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About This Game

One Piu Day is a 2D vertical platformer telling the story of a bird that got pushed from its nest by its siblings. The player incarnates the poor fledgling that has to climb up the tree to find its home. To do so, he will have to answer many needs from inhabitants that he will encounter throughout its journey in this peaceful environment.

Title: One Piu Day
Genre: Adventure, Indie
Developer:
Former Sun
Publisher:
Former Sun
Release Date: 26 Sep, 2018

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English







one day il giorno più bello streaming. one pi day steam. one day film frasi più belle. one day le frasi più belle. one day il giorno più bello. one day frasi piu belle. one piu day

QP Shooting... the next best thing after crack cocaine.. Next time I read "roguelike game" in a game description I'm going to go postal!

Really \$5 for this pile of hell the worlds gone mad.. To much micromangement, not fun.. For people who like rythim games and platforming this is a beast of a mashup. Soundtrack is amazing(electronic music), the game mechanics are solid and the graphics despite looking good don't require too high specs.

Kinda short, but I enjoyed every second of it.

9V10. LOVE THIS GAME!!! Before my Achilles gave out I used to love fencing, so I'm always excited to try another sword combat game in VR. While no game can compare to actual fencing, this one really feels like sword fighting. Yes, the AI is simple, but having multiple opponents circling you adds enough difficulty to make up for that once you get to expert level. Also, on expert level this is the best game for exercise I've yet played. Holoball and Holopoint are right up there too, but this one beats them for getting my heart rate going.

I'll compare this to my second favorite sword combat VR game, Vanishing Realms (With the new update that gives you Warriors Challenge Hard Mode). The sword combat in Vanishing realms is pattern based, like the original (I'm dating myself here) Prince of Persia, or Prince of Persia Classic on the Xbox 360. I really enjoy it, but your opponents just stand there for the most part. If the opponents moved around you more, like they do in Sword Master, then I would have to consider that my favorite sword game because the patterns are more complex and some of the attacks are faster.

To the developer:

I would like a mode where the opponents don't forecast their attacks so much, and that attack is faster. This might up the challenge without having to have 3 guys surrounding you.

Also, I would love to see a duelist mode that was more like fencing. To avoid the challenge of making a sword game work in a situation where you cannot apply force to the player's hand when their sword is supposed to be deflected you could use a right-of-way convention like what is used in foil and saber fencing. The first one to begin an attack gains the right-of-way and, if they land the hit, will score if the opponent dose not parry. Parrying gives the opponent the right of way. The player having lost the right-of-way can no longer score even if they land the hit unless they first regain the right-of-way. Missing with an attack also causes you to lose the right-of-way. So, if your attack falls short your opponent can immediately attack and will score even if you strike again and you both hit at the same time. Not sure how do-able it would be to program this but I would love to see something like this in a sword game.. Star Vikings is actually a bit like Plant vs. Zombies - but you play the Zombies not the plants. It is a reversed tower defense game, where you have to destroy the towers (slugs) to get through. You have a variety of "heroes" in your arsenal, the tank, able to withstand a lot of damage, the viking, able to throw lightning on the slugs, "angels" able to cast shields (and healing), ...

Each hero can wear a hat, giving him some bonuses, like extra damage, extra energy, more hitpoints, ...

It is a worthwhile casual game and quite nice to play.

On the downside:

- Some daily quests simply don't work (and some are somewhat stupid/annoying)
- Some achievements are somewhat bugged. No idea how to get the Leaderboard achievement (I guess, the Friends\Leaderboard feature was simply not implemented yet).
- You need to do a lot of grinding to get the more difficult achievements
- The interface is somewhat optimized for tablets. Not a big deal, but I guess, it would be perfect to play it on a tablet on not with a mouse.

Still, the bugs are mostly minor, I recommend this game to casual players, looking for a reversed tower defense game. Btw.: The game works flawless on Linux (with Mesa drivers).. Totally♥♥♥♥♥♥
Research one thing

Second thing

Start to build some building

Game Over. Out Of Funds!

F****K YOU!. Dialogues are really boring, game is linear to the point where they put big yellow circle around every evidence you need to find, so not much of exploration or gameplay, just click on things and progress through the story, couldnt bare to finish it, sorry. The art was pretty decent tho.. It simply doesn't work. Bad controls, bad interface, bad everything.. This is my very first time playing SAO games. Thanks for NamcoBandai for bringing it (port) to PC version. I hope you could do that too to Gundam games.

My graphic card is nvidia GTX1060 (3GB ver.) and I found that my gameplay sometimes lag (the fps drops) where the monster respawn, transition to animate cutscene and when i took the screenshot.

What is the size of the game files?

Game size are 8gb+ (download) and 10gb+ (folder at library).

Can I play it with keyboard and mouse?

Yes you can but I dont recommend. Try get a controller. I am using wireless XBOX 360. (I go issued with cabel version whereby in certain game the character moves to either left or right sides; tales of berseria and shokugeki no kyojin.)

Why I could not run the game luncher?

Perhaps there are some error. Some can lunch it even below the minimum requirement and some need to bypass by run the game itself from the downloaded/installation folder.

I have streamed the first two hours of the game. Feels free to watch it.

<https://youtu.be/FGJGoLDe-Ro>

The installation didn't work, after the download. I tried everything I could find on internet. Did send an email to Magix, and the replied (in German language) saying that it was a problem of my windows, tried all again, didn't work. Thought maybe the windows in my computer have a problem (as the developer said) so I tried to install in another computer and ... same problem. This seems the software doesn't work. I'm very disappointed, because I was with very high expectations to use this program and I couldn't even open it.

Não recomendo, o programa nem abriu, pois não dá para instalar.. Sure why not :). One of the best Amtrak locos that DTG has done. New bell sound, opening nose door, new engine sounds. One of my favorite Amtrak locos. The horn has been use on the P32AC-DM but still sounds good. With 4 scenarios for Miami to West Palm Beach, all below 50-30 minutes. Very nice loco all in all.. Played through Live three times, I ultimately did find an altenrate ending.

I really, really thought this game was well done and has a hilarious aesthetic. Worth playing through once and for \$4 for ~2 hours of your time I'd recommend.

First level capped here: <https://youtu.be/v-mlJzU9KZDw>

[In a world where all of the citizens are dying of starvation and water deprovation, you're wise father tells you to save the kingdom by murdering all of the peasents that stole from your father in the past. The Fairy tears are spread across the land and are proven to be a powerful addiction for some of the enemies, corrupting them and tearing their lives apart. You, as the brave woodle assassin must save your father's fallen kingdom by murdering Snowy enemies and collecting berries to build up your resources.](#)

[During your adventure you will find many evil beings who have been corrupted by the fairy tears for example, a group of satan worshipping white dots that wear candy corn hats and a green apple man who \(due to childhood abuse and drug problems\) chases after you until he falls over and starts crying. There is an octopus that mistakes you for your father and yells at you because your father murdered his family years ago. Later in the game you encounter a small group of sugar cubes wearing yellow diapers that walk in circles. If you walk up to them you will notice that they are just enjoying their day. The game leaves you with a choice of either to attack them or leave them be. If you choose to murder them, they will fall to the ground crying "Why are you hitting me?!" Your character picks up his metal leaf and shoves it down his throat. This was possibly the most graphic scene in the game in my opinion. You continue through the game stealing food and murdering your fathers enemies.](#)

[The end of the game is a final battle with the mob boss named "Woodlbeevur" who murders your father with an axe and continues to try to attack you. \(Spoilers\) To beat this boss you must gather all of the Fairy tears and throw them and Woodlbeevur until he drops to the ground crying. Then you must rip his head off of his body and place it above your fireplace back at your woodle house. The final scene in the game shows you \(The woodle assassin\) crying over your father's grave and screaming "WHY?!" as the game slowly fades to black. The credits roll in to a fantastic soundtrack overture, showing all of the hard work put into this masterpiece until the credits end on "Follow me on twitter!" with no escape other that force quitting the game leaving you \(The player\) to decide what happens next. Does it represent the unescapable forces of life its self? Or does it represent the depression in murder and the consequences of disobeying the law. Truly something to think about for an eternity.](#)

[This is not a game, this is an experience. The open world is as large as GTA V or Fallout 3 and the story is as rich as The Last of Us. Thank you for this game, and thank you for this experience.. First off, this game is hard as hell.....and I love it! When you die you lose EVERYTHING, I didn't expect to lose the characters that I had acquired, but hey, roll with the punches. I am not a huge fan of the price point of the game, I think it's a little bit high, but it is definitely a quality game from a good team that deserves the support. I put together a video of the first few levels along with some of my deaths. I would appreciate it if you could check it out and leave me some love. Game 7V10](#)

<https://youtu.be/5XtdssfrXcI>. Star Vikings is actually a bit like Plant vs. Zombies - but you play the Zombies not the plants. It is a reversed tower defense game, where you have to destroy the towers (slugs) to get through. You have a variety of "heroes" in your arsenal, the tank, able to withstand a lot of damage, the viking, able to throw lightning on the slugs, "angels" able to cast shields (and healing)....

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