

jogo de bater penalti

The Japanese version of Crash Bandicoot was made easier than the original release to appeal to the Japanese PlayStation market's preference for lower difficulty levels. The localization hid the game's American origins as much as possible, featuring no romanizations for instance. Cossan's versions of Crash Bandicoots (video game) Tj T* BT

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Autor: jamescall.com

Assunto: jogo de bater penalti

Palavras-chave: jogo de bater penalti

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