings) is click on them in the MEMORIES tab. If you don't want to re-read, you can skip through the quick menu.

We're really excited to bring this new content to you and hope you enjoy!

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