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About This Game

A serial killer is terrorizing the streets of Victorian London, and private investigator Sydney Emerson has hit a new low between finding lost dogs and receiving alleyway beatings. A turn of events sees Sydney forgoing his selfish nature and thrusting himself into perilous and increasingly surreal situations, treading a fine line between dreams and reality.

Explore the foggy streets of Victorian London in all its decadence and depravity, searching the slums, taverns, brothels and even Sydney's abstract dreamscapes for clues, while meeting a host of interesting, insane and eccentrically British characters along the way.

Features

•A noir adventure laced with adult themes and dark humour.
•A faithful recreation of Victorian London, from decadence to depravity.
•Classic point and click gameplay in the vein of the LucasArts games of yore.
•Explore Sydney's surreal dream-world for clues.
•Follow the trail of a killer, or drink until you vomit at the pub.
•Original soundtrack blends film noir and traditional Victorian instruments.

Title: The Slaughter: Act One
Genre: Adventure, Indie
Developer:
Brainchild
Publisher:
Brainchild
Release Date: 28 Jan, 2016

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Minimum:

OS: Windows 7

Processor: 1.8 GHZ

Memory: 2 GB RAM

Graphics: NVIDIA GT/s 4xx or equivalent

DirectX: Version 9.0

Storage: 350 MB available space

English

16:47 - Evening Meal (Day 1)

「えねーぎー……！」
「エネルギーね」

Doesn't really have a player base but still a great game. This is a game with lots of potential but it kinda feels abandoned towards the end.
It starts up nice, lots of customization and room for you to play with the upgrades while balancing with the difficulty you wanna attempt (some of the difficulties dont make sense though, and as other parts of the game it seems they lack testing and a dev design to actually support it and it shows, painfully towards survival mode)

Thing is, while all is good and fun, towards the end and particularly in survival mode, things start to break down, the game is unable to process all whats happening and the fps take a fall for the worse in high end pcs for actually graphic intensive games. The worst part is, all that freedom to customize and build your ship becomes a painfully frustrating race towards maxing dps and grinding constantly to get a weapon that outclasses in damage to try and kill enemies in the lowes difficulty since you can no longer keep up and your dps falls behind more and more, which doesnt even make sense.
Its highly likely that this wasnt even tested

Its sad since i really enjoyed the game while starting up the campaign.. Seens okay but needs more work.Some of the screens are too busy. Insanity is sometimes said to be doing the same thing over and over and expecting a different result. Insanity, with minor adjustments, is the entire game mechanic for Snik.

Each stage in Snik requires execution of a series of moves thorough observation and careful timing. The component of the game in plotting the moves to obtain full credit on each stage is moderately easy, however carrying out moves involves excessive time, effort, and repetition. The likelihood of any move failing due to timing\/execution errors is reasonable and the number of moves per stage is high - put together, tens or hundreds of attempts on a stage can be common and upon each failure only oneself is to blame as rarely are the planned moves impossible, they're just difficult to execute.

I enjoy games where most of the game time is spent strategizing, Snik isn't a game with that quality, it is >95% game time towards skillful repetition, <5% game time towards the initial planning of moves and adjustments. Some have the patience and obsessive nature to enjoy skillful repetition; do not buy Snik if seeking other types of challenges.. Wing Pro is an integrated development environment for the Python programming language. It integrates powerful editing, testing, debugging, and project management features to help reduce development and debugging time, cut down on coding errors, and make it easier to understand and navigate Python code. Wing Pro can be used to develop any kind of Python code for web, GUI, game, embedded scripting, and other applications. Please purchase the Wing Pro 6 Commercial-Use Bundle if you will use Wing Pro for commercial (non-hobby) development. You can also upgrade to Commercial Use in the future by purchasing the Wing Pro 6 Commercial Use Upgrade at a later date. This is better than other IDE. great game if you want to learn to fly rc's
graphics look great in single screen mode.
however. this game performs terribly in vr. dont even bother trying it in vr.

This game is 3 hours long if you spend an hour plus doing the "what on earth am I supposed to do next" thing. And you probably will. Luckily it has a hint feature which truly helps, sometimes. Some good comedy, but about none in the last hour. Worth 2 dollars. 5 bucks? Not for me. Best line in the game "The boss is coming, act competent!".. this expects you to launch it while sitting which can be a little weird to calibrate

other than that the product is pretty self explanitory so, enjoy?. I've not played it nearly as much as I should have, but it's a wonderful, very personal city builder. It operates on a relatively small scale that helps you understand the settlement's workings without a barrage of information and clutter, but also puts you in touch with your little Egyptian dudes. I'm no expert on the genre, but I've never gotten a better sense of a living, breathing place than I have in Children of the Nile.. The game is awesome! A lot of characters and a lot of cars!

It´s like Mario Kart but you can drive too in the water and in the sky!

I recommend it if you like that genre!

https://www.youtube.com/watch?v=Jr3HVW2l014. Initially due to the graphics I thought this was a kids game.. I was mistaken. Its a pretty fun push style game where you get full customizable control of your units. It can feel a bit spammy in the beginning but as you get to later levels more strategy is involved with how you build your units. Overall a really cool idea executed well, only downside is the MP seems to be a bit dead.. I like a lot this turn-based strategy game. Each turn, you choose an action for each crew member, you can: create a room in the base or craft something (weapon, armor), or help a character with low stats to stay alive, giving him (her) food, heat or health in the appropriate room, or pick a mission and send one or more characters outside to find resources (there are also other types of missions). During a mission, the characters explore a map and fight enemies in turn-based combat. It's cold, so they can't stay outside for too long.

You have to manage the characters and the scarce resources, with the lurking menace of a base invasion that will happen in a determined number of turns. There are various strategies to try and things to learn, with rooms that can be upgraded and the characters who gain useful skills with experience. I like the retro pixel graphics. The interface reminds in some aspects a board game: in the base, to do an action, you slide a character token on a room and then make a choice in a menu. I appreciate this style and all works well so far. The tutorial teaches well the basics. In normal mode, you pick three goals (with various difficulty levels) and you succeed when you reach them. A successful run gives points to unlock more characters. So far, I played a few runs and I reached the easier goals. I will play more.

. Just brutal!. What this game lacks in brand name studio advertising and high profile streamer support, it makes up for in competitive spirit, difficulty, and complexity--as well as top-of-the-line gun physics and breathtaking graphics. With a wide variety of guns to choose from, the meta of DeerHunterX promises to stay fresh for years to come. The Barrett provides a strong optic with laser accuracy, but the M16A4 offers a high rate of fire and larger magazine. Several other guns, including a semiautomatic shotgun, offer a well-balanced selection of loadouts for eager DeerHunters.

The AI of the titular "Deer" is beyond that of any AI in any AAA-studio game on the market, Far Cry 5 be damned. They react dynamically to your presence, requiring stealth expertise and careful positioning to kill even the slowest of deer. The constant challenge of increasing your killcount in DeerHunterX's vast and varied landscape provides hours and hours of gameplay; as you master one weapon, the Deer master it as well, learning its sound and how to escape its dangers.

The environment of DeerHunterX is amazing, to say the least. The game could be a walking simulator and I would still put hours into it. Rolling hills, dense forests, lush meadows--playing the game takes you to a world as detailed and captivating as Tolkien's Middle Earth, with the added bonus of an endless population of Deer to Hunt(X). Spend a while staring up at the sky. You won't regret it.

All in all, DeerHunterX promises to be a mainstay of Steam libraries for any serious and discerning gamer for years to come. The addition of multiplayer, if it comes, will place it in the Hall of Fame with other all-time great competitive FPS games, but until then, the in-depth and captivating open world campaign is sure to reward any gamer willing to put time and dedication into the best indie video game of the 21st century so far.. 5.5/10 mark

For both story line

1st half story make me sleep, 2nd half story is fine but ending is ended suddenly