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## About This Game

Socially conservative sea creatures have constructed a water filled screen to hide the Pretty Girls from view. But please don't panic! Use your special tool to penetrate the barrier and reveal the girls while avoiding getting caught. Girls will gradually disrobe from stage to stage to reward you for your success.

### ■ Your Mission

13 Pretty Girls in 50 stages are waiting to be exposed. After each stage you complete, a commemorative photo will be added to your Gallery. Complete all stages to achieve the status of Master of Pretty Girls Panic.

### ■ Game Play

- ☒ Direct your tool by using the arrow keys on the keyboard.
- ☒ Complete a cut by connecting back to an edge.
- ☒ The bigger the piece you cut out the more points you earn.
- ☒ Complete a stage by removing 75% or more of the barrier.
- ☒ You are usually safe on an edge but watch out for crabs!

### ■ Sea Creature Enemies

- ☒ Beware of enemy sea creatures who will try to stop girls from being exposed.
- ☒ If an enemy touches your tool or the line of your cut then your tool is lost.

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- ☒ Lose all of your tools and it's game over for you.
  - ☒ The further you progress the more powerful your enemies will become.

All characters include sexy voices in Japanese.

- \* Please note: This is a puzzle game with sexy characters but no nudity.
- \* Characters and character images used under license from their respective owners.

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Title: Pretty Girls Panic!  
Genre: Casual  
Developer:  
Zoo Corporation  
Publisher:  
Zoo Corporation  
Release Date: 20 Dec, 2016

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English,Japanese







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The quality is bad, it's hard to understand what and how to do something and train controls aren't good. This game is like from the past.. From 2010 or something. Maybe I don't understand it but I find it to hard for me.. Oh man, The potential is real.

The game is definitely rough, not a surprisre with most VR games.

I would give it a poor rating if it didnt have "last stand"

The freedom of movement, ability to slow time, and the ability to knock NPCs into the air and swipe their feet from under them is just what the Lab's bow and arrow game lacked. Hours of fun! However, the bow mechanics are by far the worst there is to offer in all VR games that try to replicate the Lab's bow and arrow game. In the end, still playable and still fun.

I'd happily pay a price for the game when things are smoothed out with more content.

Overall:

Graphics: 5/10

Gameplay: 7/10. wrapped waifu. Bought the game, played a match, found out I couldn't view the match in the over the top style as shown in the video and on the screenshots.

Matches are currently "played" via the old CM 96 medium of reading a commentary of how the game is going and using your imagination to figure out how the team's shape is looking etc.

First ever refund requested, Stick to FM. If you like deck building games like Monster Monpiece (PSVita) and Culdcept (PS2) Culdcept Saga (Xbox 360), you will almost assuredly like this game. It's not as complex as the aforementioned titles, nor is the art work as detailed (it is still very good though), however, for ten dollars you could not find better on Steam. Support this game!. 10/10 wooden bondage simulator, would fap to again. Really fun game to play casually with friends. Worth it.. Was fun for the bit a played. Seems like a kid game based on its looks and game play.

Check it out for yourself.

<https://www.youtube.com/watch?v=QTtQdcRRHj4&feature=youtu.be>

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Where do I start with this nostalgic game! Never in the life of me could this game be so addicting, especially Survivor mode! Tyler (Screaming Villains) did a great job of revamping this in Unity and I can't wait to see Night Trap 2 in the future!. Not a very good game whatsoever

1V10

do not waste \u00a310 on this game. run and jump and. It's addictive and has a dark souls vibe to it. I really enjoy the game. Lots of different play styles through the use of traits that you develop on your run.

My best run so far 4 levels deep, as a Gluttonous, hypochondriac, spear man. Every wound I got would made me overall less powerful till i cured it and every time i ate some food I grew stronger. With a spear, stealth, and a pocket full of my pets that befriended me to snack on, I made it pretty far.

You can stash 2 items per run as far as i can see, I always choose gold. Gold can buy you stuff before you start your run. I chose to spend \$21 on a amulet of the bunny god, I can pray to it on my next run. Not sure what it does, but I think its a good thing!

Oh yea, Monthly leader boards with prize giveaways, as of last update. Not sure if that is still a thing. But the monthly and overall scores are there. So far only one person has won %100.

Anyways try the demo out first or dive in and if you don't like it then refund it. Takes about 4-5 runs before everything starts to click, what seems weird and shallow at first comes to life the more you play, unlocking many different aspects of play and mechanics.. Game won't start.

Just hangs on blank screen, locks the computer and I have to cntrl alt delete and close it.

I've removed all local files and re-downloaded it three times.

How much fun is that?. The controls can be more responsive and balanced, it feels like I am flying a Blenheim that's equipped with heavy load meanwhile I'm flying a Hurricane/Spitfire with just some MG's

The AI also needs fixes, the should be more polished

you know what else should be polished? The textures. They are beautiful but in an urgent need of some more refining.

I taught this would be the game to quench my need of some WW2 ariel combat (Besides War Thunder, it's just a cesspool now) but I was greeted with a performance quite below my expectations. I know this game will get updated and refined but for now, I don't think it is a completely playable game. It has potential but needs time to put that potential to plan.. The idea of this game is good but the playing experience is petty bad and more story detail is needed. As a game, I don't think it really works. If you're looking for terror, this game is a great thriller though... but that's it. In the gaming category it isn't so great. If that's what you're aiming for, look around a little harder (first-person puzzle/adventure and drama/terror game - you wont find that here, sorry).

Why is it that I don't like it? Please read...

Well, so it begins... you're dumped somehow in an old manor without any clue as to how you fell in such predicament. It's almost like you woke up from a bad dream and there you are. With that, you are left with a flashlight (awesome, and if you choose the hard-game option it may not even work), and you've somehow forgotten how to touch, grab, look, observe, hit, examine, etc. anything that isn't pertaining to your game's progress... no "biggie". As you explore you find that you're ALL alone.... or are you? Nope... and this is a spoiler (so don't read further if you don't want to know this) you find something that may "possibly" be alive... a mannequin.. not just any mannequin, but one made out of copper (what the heck?!... copper for real?). I haven't yet been to the attic, but I already know what the subject of the game might be.... the murderer, the keeper of the manor has been manifesting itself in that mannequin (don't know for sure yet but clues do suggest that). As you move on, you will probably decipher the fact that guests in the manor were pretty much killed by the keeper at some point.

Be careful with most of this game's reviews.... they DID lead me to take the mannequin lightly. Don't let it happen to you, the mannequin is VERY MUCH lethal.

Whew, I took that out of my chest! Well, the biggest issue I had was the fact that the mannequin is indeed lethal, but there are mechanics that just didn't seem to agree with me. Having played games like Zork, Montague's Mount, Riven, etc (and loved



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them) you do assume the mechanics will be similar. I have to blame myself... I hate spoilers so I didn't look for sample videos (I should've)... anyway, there is no inventory, basically as you would in real life you carry things in front of you, BUT this is what is not very real-life-like... remember the above mentioned? (look, observe, hit, etc) you will soon realize that you are DEFENSELESS in every possible which way.... except for room models, I don't think you can actually carry anything else... a key perhaps, but not much else. That means that if you're attacked in a dark room, you can't swing... despite the fact that the bedroom and library are full of books (and that books have been amazing murder weapons in the past) you can't simply grab one of the damn things and swing them at the dreaded mannequin.

There is no "real" save game feature (I hate that in games).... ok... that's not a big problem for certain games, you complete certain puzzles and there; they save.... NOT this one. This game sometimes saves RIGHT when you're about to enter a room and sometimes, not even. That's a problem when you're done getting a model and just want to put the game down. Such is the case with the bedroom, I am not happy I have to do that sequence again! It should save everytime you place a model on the main counter. Why doesn't it do that?!!!

Anyway, it appears you can't really swing that model at the mannequin's face either (if you needed to).... I imagine myself in this game as a disabled person with a mechanical (crane, hand or device) to carry things with... pretty much.

I am not done, and quite frankly, I am unsure whether I want to play this game again :( The issue is not the fact that is scary (not the biggest problem), but when things are scary and you're somehow stupid or disabled, that's just not nice.. Listen....If you learn how to play the game with the weapon you are using "correctly" then the game will be enjoyable for you. If you think you'll just be able to button mash your way to kill other players, think again. You need to take the time to learn the DOs and the DONTs, and once you half way understand that, you will begin to appreciate what this game has done. I'm glad I got this game as early as I did because I get to watch it develop and evolve from here on out.

All in all if you like what I had to say then give it a try. And remember...this is not hack and slash.

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