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Millionaire Dancer Activation Code [hack]



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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.

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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

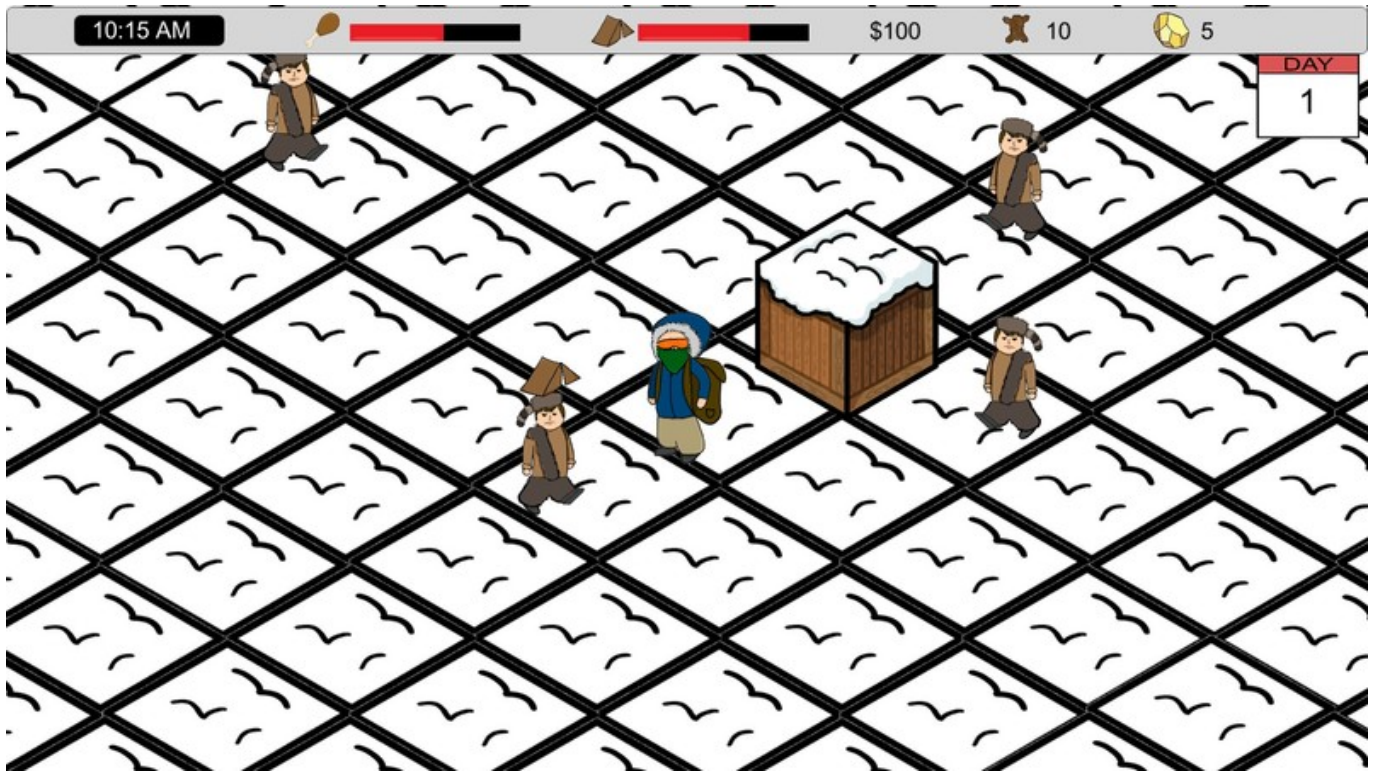
**Processor:** 4th Generation Intel® Core™ i5 Processors

**Memory:** 4 GB RAM

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

**Storage:** 400 MB available space

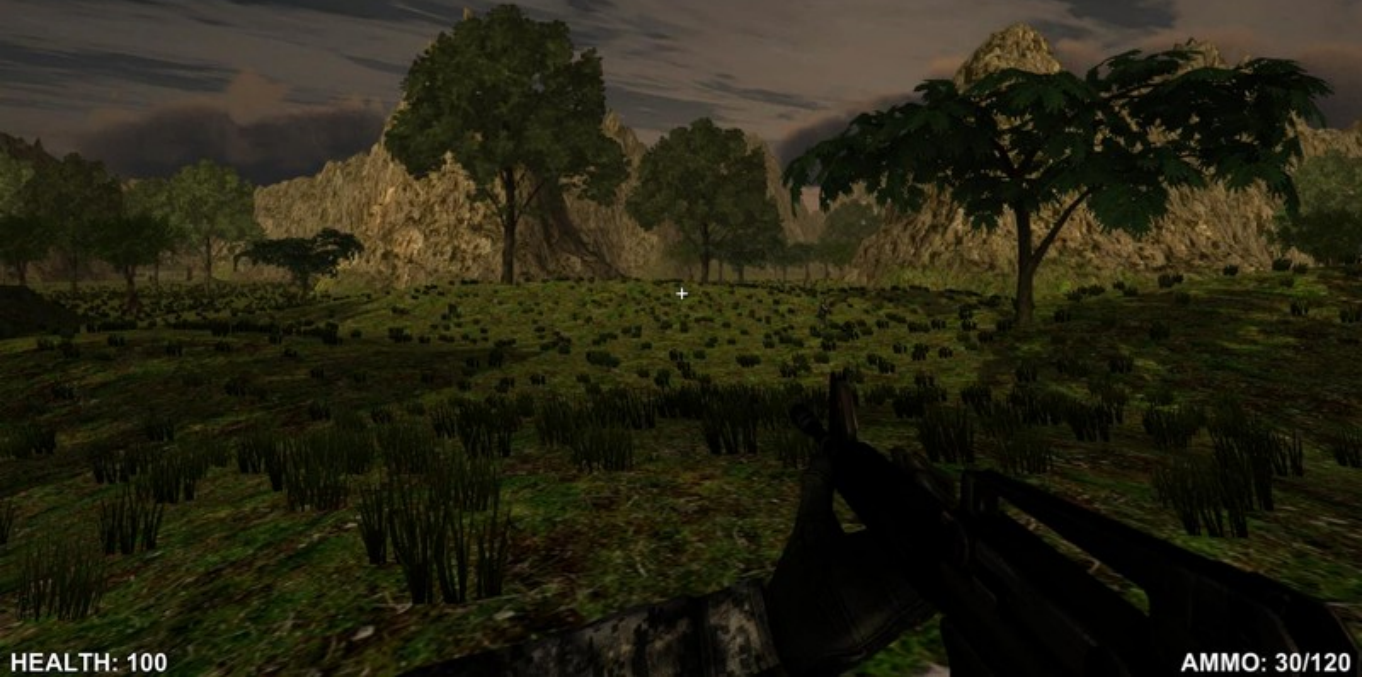
English





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Current objective: Open second gate



HEALTH: 100

AMMO: 30/120

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**Patch 1.3.5:**

- Fixed last level of Moonwalkers not loading the end chapter cutscene
- Fixed temporal anomaly animations
- Fixed some recurring errors in the level editor

**. Patch 1.3.11:**

- Fixed Pancake achievement not working
- Fixed Zombie Apocalypse achievement unlocked by Moonwalkers levels
- Updated Unity version
- Updated Steamworks API
- Added missing intro logos
- Editor: Fixed signal preview lines not visible after loading a level
- Editor: Fixed typos in some brush names

**. Patch 1.3.7:**

- Fixed brightness and gamma settings
- Fixed some input field in level settings not working as intended

**. 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 now 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

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- Editor: Fixed level 504 incorrect name
  - Fixed a missing animation in blood harvest cut-scene
  - Fixed being able to zoom in tutorials

**. Patch 1.3.3:**

- Fixed game over screen not showing in some levels
- Improved game over screen animation

**. Level Editor Beta is Now Available!:**

Hey there again Fellow Deadheads,

We're thrilled to let everyone know that the **Level Editor Beta** is now available for anyone whom owns the game on Steam! This new Level Editor feature allows players to create their custom levels and import official new ones into their game.

The Level Editor Feature is currently only available in *Beta Form* though, as we're still working on finalizing everything and improving it to a state that we feel everyone will be happy with. Therefore you can expect that there will be bugs with the feature, and that using it won't be the smoothest experience for now. Because of this we decided to place the Level Editor Beta on its own Special branch here on Steam, so that those interested in checking it out can do so, but it won't interfere with everyone else's enjoyment of the game.

To utilize the level editor, you must first access it on Steam. Here's a brief breakdown on how to access the right branch and enable the feature:

1. Go to Zombie Night Terror in your Steam Library
2. Right click on the game
3. Scroll down the available options in the resulting drop-down menu and then select "*properties.*"
4. After this you must then go to the "*betas*" tab and click on the downward facing arrow key under the "*Select the beta you would like to opt into:*" option
5. Select "*level\_editor*" from the resulting drop-down menu
6. Finally click "*close*" and you will know that the process was successful when the game reads as "*Zombie Night Terror [level\_editor]*" in your Steam library

Once you download the update associated with switching to the right branch on Steam, you will be able to access the Level Editor Feature from within the game. We're still working on finalizing the feature, so there are currently some limitations as to what players can do with it (besides creating custom levels and importing official new levels). Here's a brief breakdown of the current limitations associated with the Beta:

1. No sharing via Steam Workshop for now
2. Chapters edition is not ready yet
3. The UI is not final (and we know that it's currently ugly)



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4. Some tools are not included yet (like line & rectangle painting)

5. Challenges are not useable

6. Please expect to run into a lot of bugs whilst utilizing the Level Editor Beta

7. We're still working on the final version and would really love all of your feedback as it would greatly help us to deliver the best Level Editor that we can for everyone to enjoy!

We really hope that you guys will enjoy what the feature already has to offer and we can't wait to hear all of your feedback! So please share any thoughts that you might have about the Level Editor in the Beta section of the game's Steam forum here <http://steamcommunity.com/app/416680/discussions/2/> or feel free to write to us directly at [feedback@zombienightterror.com](mailto:feedback@zombienightterror.com).

Thanks a million again for your continued support and have fun creating your own devilishly clever levels you undead masterminds!

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