
Normal Fastfood Fantasy Free Download [Ativador]



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About This Game

Normal Fastfood Fantasy is a relaxing and casual simulation game. The player can play two staffs who work in a noshery named “Kai Feng Guan Zi” at the same time. Will you be able to beat these simple levels within 15 minutes?

The Game controls

Left role: Use WASD to move, and use the Space Key to interact.
Right role: Use the mouse to control the movement, and use the Left Mouse Key to interact.
Your hands need to cooperate in order to reach the goal.

The Game content

First, the staffs need to take the orders from the checkout counter. Then, they need to prepare the foods according to the orders, and put them on the plates. Since the characters are unsophisticated, when the player takes the wrong foods from the orders, they will abandon foods rather than put them back. So, the player needs to use the interact to dispose the foods. Every time when the foods are disposed, money will be deducted. The player will get the tips when each order is finished.

Victory condition:

Complete all levels within 15 minutes!

Failure condition:

If you get over 1000 negative score, or you run out of time, you will lose the game.

We will continue to update the game. It is coming soon. Please expect!

Title: Normal Fastfood Fantasy

Genre: Indie

Developer:

Denise KQ Studio.

Publisher:

Denise KQ Studio.

Franchise:

???

Release Date: 23 Jan, 2018

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Minimum:

OS: Microsoft 64bit Windows 7

Processor: 64bit Intel compatible Dual Core CPU

Memory: 2 GB RAM

Graphics: DX11 compliant graphics card

DirectX: Version 11

Storage: 1 GB available space

English





Game Goal:10000
-25

14:56

Esc to Quit



Now I love experimental games more than the average gamer, but *Normal Fastfood Fantasy* is broken, short on content, and grossly overpriced. The quirky little half-idea of the game is neat, but small. The developer has shown zero presence on Steam, so I'll keep this short for potential customers.

Essentially, you have 15 minutes to complete three small levels. You control two fastfood employees; one with WASD, and the other with the mouse. It's challenging in the same way as patting your stomach and rubbing your head. Well, there were two of us to make short work of it. That's what I believe to be the whole game. That's what the store page says, but as you'll read in a moment - level three is unpassable due to a glitch.

It is broken. You can see my screenshots to understand that level three starts with one employee stuck in the ground. There is nothing you can do to fix it on our end. So, that's it.

It's short on content. We could crush the three levels in less than about five minutes, give or take. There is literally no reason to replay after that.

It's overpriced. In an ever-increasingly flooded market, asking eight bucks for what looks to be a weekend project is just not going to work.

This gets a hard pass from me.

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