
100% Orange Juice Hack

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About This Game

100% Orange Juice is a digital multiplayer board game populated by developer Orange Juice's all-star cast. Characters from Flying Red Barrel, QP Shooting, Suguri and Sora c 5d3b920ae0

Title: 100% Orange Juice
Genre: Indie, Strategy
Developer:
Orange_Juice
Publisher:
Fruitbat Factory
Franchise:
Orange Juice
Release Date: 10 Sep, 2013

English,Japanese,Simplified Chinese,Traditional Chinese,Korean

100 orange juice valentines event. 100 orange juice lingering effects. 100 orange juice wiki cards. 100 orange juice jonathan. 100 orange juice seagull. 100 orange juice flying castle. 100 orange juice board game. 100 orange juice free dlc. 100 orange juice 4chan. 100 orange juice resolution. 100 orange juice mira. 100 orange juice sprites. 100 orange juice boards. 100 orange juice board game. 100 orange juice recipe. 100 orange juice tomomo. 100 orange juice tv tropes. 100 orange juice gift card. 100 orange juice noname. 100 orange juice leaderboard. 100 orange juice event. 100 orange juice orange farming. 100 percent orange juice download. is 100 orange juice whole30 compliant. 100 orange juice star hack. 100 orange juice events. 100 orange juice battle. 100 orange juice woolworths. 100 orange juice yuki dangerous. 100 orange juice sora. 100 orange juice multiplayer. 100 percent orange juice download. 100 orange juice seagull. 100 orange juice qp. 100 orange juice guide. 100 orange juice japanese. 100 orange juice characters tier list

Roll 5 or more to revive!- Rolls 4 Roll 4 or more to revive!- Rolls 3 Roll 3 or more to revive!- Rolls 1 Roll 2 or more to revive!- Rolls 6 11/10. Game is fantastic.. I like to play as Aru and so should you.. Remember: that evade is a lie and the seagulls are out for blood. i dont know what im doing, looks cute though. TLDR: Fun game, takes time, casual; Dice-roll & character based

board game 4 Players, only AI offline Cons Grinding is needed to unlock cards, characters, and boards Have fun playing with your friends. RNG will destroy someone every game. Check a tier list if, for some reason, you want to win really bad.. HELLO BUY ME DLC PLS GAME IS EXELEN, OK NEXT. 100% Orange Juice launched as a reasonably interesting board game at a time when there really weren't any on Steam. Five years on, it is a game which seems to sustain its continued development by drip-feeding DLCs that require achievement hunters to regularly stump up a completion tax. It wouldn't be a problem, but some of its core problems from launch - in particular, that the "Online" mode that gives account experience, is slow as molasses. The game has four speed settings ranging from "Watching paint dry" to "Death by old age", but at least in the Single player mode it allows you to hold the Shift and Ctrl keys to speed it up. I wish I was kidding. The single player in a multiplayer board game is literally more fun to play. Sadly its developers have consistently ignored my pleas over the years for an iota of quality-of-life improvements the game badly needs (why on earth after all the times I've brought it up do we STILL need to click past a stupid "Click!" screen to roll a dice when we've already clicked the Move button?!) and focused on their apparent obsession to "encourage" people to play a slow online mode without any interest in making it less painful to play. If you haven't started 100% Orange Juice, do not. ESPECIALLY if you are an achievement hunter. The gradual addition of dreadful new chores to do over several years will make you hate this game.. 100% standard board game 100% RNG 100% collectathon 100% pudding 100% recommended for the price

Update 2.3.0 - New UI, Party System, Redeem System, 6 New Skins : Hey MINDNIGHTERS - ready or not here we have our semi, sort-of monthly update. This time a huge update with lots of changes! Before going in the change log, we wanted to thank the beta testers that helped identifying bugs and suggesting general improvements of the new features that we have added. The game would not continue to grow without you and your constant support. Thank you! Now the change log: FIXED BUGS: Fixed an issue where the XP text on the first win of the day was not displayed correctly Fixed an issue where a chat bubble would not be displayed if a lot of emoji's would've been present in a message Fixed an issue where the node hover tooltip got stuck during a mission change if hovered by the player NEW FEATURES: Complete re-design and re-implementation of user interface across all main menu screens. Added a new maintainance mode message notification Added user interface notification indicators for when a player unlocked something new Added a Party System. Create a party and invite your friends to join the fun together! Added in-game notifications where players are inviting other players in a party and/or in a custom game Changed and re-designed the Custom Game Lobby with extended custom game customization options Added skin lore backstories. Find out more about the world of MINDNIGHT and the characters in it Added a welcoming message in the global chat in the Main Menu Players can now see in global chat when a Moderator or Developer is typing Moderators and Developers are now able to mute players in global chat for abusive language, harrassing and spamming Added a Special Skin Deal. Each 3 days a random choosen skin will be on sale for 0.99\$ Added level display for players after a match is done Added a Redeem System. Use Special MINDNIGHT keys to redeem rewards given out from giveaway, moderators and developers. For example: 1000h4ack\$. Ctrl+C, CTRL+V. Added an option to display the Main Menu Background without animations for potato computers. Don't worry, we love you. Added option for players to choose a Random Skin. Added keybindings for gestures, Hack, Secure, Accept and Refuse actions - you can see the keybindings in the Options Menu Added timestamps to global chat messages Added six new skins: Raggy, Alice, Angela, Holo San, Bob and Jond Blames Added five new in-game names from our beloved patreons: Loki, Andrew, Appa, Situ and Sunny. Thanks a lot for supporting us! Added Discord Rich Presence Integration. Players will not be able to see when you play MINDNIGHT in Discord.. Discord and first Hotfix - Patch 1.0.1 : Hey, I am Francisc, one of the MINDNIGHT developers. We wanted to thank you guys for your support and understanding during the launch. As you know, we will keep supporting and updating the game. In this context, we prepared a hotfix to resolve and improve some elements of the game. More so, as we are going through the first days of our release, we would also like to apologize for the long occasional matchmaking queues. For these times when it is difficult to find a match we created a discord channel so that we can gather more people in our community. In this discord channel you will be able to discuss with developers, find and create matches and discuss strategies with other players. You can access the discord channel - Thank you for your understanding and your support. MINDNIGHT 1.0.1 Hotfix Patch Notes:. 2.2.4 - Community created Skins and Skin Bundle : Hey there MINDNIGHTERS, We just rolled another small update, in our effort to update the game more often. This update contains skins that were proposed by the community in a Skin Creation Contest. The skins were proposed originally by: Generic User (the most talented skin creator) - Hangover John gangsterheart (one of our veteran players and ranked 1 in-game) - Grim Reaper Fudjjama (one of our beloved Discord moderators, xoxo!) - Tuxedo Guy (Kingpin from Spider-Man) iwanPlays (a great youtuber and content creator) - Shodan (System Shock) Snuwolfie aka Eva (Skin Contest Big Prize Winner) - Leela (Futurama) You can see the original Contest prizes and winners below: Together with these skins we are creating a bundle that it is valued at over 17\$ in this update that contains all of the Skins from this community event and it can be purchased for only 6.99\$! Now, the complete changelog for 2.2.4 update: Five new skins proposed by the community in the last Skin Contest Event Added a skin bundle in the Credits Marketplace for only 6.99\$ A sound will now be played after each purchase As a closing note for some of you that might be

concerned about this. We will never add anything regarding monetization that will affect the gameplay in anyway. For those that want to support the game, you can always choose to purchase cosmetic features in our game or not. Nevertheless playing our game will always overwhelm us and that is the best way to support the game. Join our discord to take part in development chat and find games - discord.gg/midnight Thanks, have fun and cheers! MINDNIGHT TEAM. Patch 1.0.2 : Hello there hackers.or agents. We are moving forward with our quick updates to improve the overall experience and prepare the game for some bigger changes that we are working on currently. Therefore we just pushed the update 1.0.2 with the following changes and new elements: When a player that is a hacker is Away From Keyboard now, it will always hack when the timer expires in the Mission Phase The Mission Phase is now 15 seconds from 60 seconds, thus making the game more fast-paced An issue with sending typed message when the Mission Phase started is now fixed When the timer expires in the Proposal Phase, it will not count as a failed proposal anymore When creating custom games, players can now choose from new several random name lists to play custom games Random Name assignor will now pick random names with different starting letters (first 3 letters) After a game is completed, players can now find a new game or create a lobby with the same players, to play again The player that created a custom game, can now kick players from the game lobby The steam avatar is now displayed accordingly for individuals that are not in your friend list Fixed an issue where players that are disconnected are not shown as being disconnected Thanks again for being with us and we also wanted to tell you that your patience, understanding, and help mean a lot to us as we are looking to update the game with a meta-game, add skins and ways to customize the experience.. Community Map Contest Winners Announcement : Congrats to all winners and awesome job! We'll implement these soon.. Update 2.0 - Going Free-to-play - Nov 30th, New website and Expanding Community : Hello fellow Agents, Hackers and Wish listers, We apologize for not doing more frequent updates, but we are looking at changing that from now on. As we are moving forward with the development of MINDNIGHT we would like to go through some subjects that are very important for us regarding going free-to-play, launching a new website for the game, expanding the community in a number of ways and adding new features to the game.. 2.2.3 Patch Notes - General Fixes, AI improvements, Penalty and Automated Banning Systems tweaks : Hey there guys, We have just pushed another patch and we are working around the hour to tweak and fix any issues. Thank you for your patience and help to make MINDNIGHT better. Patch Notes: Tweaked the penalties when abandoning a game All the faulty penalties should now be reseted, let us know if this issue persists on our discord.gg/midnight Tweaked the number of reports that are needed for a player to be banned in certain situations Improved the general AI behavior - we will keep improving this in order to create a more human-like behavior Thanks a lot and keep hacking.. Update 2.0.4 - Performance improvements, bug fixes and phase length adjustments : Sup hackerz? We just updated the game with a few small changes and a lot of improvements both on the server and client side. Thanks a lot to everyone that helped us find issues and bugs and for all of the reports. For those of you that want to contribute and help us improve the game going on, do not forget we have a very active Discord community here [discord.gg] . Join us and let's make MINDNIGHT better together. For the next period of time we will focus on the X-mas update that brings a few new features and themed content.

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