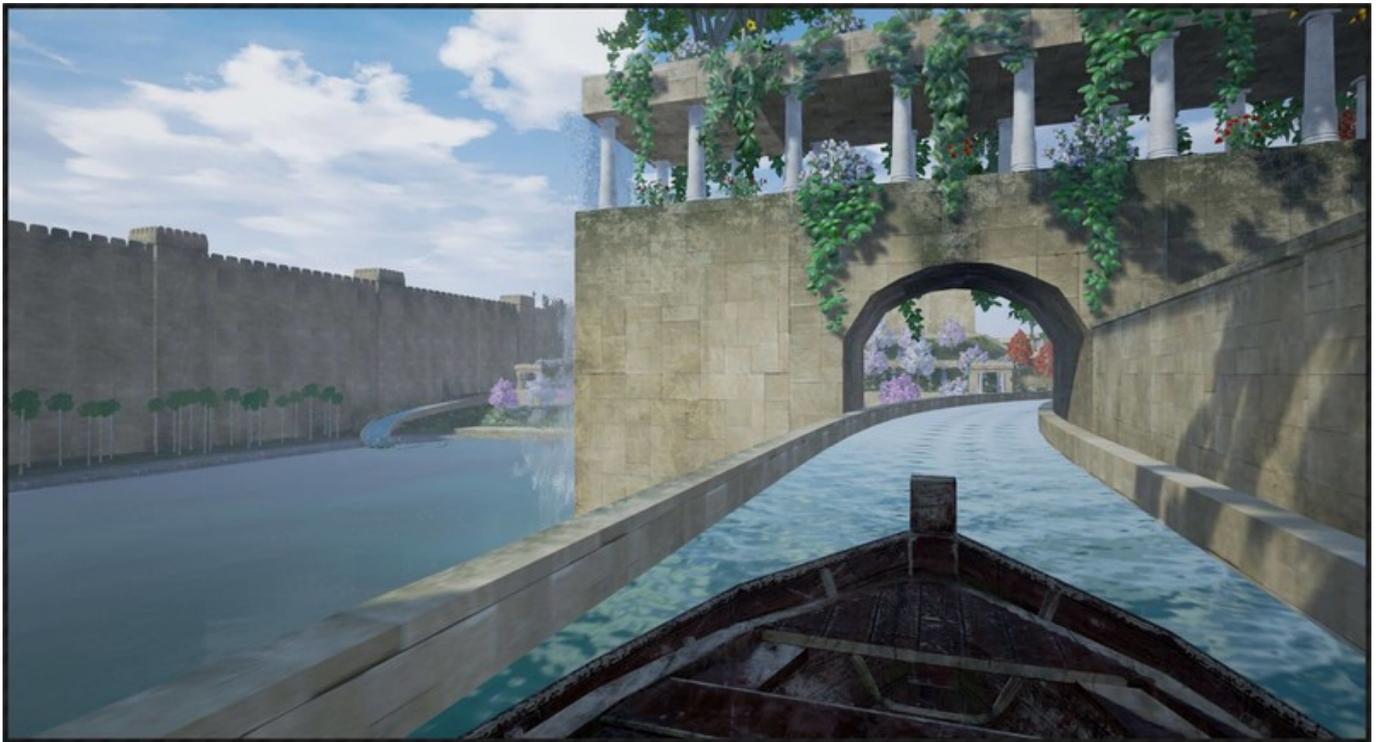VOID Ativador Download [FULL]

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About This Game

VOID is a visual novel themed around espionage and revenge. You play as Arthur Woods, a man seeking revenge from the death of his loved one, forging himself into a deadly assassin. Along the way, you will meet people who may (or may not) be your allies, as you try to untangle the web of lies and intrigue surrounding your girlfriend's death.

Characters

Julie Ross, the vigilante with anger issues. Proficient in several forms of martial arts, she is a deadly adversary in hand to hand combat. Her past shaped who she is today, and she joined forces with Ciel and Arthur to achieve a goal of her own.
Ciel Blanchette, the upstart rookie trying to prove her worth to her mentor. Highly intelligent and cunning, she will lead Julie and Arthur in their mission to find the leader of The Syndicate.
Arthur Woods, a man so consumed with anger he plunged himself into the dark world of assasination. Trained by an ex-SAS, he sharpened himself into a deadly killer in just two years by his sheer will.

Features

- 10+ hours of adrenaline-pumping story

- Explore the city of King's Port as you progress through the story

- Multiple endings based on your choices

- BGM composed by Vesuvia [Ecky]

Theme Song by Vesuvia [Ecky], vocal by Rei

Title: VOID
Genre: Casual, Indie
Developer:
Vifth Floor
Publisher:
Sekai Project
Release Date: 31 Oct, 2017

 b4d347fde0

English

I have to say im pretty new to the Visual Novel Genre but Root Double rly gave me a blast.
You play it for the first time and think: "Hey that is a pretty cool setting, a lot of interesting stuff happens and since you can decide how much you 'trust' others (or even yourself) you can influence the story in whole" After hell a lot of play time you land in a some kind dissatisfying ending, but nevertheless enjoyed your time trying things and even achieving a lot of things. Ofc you can try to figure out every little possibility by yourself but i highly recommend a guide (not at first or even second playthrough, but when you feel like you dont want to fail all the time anymore).
Because there unfold so many further aspects of the story with every additional playthrough (or better said: route) I took. First time I didnt even see half of the important chars, then I saw them and understood their connections, afterwards it comes out that they had even deeper connections then you thought they would have and so its a really joyful ride to find everything out this game has to offer.

I highly recommend it, cause of its incredible story (including so many different routes and outcomes to experience), its vivid characters and also technically speaking full japanese audio and skipping options.

The only bad about it is, that i repeats itself many times.....more precisely i mean this: (Keeping in mind you can always skip scenes you have already read up to that point where you havent) You play a scene with one unimportant decision, then, second try, you make the other decision. Ends up, that just one character say one other word, but everything else stays exactly the same. But since its another scene you cannot simply skip that "already read" part.
Other example: You get to see many scenes from multiple perspectives. And also here some perspectives are simply not relevant and simply boring, But since every third sentences is "Oh i think this looks great" you cannot skip it either. Dont get me wrong you can basically skip anything. The issue with this parts is only that u might miss something then.

Oh yeah and the music is pretty cool...has a nice set of songs for every kind of situation as well as unique character songs.. The Moment of Silence is a game that has some solid ideas but is held back by sloppy game design.

The plot is a decent but run-on-the-mill conspiracy story loosely inspired by Orwille. Whatever plot twists it has are textbook. There is nothing special or groundbreaking about it except the world-building, used as commentary on the fear of surveillance of private communication. This aspect is actually kind of culturally relevant and even somewhat thought-provoking due to the information age we currently live in. The pacing is good, first letting you to know the area Peter Wright, the protagonist, lives in, and getting more tense and action-packed later on.

Puzzles are mostly solid, but some of them rely on typical cartoony adventure game logic (you put a live bird inside your pockets on two occasions) which clashes with the tone of the game. Furthermore, I felt that some of the puzzles were insufficiently hinted\/signposted, leaving me confused about what my goals were. As the gameplay makes the game tedious to play (I'll get to that soon), I resorted to using hints a couple of times.

The dialogue trees. Oh the dialogue trees. Each time you meet a new character, you are faced with a laundry list of topics to click through. The dialogue is at times moderately witty but is also extremely long-winded. Once you've exhausted a topic and must backtrack in the dialogue tree, you have to select some variation of "There is something else I want to ask about", which will quickly become a phrase you will never again want to hear in your life. As a result, the conversations become utterly unbelievable and repetitive. The saving grace is that conversation options that have not been selected yet are highlighted, but on the other hand this is also a constant reminder of the checklist-of-questions nature of the discussions. Some of the NPCs are colourful enough, but fail to have any great chemistry with the protagonist due to his nature.

The main character has no personality. He's a very generic Anybody who randomly decides to embark on an adventure because the plot requires him to. You know, in my teens I drew a parody comic that poked fun at thriller\/mystery plots, and one of the side characters I came up with was a guy who acted like a stereotypical point and click adventure game hero. He'd unnecessarily voice his thoughts aloud in a deadpan way that told nothing about himself, and engage in conversations in an awkward start-stop fashion as if he was navigating a dialogue tree. Peter Wright is exactly like that. Any traits he possesses are the bare minimum required: a sort-of-negative-opinion of the villainous forces or other obvious but shallow ones (e.g. basic sarcasm). He doesn't go through any meaningful change. And this is not helped by the monotonous performance of his voice actor. At one point you get to briefly control Mrs. Oswald, whose husband is kidnapped in the intro, and I thought she would have been a much better main character with a stronger motivation.

Then there's the backtracking. The game features large, beautifully rendered backgrounds, yes, but traversing through the long corridors and wide plazas quickly becomes tedious. Near the end of the game you have to go back and forth through a series of tunnels just to fetch a single item. Exits of screens are often unobvious and the camera angles sometimes change confusingly. Have the developers ever heard of the 180 degree rule? Combine these with the fact that the path-finding of this game is notoriously terrible - Wright will from time to time run several meters in the opposite direction before going where he was supposed to - and you will soon long for any other control scheme. Luckily, pressing and holding H reveals hotspots and exits, which reduces the pixelhunting.

None of these are absolutely game-breaking, but these do severely bring down a game that isn't really outstanding in the first place.. Definetly has potential

+good story)))
+good graphics
+good sound, Nick's replicas are cool
+++incredibly immersive for a game with cartoon graphics

-only 2 weapons (one of is a hammer)
-forget the room scale thing (clients were surprised in a bad way that you cant go outside or to the second floor)
-no traps

basically the game needs more objects, guns, locations and inspiration from COD Zombies)

I recommend this game because with minor improvement it can be a major success. i don't write reviews often. but i have yet to play a single game because nobody is online.

but the UI doesn't seem broken...

the chat seems to be okay.

but sadly i waited well over two hours trying to get into a game.

All i can say is I can't recommend a game that can't be played. and this game isn't playable without other people.
If you have a group of four or more friends then go for it. otherwise move on. I have seen no community whatsoever to play the game with.. Warning! Trojan detected via SONAR.Heur.RGC!g519 when .exe starts up. The Steam release of MDK is a bit of a letdown. It inspired me to make a fan patch for the game since, not only does it not include any glide wrappers to make the game compatible with modern systems, it also missed a LOT of original content from the game such as cutscenes, artwork etc.

Using my patch though you should be able to experience the game as it was meant to be.

In my opinion MDK is a pretty awesome shooter. It's insanely easy to play (especially with a modern WASD+mouse control setup), easy to grasp and while the game is a bit short, it has an insane amount of variety in level designs and graphics, especially for its time when most shooters looked like brown and grey corridors (*cough*Quake*cough*) and the game also features more open arena-like spaces a lot.

A DEFINING feature of the game is the sniper rifle which attaches to your head like a helmet. Back in the 90's, this must've been the FIRST shooter I remember that had a sniper weapon that felt as good and simple to use as this. And it zooms in without any kind of pixelation as well.

The music is also stellar and composed by Tommy Tallarico who obviously took a lot of influence from Danny Elfman in his score for the game, using a lot of synthesizers mixed with rich orchestral sounds and themes. The soundtrack is as varied and whimsical at times as the game is and fits perfectly.

Graphically the game ranges from being really colorful to having almost gothic HR Giger'esque designs, especially with the

main protagonist. The low polygon count gives the game a very unique look though it uses a lot of very impressive graphical tricks for its time such as a world consisting entirely of mirrored surfaces that still looks awesome today.

All in all, MDK, or Murder Death Kill as it's originally called, in my opinion is an underrated must-play title for all shooter fans.. 10/7
bads
1- Slenderman seens only paper place -1 point
2- ulliminati chapter is so short -1 point
3- Classic is so hard -1 point
. First impression of this hidden object game was that it was cluttered. Too many visuals packed into a small space. Getting a little further into the game, however, it became less cluttered and I really started to like the visual style.
Second impression of the game was that it had live motion capture with actors, and that rarely bodes well, but Questerium managed to integrate the actors into the game almost seamlessly. The voice acting was reasonably strong, and while the mo-cap wasn't perfect, it didn't detract from the story line.
Overall, the game was a lot better than I was expecting and not only tries, but succeeds at introducing new elements into a genre that is void of new ideas. In addition to the live acting, the HO scenes contain a lot of combination of objects to create the object you are trying to find, and most of them have interactive areas that expand the searchable area, i.e. drawers, cupboards, secret panels.
There is fast travel and the hint system is good if you choose to use it. The story in interesting enough to keep you entertained, and while it begins with the usual "missing person(s) with supernatural elements" that most HOGs use, it moves away from it during the storyline. The HO scenes are well detailed and the puzzles are interesting and fun.
It's not perfect, however, and contains some of the usual frustrations, such as having a knife and needing to cut something, but you can't use the knife, you have to find and use a scissors. The biggest negative was the bonus chapter, which was annoying due to lack of direction. Objects found but no idea what they interacted with, and the hint system was broken, which just added to the problem.

If you like HOGs, then Questerium: Sinister Trinity HD Collector's Edition isn't going to disappoint (at least until you get to the bonus chapter.). The Lost Souls is another horror game by GDNomad and this one is a sequel to White Mirror. As other titles from this developer you can already expect what type of game you get if you even dared to touched the previous works of GDNomad.

The Story

So the story in this game is still as nonsensical as the other games made by the dev. In this game your goal is to destroy the mirror which is located in hell. I don't really know what's this guys fascination with hell, since every game he makes either already takes place in hell, or you wind up in hell without you ever finding out about it on the final screen of the game.

Gameplay:

This game is identical to other titles by GDNomad so if you played his other titles you know what to expect. Bugs, broken english and puzzles that are way too easy and are identical to his others game (Start to notice a pattern here ?). The Lost Souls has puzzles that are exactly the same as in White Mirror so if you played that game it's gonna be way easier the second time around as the entire game is so simple it's mind numbing.

The Monster encounters are also a lot more frequent than in White Mirror, but this is not a good thing as the monster either spots you when it shouldn't, but it doesn't matter cause the monster is an Olympic sprinter and will kill you as soon as you're spotted, meaning you have to be incredibly careful around the monster.

Unlike White Mirror where the monster really didn't care about you and outright refused to chase you sometimes, this time at least it gives chase and it's intense (sarcasm).

Graphics and Audio:

Graphically the game is a mess. The textures are poor, the monster and environment designs are horrid, but what can you expect out of a game that was made in GameGuru aka the reason why steam is overflowing with terrible first person shooters. The

Audio is also horrid. It's absolutely pain numbing and at times it hurts to even listen to the audio cause the mixing is so bad it hurts.

Good:

Well there's nothing good about this game, usually I can find something good in a game even when it's bad. There's at least one thing I can like in a game, but this is just not fun on any level, this game is pure garbage and honestly it's not worth your hard earned cash.

Length:

The game is no longer than 30 minutes. After the initial playthrough there is no reason to go back and play it again, even though I suggest not to even play it in the first place, but if you own it already at least you don't have to suffer for long.

Closing Remarks:

The Lost Souls is identical to every game GDNomad has made, I still have to review Verge, Autumn Dream and Wooden House, but those games are pretty much the same, so if you played one game by this developer you essentially played them all without even realising it. Just save your money and get something else with your money.

Final Rating:
1\10

Pros:
N\A

Cons:
- Broken English
- Not scary
- Identical to White Mirror

I have no idea how to play this game.. Most Viwe games works fine with Oculus rift, but not this one.
The controllers are non intuitive.
Zoom\/scaling\/rotate controlling, kinda works but is really struggling.
The placement of towers do really suck! 80% of the shoots miss because of that really frustrating crossbow\/shooting interface.
I hope this is fixed since the game overall looks promising.
But until then, I'm gonna avoid this.. This is the only bad Total War game so there's that.. The worst PC game I've ever played.
Please don't ever touch this. Need for Speed: Underground has better physics than this dumpster fire.. If you're looking for a "scary" horror game, this one might not satisfy you. However, if you're looking for an atmospheric, psychological horror game with solid gameplay, you might enjoy it.

Doorways: Holy Mountains of Flesh is a horror game with a lot of puzzle solving just like the previous two games in the Doorway trilogy ("Doorways: Prelude" and "Doorways: The Underworld"). I'm impressed that the devs are devoted to the atmosphere building, the story and the level design of the game to create a sense of psychological horror rather than relying on jumpscares or flashing lights and ear-piercing sound effects commonly used in other try hard wannabe "horror" games.

Before playing this game, It's highly recommended that you play the previous two games in the trilogy as the story is consecutive in them. You play as Thomas Foster, an investigator working for an organization called Doorways. His mission is to pursue four psychopaths and uncover the mysteries behind them. Thomas had already dealt with the first three psychopaths in the previous two games and this time he'll face Juan Torres, the last villian on the list. What's more, the player will discover the true colors of Doorways and the evil side of the protagonist.

The game has an unique artstyle resembling a remote devil worshipping village in Argentina. Environmental elements like the crimson sky, grotesque structures, floating mountains with burning lava underneath all add to the amosphere. Optimization is good as it runs perfectly on my PC.

Puzzles and platforming are two main elements of the game. Some of the puzzles are quite challenging for me as one of them even took me nearly an hour to finally figure out, but they are well-designed and cause little interference to the general pacing. As for the platforming parts, they're fun to play due to the smooth control of the game.

The game has several chapters and each of them has its own scene, for example, the school, the mansion, and the temple. There're notes and collectables scattered around the map in each chapter, which are rewarding for the player's effort in exploring.

In the game, you'll also encounter monsters. Sometimes you'll get chased by them and need to escape, while sometimes you need to avoid them. The final boss is fun and thrilling to fight, you'll not be battling it face to face wielding a weapon but to beat it with timing and your platforming skill.

All in all, this is a very well made game with a lot of efforts put in by the devs and I throughly enjoyed it.

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