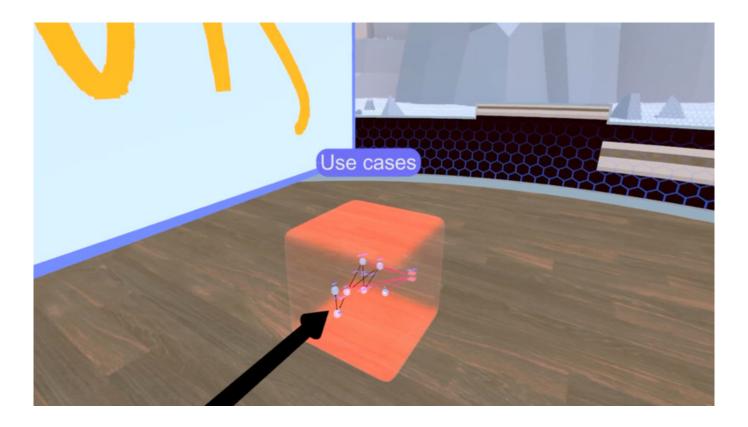DarkMaus Ativador Download [crack]

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About This Game

In DarkMaus, you play a lonely wanderer searching for what's left in a corrupted world. The odds are against you - you will certainly perish.

Note: **This game is designed for an Xbox Controller**, but mouse / keyboard works too.

- A worthy challenge - combat in DarkMaus is thoughtful and skill based. Enemies force you to be reactive to survive, and punish any greedy moves or mistakes. You'll start out swearing that it's impossible, and end up a god among Mäuse.

- Death Echo - each time you die, an ally ghost is summoned that retraces your steps, fighting by your side. With time you can collect multiple ally ghosts and choose their weapons for extra strategy opportunities.

- A dark world to explore - search for answers and secrets in the desolate land of Hazath, whose inhabitants have gone feral.

- Combat style variety - from spears to greatswords and bows to fireballs, DarkMaus has a large number of viable builds and playstyles, each with their own strengths and weaknesses.

Title: DarkMaus
Genre: Action, Indie, RPG
Developer:
Daniel Wright
Publisher:
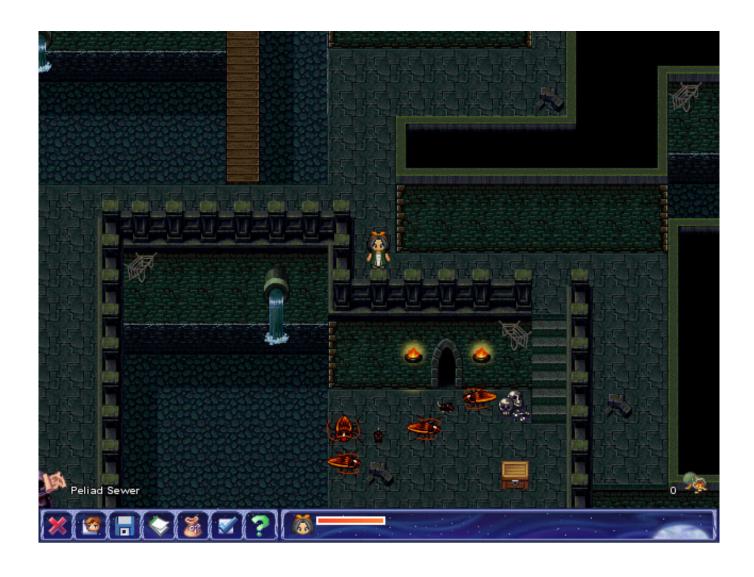Daniel Wright
Release Date: 26 Jan, 2016

 a09c17d780

English

What about this
work is pornographic?

- Pedophilia
- Nudity
- Illicit behavior
- Nothing. It's not pornographic

Peliad Sewer

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I found the land of Pain okay. I'm not sure that's what a land of pain should really be, though. The chases were more annoying than scary, and the plot was, well....silly. I didn't hate it, but I wasn't in love with it. If you like exploration games with light puzzles and a lot of chasing, this may be the game for you.. Scrolling around feels unusually clunky, the units are actually only slightly different from each other in practice (maybe if you git gud then the minor distinctions in how they heal and circumstances where they self-buff become important, but when just trying the game you just have to put more units up against fewer units), and the random card draws mostly serve to sometimes annoy you with a hand full of spells you don't really need and can't easily get rid of.

Oh, and the single player mode is definitely not the mode they were hoping people would play, which is too bad when there's nobody else playing.. Where do I begin with this?
1. The graphics are horrendous and look like 90's CGI. I bought this in 2016 and the graphics are easily beaten by every other card game here on Steam.
2. The price is way too high as I payed $4.99 for it on sale and it was way too much. If this were .99 then I wouldn't be writing this but due to the fact they have the nerve to charge $9.99 for this is unreal
3. The game is a lazy port of the mobile game. Spinning the crystal is proof in that of itself
4. The game is buggy and gives no real understanding of the game as they would rather flashback to the 2 characters staring at each other and grunting during the battle.

The only positive I have for this is the fact that they tried to make something new instead of being a Hearthstone or MTG clone. Good on you guys for that!

If you all can fix those 4 things than I will remove my negative review and make it positive. I was a little reluctant at first to purchase this game, but for the price I decided why not. After loading the game up it was a bit difficuly understanding how things functioned and what tasks you need to do in order to keep your colony alive. Once I found a routine the game then crashed here and there. The developers did patch this which I loved seeing. For the price of this game I would recommend getting it as long as the developers keep advancing it. I do have to say that once you get a self sustaning community which took me about 25 min then the game runs on auto-pilot.. A beautifully produced, but very short and especially easy casual point-and-click adventure.

There are only a few simple hidden-object scenes, and the puzzle mini-games are almost trivial, but the delightful graphics, music, and voice acting overcome these flaws to provide for a pleasant couple of hours. Those seeking a "real" hidden-object challenge should look elsewhere, but if you don't feel like taxing your brain too much, this is a nice once.

Thank you, devs, for supporting Linux!. Inferior to modern source ports for Doom\/Heretic or any of those older games in nearly every way.

I really enjoy tough games, but this is the bad kind of tough. The kind of tough where you die to something and you can't tell what it was, since there were no enemies around at all (I literally started to take damage at random, and then died). The kind of tough where a bullet-sponge boss is put right in your face at the beginning of a level, so that when you die after beating him, you have to cheeze him all over again and waste 5 minutes of your time. Giving an obscene amount of HP to a boss doesn't make for a good bossfight, it just makes it a boring bossfight, a staple of bad game design.

There are many other flaws too, such as: the lack of a minimap, maze-like incoherent map design, just 5 weapons apparently, confusing ammo system or representation, lack of save system, extremely dumb enemies, confusing projectile appearance that makes it hard to judge distances. Also, having to kill all enemies in order to proceed introduces the classic issue of hunting down the last two enemies that requires you to systematically search the entire map, which is excruciatingly boring. Weapons also lack punch and the sounds are really bad in general, although functional.

Of course it's not entirely bad. I like the art style, it's pretty old school. The music is also pretty alright, the MIDI soundtrack gives it the classic vibe the older games had. The simple run and gun gameplay akin to the older FPSes from Id is also a pro in

my book and the main reason I bought this.

It's a nice tech demo to show off a personal piece of work in the spirit of the older games, but it's just not very well designed as a game. Stick to Zandronum\/GZDoom and explore some wads\/mods for the older games, will give you a far better experience, unless you really want to take the nostalgia trip and try something akin to Heretic but worse in nearly every way.. You run around like your pants are on fire, but at the same time, it's hard to see what's ahead because of both speed blindness and a lack of telegraphing. The game expects way too much precision for the control it provides and I had several moments where I had to prepare for a jump before I even knew there was a jump. I also noticed inconsistency issues in the physics, which is inexusable for a game like this. Avoid this one.

So, this game is incredible. The gameplay is entertaining and a good mix of challenging but easy enough to get through; the artwork is stunning (props to Lord Gris) but in my opinion the game is lacking in real sustenance. Every "day" of the game is the same thing, you can talk to the characters if you want, on certain days you can go back to old shrines with characters and earn special tokens, you can do side quests, but I feel like it's just the game trying to throw things at you to distract you from the fact that you're just gonna go back to another shrine at the end of the day. The shrines are all the same as well, they have puzzles, and you have to face different monsters on the way, you beat a boss, and then you go back to the campus.

spoiler The ending of this game is also quite lacking. It ends with Jun going back home, woohoo. The subplot of the two characters Persimmon and Pax being missing is solved after you complete the game, where a picture is shown depicting who I'm assuming are the two characters. It kinda leaves you wondering "so that's it?" It would've been nice to get more backstory on who took them, and how they got back. Since we don't get a lot of information on who they are unless you talk to Liza and learn that Persimmon is her girlfriend, and that's basically it. Most of the time you kinda just forget that the missing characters exist, until Liza brings it up at the end of the game, where it's revealed that they were taken in order to get Jun to stay in the Emyrs world (Also we don't get a reason for that either???), the point is is that you don't really grow any attachment to the missing characters, and therefore the ending becomes unsatisfying and lacking in what you really wanted. /spoiler

tl dr: The game is good, but the ending is extremely lacking, and the gameplay can get quite boring and repetitive quickly.. This game has a lot of potential, but isn't quite there yet. The tutorial is buggy and resets before you're finished, and was written by someone without a solid grasp on the english language. The mouse click isn't where it is poiting, and though you can afford it doesn't always place when you click. There need to be significant balancing going on, had one game where my villagers got a plague and all died because the library to research a shaman is ungodly expensive.

It's not expensive, and if you have the patience this could be a cheap fun god-sim in the not-so-distant future.. Boring and buggy.. Overall a decent game. It's entertaining has good visuals \/ soundtrack that will make game sessions enjoyable. If you're interested chances are you'll like this game.

Pros:
- Good visuals, meaning menus, CGs, characters' art, etc.
- Good soundtrack.
- Multiple endings.
- Fully voiced.

Cons:
- Tedious battle system, it's so slow and repetitive.
- Voice acting is not the best.
- Money can be hard to get sometimes unless you keep reloading your game.

Worth the price. I would buy again.. I had no idea what was going on. I thought the red arrows were showing me what to do at first, click top middle, click bottom middle, and then click revolver. I managed to win the first three shots. Then I got to medium and suddenly I kept dying. So I looked back over the game page (i got this game in a giveaway) and discovered it's a RNG thing. Once I knew what I was doing, it didn't really change things because the game is entirely luck based.

Pros:
+ I like the sprite graphics
+ Quick time killer

Cons:
- No strategy or skill
- The game gets crazy difficult and there's nothing to do about it
- Enemies get more hiding spots while yours remain only 3
- The "difficulty" gets raised in terrible ways, such as they have one-shot kill or double hp

I hate that this has no rhyme or reason and that you can't really get good at this. It's all luck.. Auswitch nine

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