

The Ultimate Showdown Download For Pc [cheat]



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About This Game

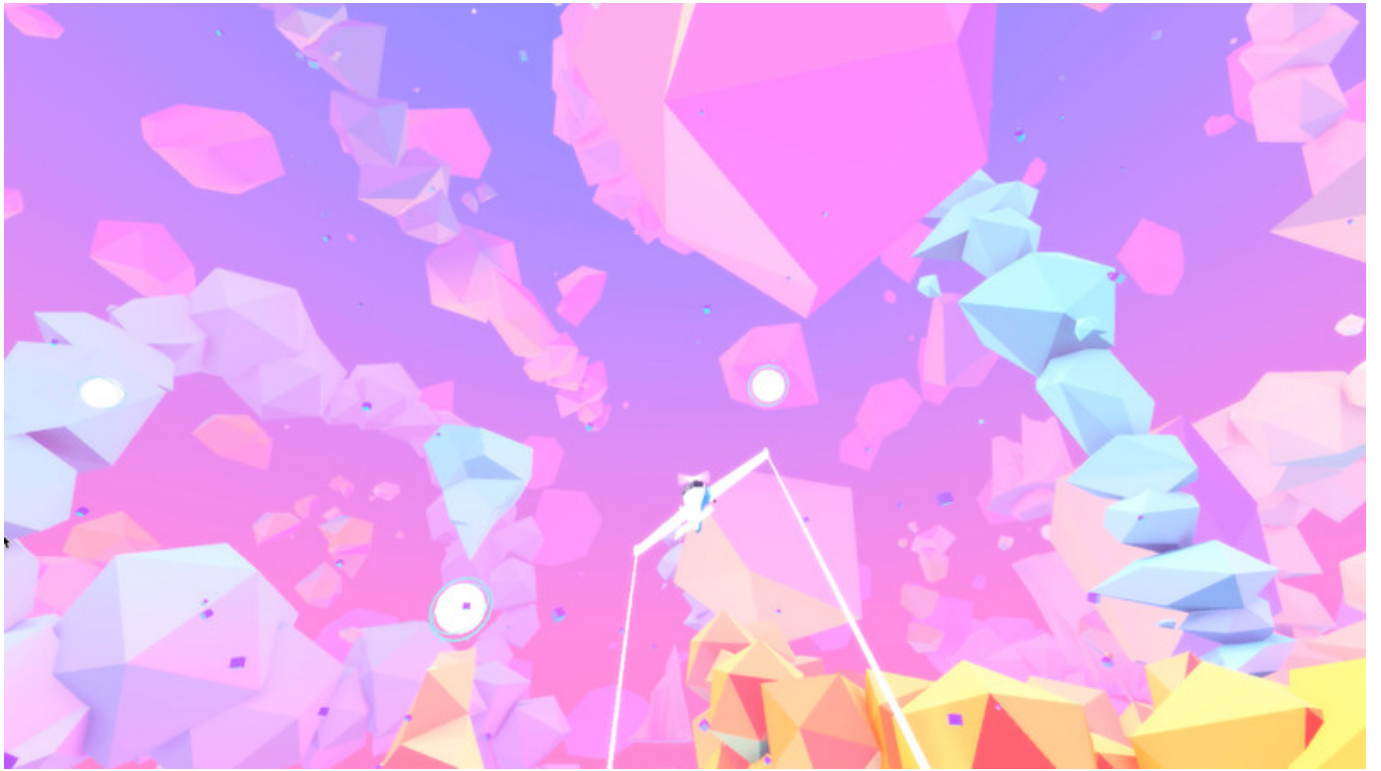
Assemble an army of warriors from all ages (space rangers, spartans, mafia lords, etc) and battle for glory and domination! Includes has fully destructible terrain, a fortress construction system, epic slow motion, a weapon shop, and basic ragdoll mechanics. Good luck!

This game was initially intended so that I could learn more about programming, but I decided to polish it off and publish it!

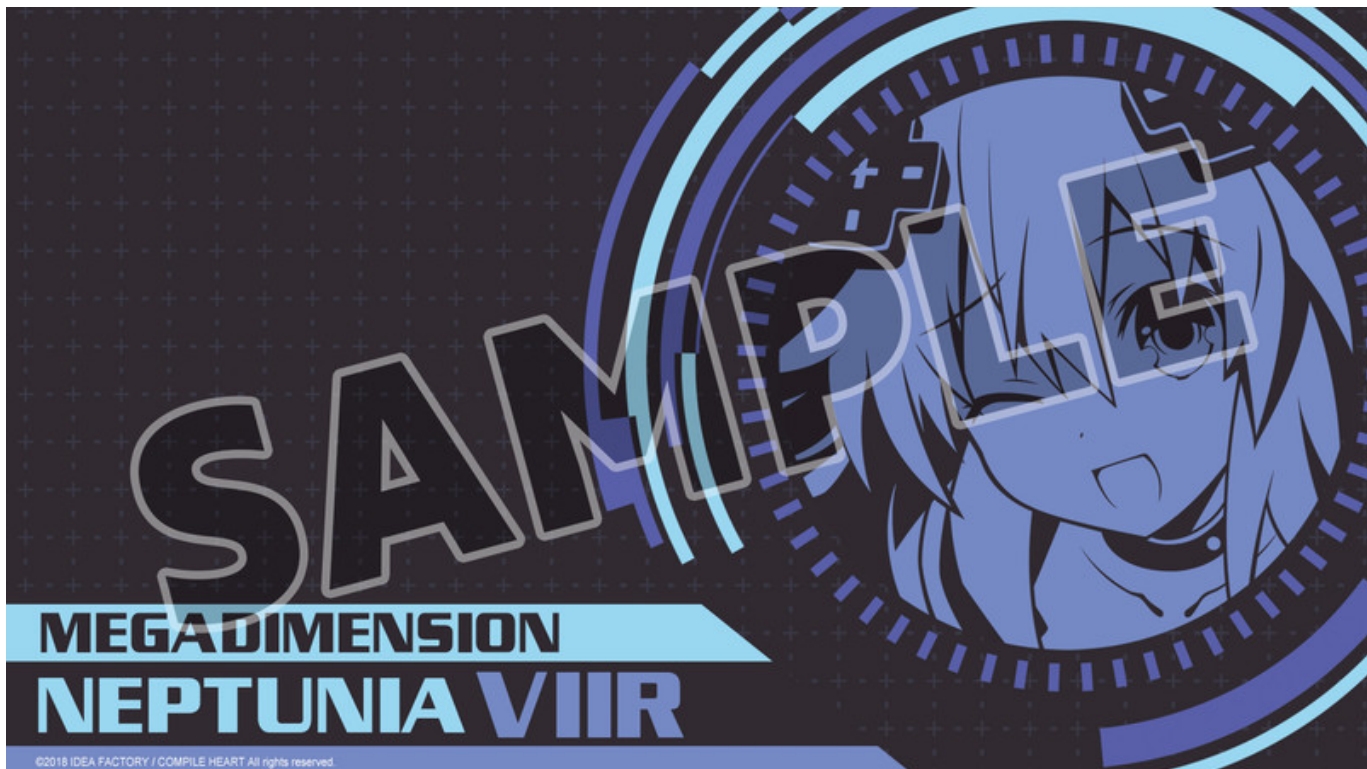
Title: The Ultimate Showdown
Genre: Action, Indie, Simulation
Developer:
Harrison Walters
Publisher:
Sole Proprietorship
Release Date: 16 Sep, 2015

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English







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An OK game. Lots of HO scenes. Though you'll find yourself revisiting the same HO scenes several times, you'll be looking for different items. The HO scenes were somewhat challenging. The other puzzles were on the trivial side.

There is a useful map, but no quick travel, so you'll be doing lots of backtracking. There are no achievements.

Problems I encountered:

- The solar system puzzle has really really bad mouse control. Whenever I moved the mouse toward the lower part of the puzzle to drop a planet in a hole, the planet either stopped moving, or started swinging wildly left and right. I was lucky to be able to finish this puzzle at all.

- In one HO scene, a scroll is misnamed as "whistle".

- Many close-up scenes do not auto-close when you're done with them, even though there is nothing left to look at in them. One of them kept the map area marked as active, so I had to revisit it and click on it again to clear the map.

- There is a visual recurring glitch at the bottom of the well.

I paid 3 bucks and got 5-6 hours of entertainment, so I'm not sorry I bought it.. Jane and Mike are separated after their yacht shipwrecked in a storm. However, a mysterious person dragged Mike away, leaving Jane alone on the island to solve the mystery. However, it seems that this separation was intended so that the young woman can break a curse...

While the plot isn't really bad, I must say that I was quite getting bored in the end of the game. I mean that I was probably expecting more revelations or more mysterious happenings. However, as it's a collector's edition, you get a bonus chapter, a very much interesting one, as the main game was cut abruptly. There, you can play Mike while he's hanging on a cord and discover how he escaped and how he managed to help Jane in the end. However, it does not stop there: the bonus chapter is the epilogue of the game, on what happened after the reunion. And I was kinda asking myself if it was going towards a certain direction and it did but I was wrong on one point.

Anyway, the gameplay is pretty standard: minigames to solve, hidden objects scenes to clear and items to find in each location. However, I regret the lack of map so that I could fast travel. And while some minigames were refreshing, as not common in the genre, others were kinda boring and hard. As for the objects scenes, some of them were well hidden, or near the HUD, too much for my taste (though it happened only in the bonus chapter). I wished that there were more to do in some locations, like in the old cemetery for example.

The story happening during a storm on an island, I loved the creepy ambiance and the animations. I also loved the mysteries

around all the ships that wrecked on the island and how everything is related to the mysterious signs shown in the sky. However, I perhaps wished a little more locations related to the Ancients, so that I didn't feel that it was rushed in the end.

The soundtrack is also quite adapted for the game too.

In the end, while Sea Legends: Phantasmal Light isn't the best game in casual adventures, it's not a total failure thanks to refreshing minigames and the interesting plots. However, be also warned that the game may crash: it did twice: the first time when I arrived near the boat in front of the lighthouse and a second time when browsing through the extras (screensavers). You can find better games but for the price, it's still a good purchase.. I enjoyed this game, although it is one of the weaker titles in Artifex Mundi's Premium Adventure Collection, all of which I have played (although this is the first I've gotten through Steam).

The graphics were nicely detailed and skillfully drawn, not too dark. The hidden object scenes were not too easy, but not particularly challenging -- except for some of the item listings being misleading (due to translations, I suppose). One listing, though, I found particularly annoying. I try to complete the hidden object scenes without any misclicks if possible, and this one had 'Flask' listed in a laboratory HOS -- the table had many flasks! Grr. However, I particularly liked the morphing objects in the scenes. I didn't experience any graphic glitches during my playthrough.

Voiceovers were well done and the the music was fine. However, I should point out that I'm happy with music as long as it doesn't distract or annoy me enough to turn it off. This music fit well into the background for me.

The puzzles were of various difficulty, but all were somewhat on the easy side.

Two main cons I found with this game -- first, it is somewhat short, and the second is the story. Besides the introduction, the occasional cutscene and a bit towards the end, there is very little story. The premise was interesting, as I progressed through the different locations, I kept looking for things to find that would answer some questions about the main character's background or heighten the mystery about her mentor's death -- old films, pictures or letters, a tale from one of the characters interacted with ... something! No real suspense or tension where I was eager to press on to find out what happens. No real explanations really as to why certain, um, things were found at the residence.

There was certainly enough space to include more elements -- the locations had plenty of places where more content could have been added to great effect, and increase gameplay time. In fact I was somewhat surprised at the relatively few things one had to do in each scene.

Summary:

I wanted to like this game -- it's obvious alot of work went into the development, and for a newer developer (Brave Giant Studio) it's a commendable effort. However, in my opinion, the lacklustre story presentation offsets the technical and artistic strengths to the extent that I cannot bring myself to recommend this game. If they come out with a sequel, I'll certainly look at it -- but only if I could try a demo first and see if the story will draw me in before I made a purchase.

Features not listed in the game description here:

- Two levels of difficulty: Casual and Expert.
- Different types of collectibles
- Morphing objects in the hidden object scenes.
- Travel Map
- Bonuses - Bonus Game, wallpapers, music, replayable cutscenes, hidden object scenes, and puzzles.

. 30fps cap

Constant flicker @4k with freesync because of 30fps cap.

Why is a game like this fame capped so low?? Its basically 2d.

Do not buy its unplayable for more then 2 min because of this flicker unless you want a serious headache.

Glad I didn't pay much for this.. So i'd like if maybe we could breed, and cross breed the horses in the game? Or maybe add paso finos? Since paso fino's have a natural gait.. Disclaimer, I have completed every DROD released thus far.

One of the greatest puzzle games available on Steam. This game is long and challenging, which is great if you found other puzzle

games like *The Witness*, *Antichamber* and *TALOS Principle* too short or too easy.

I'd probably love it...if I could play it. Fix it.. It's a funny game.. The servers are kinda nonexistent and the development team has ran away with the moneys.. This game is neat. I had an okay time playing it and I ended up getting all achievements in 54 minutes, with about 10-20 runs, and 3 restarts of the program.

the controls are rough. The camera has kind of useless sliding to wherever you're going and ends up teleporting you every once in a while if you dont tap the right mouse button, which is also very janky in how it works.

The "side quest" aspect is great but a common bug, which I was lucky to read a guide that explained it first, is not getting rewards for your quest unless you restart the program.

I see how all enemies were designed, but I had a very angry heart attack when I died touching an enemy, that when you get close to it- What you avoid during the entire game up to that point, because of the frustrating 1 hit KO- Is only vulnerable when you're a biscuit away from him.

This game has a great visual style and the music is amazing, but a bit of tweaking on controls and progression would help.

Unless this game got an update since this review, Doesn't really worth the download, Unless you're ok with camera control, and rapid keyboard and mouse exchanging.. VN with beautiful arts and somewhat interesting story. Also the options given doesn't change much only couple of sentences, which is rather disappointing

For rating I'll say 6/10 could be better. I was looking to install a game I have not played in a while, and I know for certain it will not be this game.

I can not recommend this game, in fact I would go as far as saying to avoid it even if it is on sale at a greatly reduced price.

There are little to no redeeming features of this awkward mix of zombie survival and visual novel, supposedly this is episodic but part 1 was released over three years ago at the time of typing this review and there have been no significant updates or news, and to be honest it is hardly surprising given just how poor this game is.

Avoid it., pros

- good looking pre-rendered graphics

- surreal moon settings

- well made cutscenes

- good voice acting

- easy to use inventory system

- interesting jules verne inspired story

cons

- badly arranged logic puzzles. there are some annoying timed sequences and trial / error type puzzles. puzzles are extremely difficult, solutions also mostly obscure and confusing.

- you have to do a lot of backtracking.. First Look: <http://www.youtube.com/watch?v=jo0QSSho8Po>
Ignore the "Helicopter Simulator" section of the game name, as it's not really a proper simulator of helicopter flying. I saw people asking in the discussions about things like trackIR, pedals and joysticks. This really isn't that sort of game so definitely don't buy it if that's what you're looking for. This is a search and rescue game that basically gives you a helicopter with basic controls (which are okay to handle but I found it a bit difficult on the landing) and gives you a number of missions where you must go and save people in various conditions.

The gameplay is very basic, and really feels quite dated. In the first mission I played it had strange requirements that made no sense. Why do I have to be at a certain height for a man to go down a rope to pick someone up? It's like artificial difficulty because the game would otherwise be rather mundane. Sadly it had the opposite effect as it just made it needlessly annoying.

The draw distance for detail on the ground is very poor so you have to be pretty much crashing into the trees below to see them

appear at the same detail you'd have when you were on the helipad. The models are simple and textures are relatively low quality. The cockpit view was a definite disappointment. It didn't run all that well either, and didn't feel at all optimized. The loading screens were also abnormally long.

In comparison to the detailed and thoughtful "Car Mechanic Simulator" title they released recently, this is a huge drop in quality. I'm not saying you should steer well clear of this game, but I wouldn't recommend it either.. WTF did I just play?!. As for me, this is a cool VR demo especially created for the gamers with nerves of steel. It lets you focus on surgeon, just surgeon and take out the heart, kidney, liver, spleen and so on. I enjoy it a lot! Highly recommend. a cool VR demo especially created for the gamers with nerves of steel. It lets you focus on surgeon, just surgeon and take out the heart, kidney, liver, spleen and so on. I enjoy it a lot! Highly recommend.

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