In Memory Torrent Download [full Version]

About This Game

Step into the memories of a prisoner of war and let his story unfold.

Locked away in a cold, dark prison cell with no hope of getting
released any time soon, all that Jedrick has
left are the most precious memories of his beloved: A means to escape
from his grim reality. In this short story made exclusively for VR,
The mental escape of Jedrick becomes a physical one as you
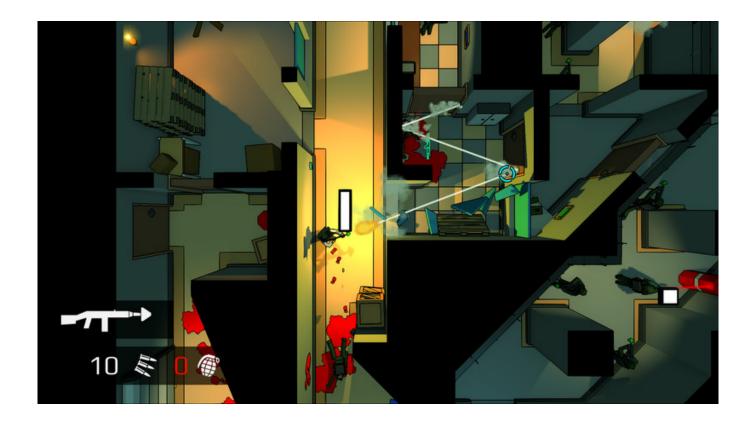literally step into his memories and learn Jedrick's story.
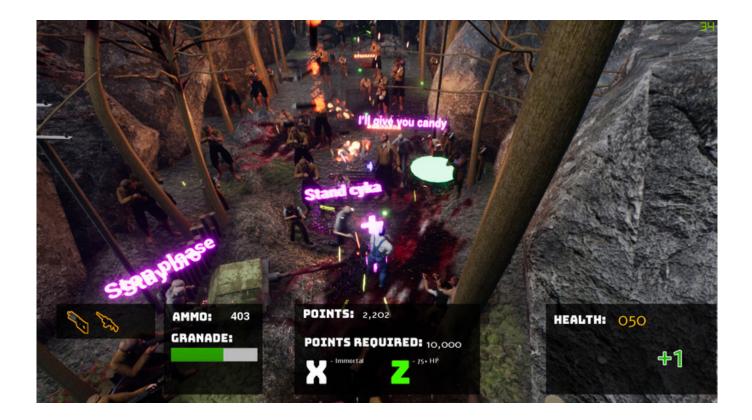
Runtime: +/- 10 min.

Title: In Memory
Genre: Indie
Developer:
BLAV
Publisher:
BLAV
Release Date: 11 Oct, 2018

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English

XP:728/800
LVL:3
섬 (으)로 돌아가기

The developer released this game for a dollar, then retracted the price a day or so later, and offered refunds. Honestly it's worth a buck. You can hit the candidates, as well as pepe with a rubber chicken and stuff. I'm game. I found out if you put the coins on the top of the dolls, they can do a little hat dance. This game reminds us of a simpler time, when we had a choice. Many of us choose incorrectly, and they will have to own their mistake. According to the detailed, thoughtful analysis developed by a career intelligence professional from MI5, Donald Trump pees on people, and it owes alot of money to Russian oligarchs. Fussssss. The only reason why Tillerson is secretary of state is to remove the sanctions. Puppet. https:\/\/www.youtube.com\/watch?v=BEpj-f1GuL8. Since the voting system is go\/no-go only, I have to give this product a no-go.

I purchased this for two of the games: Sudoku and Tetris.

Sudoku: Great! No complaints and very pleased.

G-Tetris: Garbage! Worst attempt at Tetris I've ever played. Had I played G-Tetris versus Sudoku first, I would have refunded out of sheer principle. Controls are few, fixed, unintuitive and less responsive than the original on the NES. Have to use mouse for menus but KB for game -- not much a delay between selecting the game and actual game start so Survival Mode often starts with a 90% chance of an instant 'game over' scenario.

. Quite a fun game, despite being mostly luck based. Although I'm sure there's someone out there that take 10 minutes per shot to find the most optimal angle possible.

But it's more fun to shoot like a chimp and see what you hit.. CMYW is an enjoyable re-imagining of asteroids. The control mechanism is a little different from the original asteroids, in that ship rotation retains momentum, making it challenging to both fly and shoot where you are trying to aim. The action starts off slowly, but quickly builds and the player must balance the risk of leaving their base and the reward of more points \/ kills. An ideal game for a short gaming session.
Rating:
RGB \/ CMYW. le jeu est tr\u00e8s bien les personnages sont excellent ! ! ! il faudrait juste cr\u00e9er une jeu ou ajouter une personnes andicap\u00e9e les bus sont \u00e9quipe de sa donc sa serait dommage de pas le faire sa merci :-). 2 Zen 4 me. 10/10
Pros:
-You wrap string to paint wooden objects through the power of magic and your invisible right (or left) hand only, instead of being a normal person with two visable hands and a paint brush. You ♥♥♥♥ing hipster.

-You wrap things in string and try to forget about your bondage fetish.

-Nice, peaceful music for any occastion. Even masterbation

Cons:
-Still haven't fixed the streching string sound effect loop bug.

-Too much zen. Not enough water. Defies physics through magic paint

-A "Ghost Monkey" is involved. I don't trust ghost monkeys. Go back to the afterlife you stinky dead animal.

In all seriousness, just wait for a sale or buy it from a bundle. It's an okay game that slaps you in the face with zen. Sometimes you like it, sometimes it gets frustrating. Point is, you won't always be in a zen mood to fully enjoy this game but you'll certainly like the challenge of wrapping string around a variety of objects. Just don't expect full-on zen (unless you're listening to the soundtrack alone).

Overall: Not worth full price, get it in sale or in a bundle. Not that good, could be a lot better if the controls were actually functional.

5\/10

I've been a bit on the fence about this game throughout yesterday and today. On sale the game costs \u00a33.5 and I have 3.5 hours so far so I have my money's worth.

The game presents itself as an RPGMaker styled locked room\/escape the room mystery. I've done a couple of these puzzles in real life and thought I'd give it a shot.

The gameplay is pretty much what you'd expect; hunt around the room for clues to solve the puzzles to find keys to open the door. That's all great, fun and challenging.

I came across a few issues while playing. The developer (in the comments below) has been great in responding to them and promising to work on some quality of life improvements. I'll leave these issues at the bottom as a reference.

However, overall my review is to recommend this game - this game has an active, engaged developer who is passionate about their game, who talks to the playerbase and tries to improve the experience for the players.

The experience is fun, quirky and as far as I know, unique. There are different endings dependent on your choices, the story is decent and the puzzles are intricate and challenging on the whole (various difficulty across the game of course). With some of the issues I describe below being sorted, and being informed that you need to manually save I have no major problems with the game. For the price you can definitely get your money's worth from the game, and a lot of enjoyment at the same time!

PREVIOUS REVIEW ISSUES - DEV COMMENTS BELOW ABOUT IMPROVEMENTS:

First of all the dialogue is frustrating in the sense that talking to one of the other people there requires a lot of clicking to progress through it. You'll find yourself talking to or interacting with the same items multiple times and seeing the same dialgoue, but without a way to skip it.

Secondly, I'm currently stuck in one room, where I've been left on my own in a dark maze. Usually when you get stuck the others will offer you clues and assistance. This room, being alone, I have no assistance. I solved the first part and then was presented with a 2nd section which seemingly has no solution - a 6 character and numeric code with only two sets of 4 numbers as options. No doubt it's my issue not figuring it out, but my issue is that there's no assistance to help you out when you're stuck. This could just halt my progress and enjoyment through the game.

There are also hidden puzzles to solve, but no real way to interact with them. You find a piece of paper for example with a riddle on it alluring to one of the people you're with being phoney\/dodgy. It ends with "I wonder who it is?". I could guess, but there's no where to input your guess and see if you're right\/wrong etc... so "completing" these for the clues seems impossible. Maybe you just have to find multiple hidden clues first.

The achievements seem very specific. I believe there's 5 rooms in any play through (of 7 total) and I'm on room 4 but have had no achievements yet. I'm guessing there's some extra hidden clues or alternative progressions to find in extra play throughs.

My biggest issue occurred when I reloaded the game. Despite the game appearing to save at every "checkpoint" save screen between rooms... I reload the game and it saved nothing of my progress.. This is an interesting novella. The protagonist is Amanda, who works at an advertising agency. A huge project under her care collapsed because of a snafu at the printers, and has been put on paid leave. Unfortunately, she has no idea what to do, since work has been her life since college.

For some reason, she decides to go to Nashville. Probably a whim. And there she meets Juliet, an aspiring musician. They immediately hit it off. (Seriously, the second night ends with them sleeping together.) And together they start an 800-mile trip back to New York (where Amanda is based out of). Along the way, love grows stronger... and is then tested as issues from Juliet's past rear up.

Still an interesting read.. I do kind-of feel bad for giving a thumbs-down, but this game is just too thin. The story, gameplay, characters, and dialog might be OK for a small child, but even then there are other games out there specifically designed for children that are much better than this one (Pajama Sam, for one). Depending on the child, there may be too much reading since there is no voice acting. The gameplay is just too simplistic and dull for any age, though. If you're shopping for a small child,

keep looking.

It seems it isn't even sold as a "children's game", though. So, I'm not sure who the intended audience is. It is otherwise well-produced and has good intentions, but unfortunately, that isn't enough.

.. If your really into having different characters to control in this game then this is the DLC for you. This is the Barbarian that wields 2 melee weapons at one time, its tower defense is very strong and its a hoot to have this guy yell at those Orc's while killing them. You can use this character to wield 2 different melee weapons which can be fun to mix and match each weapon with him. This DLC doesn't add alot to the game, just a new character to customize and play with. I have liked using the Barbarian but it doesn't always suit my fancy. There isn't much more to say about this DLC other then get it if your really into this game and want to have all the available characters at your disposal. Get it and dont regret it.. "US and THEM" is Icehole's attempt at developing a turn based strategy game based on the Cold War. You get to choose to play as either the Capitalist United States or Soviet Russia. Your goal is to deploy special agents to the various countries around the world and, through various acts of subterfuge, sway their governments to your particular political ideology(Communism if you're playing as Russia and Capitalism if you're playing as the US.) When your special agents are deployed, they can perform a wide range of nefarious acts ranging from carrying out assassinations, stealing technology, sabotaging a nation's economy and inciting revolts. Various historical "heroes" appear such as Che Guevara and Henry Kissinger and each have their own unique special abilities to help their respective sides. The player has to manage their financial income, vaguely defined "resources" and technological abilities. The game features a decent tech tree featuring tools that make your agents more effective, the space race and nuclear arms development(no, you don't get to actually use nukes at any point.) Grainy Cold War era propaganda videos add to the game's atmosphere and serve as both your introduction to and reward for a game well played. Altogether, it makes for a very intriguing concept if executed properly.

Unfortunately, it's in the execution where "US and THEM" starts to fall apart. The game's major problems stem from the user interface and some design choices range from questionable to downright horrible. For starters, the world map that takes up more than half of the screen can be neither scrolled nor zoomed. In a game where your interaction heavily relies on clicking various nations, this becomes a problem. While larger countries like Canada, the US and Russia are easily accessible, smaller nations require pixel perfect accuracy to interact with. Try clicking on Cuba, Ireland or Hungary and you'll find yourself maniacally clicking shades and outlines and a handful of visible pixels in the area of these countries in vain hope that the game will acknowledge your actions. The developers attempted to reconcile this problem by including a drop down menu with every nation listed, for quick and easy navigation. Unfortunately, the ONLY way to place units into nations is by clicking the nation on the map.

The agents themselves pose problems as well. When you first try to get a grasp on the agents at your employ, you begin to realize that this game desperately, desperately, desperately needs the implementation of tool tips(desperately.) Agents are divided into 6 classes: Spies, Assassins and Political, Resource, Financial, Military and Tech Experts. They each perform duties that are pretty self explanatory, but for any inexperienced player it's nearly impossible to distinguish the classes from each other. When you view your roster of active agents, they're sorted by class. However, they're not labeled by name, but rather solely by character portrait. While you can go to the purchase units screen and see the class's name that each portrait represents, new players will need either amazing memories or a few hours of gameplay before they're positive which are which.

On that same roster screen, you have the ability to "train" any agents not in a foreign country. To do this, you click an oval to the right of the agent's name. So what happens when you click the oval? Does it get a check mark? Does it display the words "in training?" Nope. The oval simply changes color from orange to green. Or was it green to orange? Either way, you better remember which means "in training" because there is no other distinguishable way to tell which agents at home are training. This again could all be fixed with a simple tool tip, but they simply don't exist. Even better, the game SHOULD automatically have inactive agents at home go into training rather than just consuming a salary every turn until you remember to do something with them.

The most glaring problem with the interface happens every time you click "end turn." First, you're met with individual pop-up news boxes displaying all the actions your opponent took against nations under your control. That's fine. That's important information. You need to know what areas your opponent is targeting so you can adjust your strategy accordingly. What ISN'T important information, however, also pops up. Bundled in between the important information are morale updates for every agent you have deployed in a foreign nation. These updates go one of two ways: 1)

Your agent is having a "great time" in whatever luxurious nation you sent him or 2) Your agent protests having to be stuck in some miserable place. As you play the game longer, you naturally end up having more and more agents in the field. As things heat up, you can have upwards of 2-3 dozen agents working in foreign nations at any given time. A separate window will pop up that you HAVE to click through for each.and.every.one. Each.and.every.turn. It's beyond monotonous and incredibly unnecessary. To rub salt in the wound, you have the option of adjusting your "news" settings. Frustratingly, however, while you can turn off notifications for enemy actions, random events and the like, you can't do anything about the morale updates. Apparently your opponents actions are trivial and optional information, but reading the same more updates 20-30 times in a row is so absolutely vital that the option to turn them off isn't included.

There are other gripes to be had with "US and THEM", including but not limited to the inability to save your preferences(they reset to default upon EVERY reboot), an almost intentionally inaccurate RNG(you'll find yourself failing tasks that display a 75% + success rate far too often), nations randomly deciding to revolt on their own and failing(and potentially killing every agent you have in that nation in the process), horribly implemented "features"(such as the ability to "name" your individual agents: Here, the game DOESN'T turn off hotkey functions while you type, so a plethora of letters can't be used, such as "C" and "T") and certain "heroes" being far, far too overpowered(for example, sending Che Guevara and a Political Expert into any enemy nation guarantees a revolt in your favor in 2-3 turns.) Even these complaints seem trivial when compared to the final stab in the eye.

The game simply lags far, far too often. When playing other strategy games, it's acceptable if the game hangs up momentarily from time to time. Games like Crusader Kings are processing actions of over a hundred AI's in real time, so it's to be expected. Games like Civilizations V have comparatively advanced graphics including waving flags, hammering workers and wavy oceans, so it's ok if it doesn't scroll as quickly as you'd hope. However, when this game lags, it's absolutely unforgivable. The game occasionally lags during routine clicking during YOUR turn. While this is going on, the software has absolutely no other processing to do. There's only one AI and it's completely inactive during your turn. There are no immediate effects of placing a unit, clicking the word "cancel" or any other user operation that warrant any type of system hang up. The lag is reminiscent of what you see on an old computer system during a windows update and it happens often enough that I've found myself wondering if the program is doing something on my computer in the background that I really don't want it doing. It's completely unacceptable.

The saddest part is that almost every one of these problems could be fixed with a decent patch. Don't expect one from this developer though(look at their website, this game came out in 2010 with no updates.) So save your money.