Millionaire Dancer Download Mega

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About This Game

Millionaire Dancer is a rhythm game that can dance in VR.
Beyond simply matching the pattern, experience the feeling of dancing
Feel various rhythms, dance with your hands and head.

Millions of fans are crazy about your dance concert!
Be the "Millionaire Dancer" with the most popular.

Title: Millionaire Dancer
Genre: Casual, Indie, Early Access
Developer:
Realgam games
Publisher:
Realgam games
Release Date: 16 Apr, 2019

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Minimum:

OS: Windows 10

Processor: 4th Generation Intel® Core™ i5 Processors

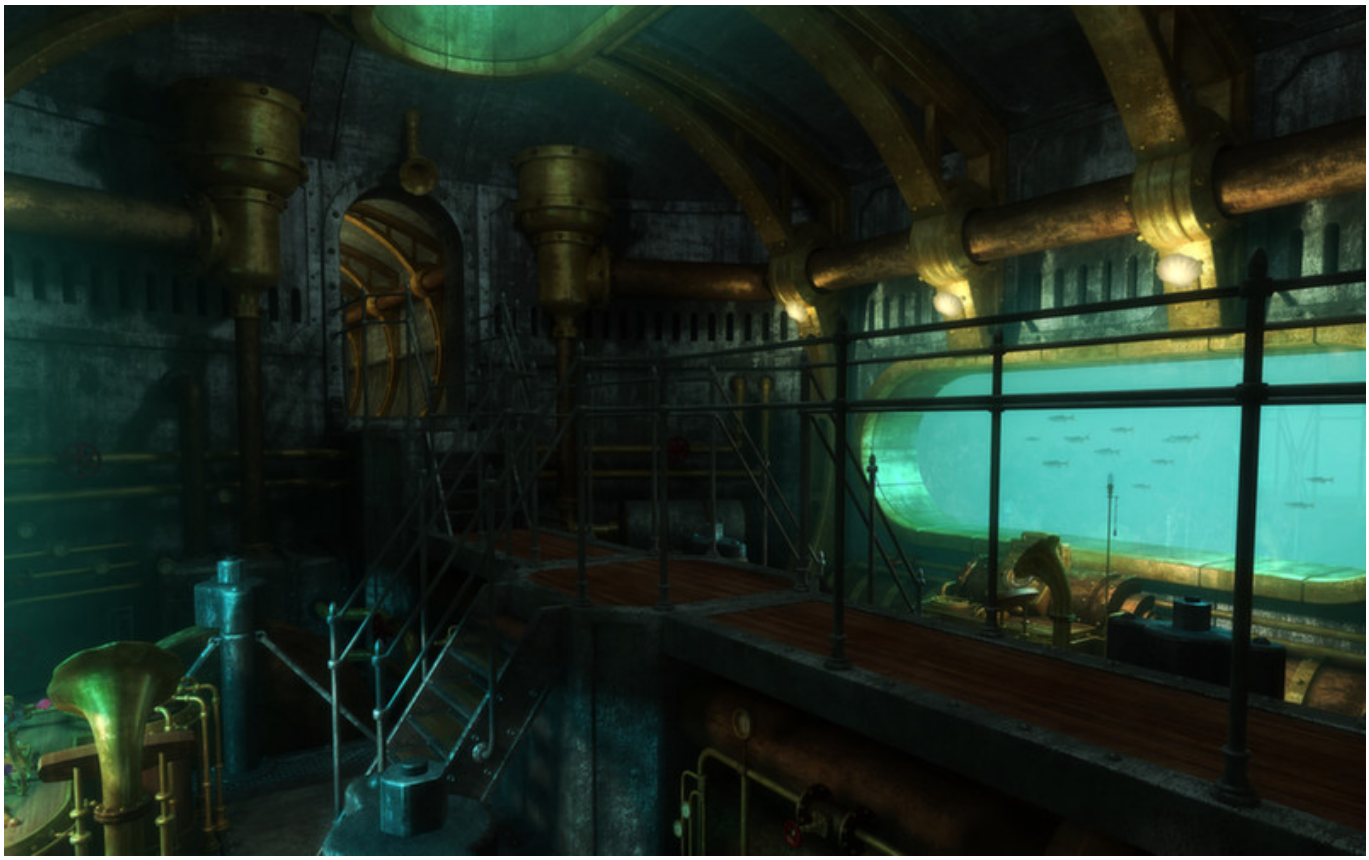
Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 1050(Oculus : 1050ti)

Storage: 400 MB available space

English

Ship 714
37 38 50 27 47 25 400 3
2200.0.5
Build a tool facility.
Ship storage full
Facility not on power grid (3)
Unreachable areas
Headgear
Build Tools:0
Primary
In Use
Secondary
Pocket
Maison
Ground
SKILLS
STATUS
CONDITIONS
INVENTORY
Maison
Idling
DRAFT
SET HOMESHIP



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Spanish Translation and patch 1.3.9:
Thanks to Carlos Javier Cuevas, one of our players who graciously made the translation for us, the game is no available in Spanish.

We hope our Spanish players will be happy to enjoy the game in their native language!

If you find any issues with it, don't hesitate to let us know in the forum.

We also fixed a few bugs:

- Editor: Fixed selection menu not showing content after selecting an object with a lot of components
- Editor: Fixed not being able to select scrolling foreground props
- Editor: Fixed scrolling props not painted at the correct size
- Editor: Fixed a recurring error in paint menu when closing the editor with a prop selected
- Editor: Fixed gravity setting
- Editor: Fixed level 504 incorrect name
- Fixed a missing animation in blood harvest cut-scene
- Fixed being able to zoom in tutorials

. **Patch 1.1.9**:

- Fixed a regression with Overlord not working on moving platforms
- Fixed Overlord Scream direction inverted after using a Spit on the overlord
- Fixed Overlord Scream effect not destroyed correctly
- Cleanup some useless UI texture

. **Update 1.1.2 is now live**:
We've updated the game to fix some issues reported by some players in the latest version.

- Fixed last cutscene not giving back control to the player
- Fixed some issues in the first part of the final boss
- Fixed a case where a tooltip would stay visible without text
- Fixed a case where a zombie sprint attack animation would be played without moving
- Added a 1s cooldown on run mutation to avoid applying a run multiple time
- Prevent opening pause menu while showing end level screen

- Fixed entering a empty frame rate limit value resulting in an error
- Fixed TVs shutting down on level end
- Prevent the car from going too far in "Fast & Ravenous" level

. **Patch 1.1.6 hotfix**:
The previous version was erasing inputs on load if there were no input file present. This version should fix it, however if you are still experiencing this problem, load the game and go into Settings menu, Controls then click on reset to default.

Changelog:

- Fixed controls not being saved correctly between sessions
- Fixed Tank dying from a lower height than intended when jumping

. **Patch 1.1.7.1**:

- Fixed a regression preventing save files from being created at first launch

. **Patch 1.3.4**:

- Fixed progression not unlocking the next chapter properly
- Fixed an error preventing chapter edit menu from working
- Added an error message in chapter edition when there are missing levels in the level list
- Fixed removing alternate levels in chapter menu resulting in an incorrect state
- Rename the "Localize" Field to "Use Official Dialogue" in the dialogue editor to reduce confusion
- Fixed dialogue editor not updating the "official dialogues" preview
- Fixed some blank dialogues in imported levels after editing existing dialogues
- Fixed some typos in the editor

. **Patch 1.3.6**:

- Fixed corrupted save file introduced by the previous patch (Sorry!)
- Fixed community chapter unable to load next level if there were no end cut-scene

. **Patch 1.3.17 Beta 2**:
The beta have been updated, check it out here:
https://steamcommunity.com/app/416680/discussions/0/1739968490552489634/. **Level Editor Beta Update**:
The level editor beta have been updated. The workshop is now available to everyone owning the game, it no longer required to be in the test group.

New features & fixes has been also added:

- Challenges can now be added & edited in any levels
- Tutorial TVs can now be edited
- Improved custom chapter menus to make it clearer that you can switch between workshop and local chapters
- A validator has been added to the chapter menu to check if a given chapter has errors, it is no longer possible to upload an invalid chapter
- Added some missing character animations
- Fixed paint menu filters & loading issues, it should be a lot faster to load now

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