The Hunted Download] [Ativador]

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About This Game

The Hunted is our homage to the classic arcade gun games from Namco (Time Crisis) and Sega (House of the Dead).
It's dark, moody and immersive with full on fire fights, an 'on the rails' story, shoot, duck to take cover, reload, stand and shoot.
Built only for VR it's what VR deserves.

The Team
We have a very long history in games, we have worked on just about every platform at some point and on most genres of game,
we've managed to get ourselves into the lucky position of being able to make games for ourselves and make the games we want
to play, we are very passionate about gaming and VR.

The Story
A mash up of The Fugitive, Rambo, X-Files and all good popcorn films.
You play a decorated war veteran suffering PTSD and wrongfully accused of the murder of your wife and child.
On the run you must survive long enough to prove your innocence.
But in the background is something much darker, is it really PTSD or something far more supernatural?

Currently
Following the update the game now has approx. 1 hour of a story mode, 4 arcade levels with leaderboards.

Wishlist
We have an extensive wishlist for future updates but we welcome your feedback.
A very small part of the wishlist:

Multiple weapons including grenades and rocket launchers (of course!).
Multiple locations and themes.
Story Mode.
Steamworks SDK support for achievements as a minimum.
Vehicles - tanks, helicopters, jeeps, etc.
Destructible scenery and interaction with scenery.

Updates
We will work hard to keep you updated on progress and communicate what's coming and when, part of that process will be reviewing comments and doing our best to incorporate them into future builds.

Title: The Hunted
Genre: Action, Early Access
Developer:
Sekai VR Ltd.
Publisher:
Big Head Games Ltd.
Release Date: 10 Apr, 2017

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Minimum:

OS: Windows 7 64bit

Processor: Intel core i5 4590

Memory: 8 GB RAM

Graphics: Geforce GTX 970 or AMD R9 290

DirectX: Version 10

Storage: 1 GB available space

Additional Notes: HTC Vive also required

English

While this game is very short, it is an excellent point-and-click adventure. The story is fantastic and will leave you wanting more. I immediately felt intrigued by the world and characters. The art and soundtrack are great (I am particularly fond of this art style). And the game's overall presentation is very well done.

So far, The Crown of Leaves has been an amazing experience and I can't wait until future parts are released. Very highly recommended.. you need more updates but i love the game
. Shrek simulator. Buggy, but fun.. Just as faceless and unmemorable as the game itself.. ah this game brings back many memories. I loved Serafina's Crown so much that as soon as I was done with it, I went online to the developer's webpage and bought the preceding story the same night.

I have over a dozen story\/novel game titles in my Steam library, both visual and non, and half of them are garbage. But I keep trying because eventually I find titles like this that make it worthwhile.

What made this title standout for me? In this particular case, I couldn't find a character in the story that I did not like. Even the most unlikable one had a certain malevolent charm. With many stories I find I'm barely moved by the protagonist, let alone the supporting characters. In this story, I was so interested in the supporting characters I felt I had to get the original story immediately. Also, the voice acting for the whole lot of them was impressive even when compared to mainstream expensive titles. They seemed so energetic and invested, it made it much more fun.

This is primarily why I recommend this game. I feel there is a good chance other visual novel fans will really like these characters as well. Additionally, the storyline itself is very enjoyable, the political\/debate system intriguing, and the visuals engaging.

A couple cautions. First, not all text is voiced, mainly just the major parts of the storyline. I purchased the title without expecting the voices so it was just a bonus for me. Second, it can be more difficult to win the debate mini-game if you don't focus on one character\/house to support. Call me neutral or wishy-washy, but I kept spreading my points around even when it meant losing some debates. Still, I got the ending I was hoping for, so I'm not complaining.. This is a very good dlc it is flawless. The only thing for me that stops it from being a 100 is that i cant play as trigger other then that it is perfect.

it is in its early stage, and I pretty see some potential, just like rawdata, pld do keep updating :). I've played through most of the game so far. I'm currently at the final boss. I must say, I love the idea of building a model of the house in order to reach more locations! For the time played, the game was very enjoyable.

I do wish it were longer though and hopefuly we'll see something similar to this on a much bigger scale in the future! A lot can be done with building the world around you in a horror game.. Tower Defence, with you as the main attraction, set in a fantasy past, with you holding future weaponry, with laser pointers... nice twist :) Not sure if you can build other defence units, yet, but I'll update if I see any. !Addiction warning! Just the right balance of, 'Just One More'. Choose the option on the left (Single-Player), if you don't see your language being displayed, but it should auto-detect by the time you enter the first stage. Here's a hint, you don't have to shoot 'every' ghost, just the gold carriers (unless you're playing for score) :) . The 'searchlight' power-up is still your gun arm, but you have to scan for left to right for ghosts, again, try to scan for ones with gold, so you can unlock more stuff.. This was previously posted as a review under the Endless Space - Emperor Edition. Oops.

First of all, I'm writing this as I listen to the ES soundtrack which comes with the Emperor Edition. Really enjoy it. As for the game, well...

I downloaded the two Amplitude titles, Endless Space (Emperor, with Disharmony, etc) and Endless Legend at the same time. Started playing EL first. And it's a good way to learn the Amplitude FIDS system (Food, Industry, Dust, Science). Dust = money in the Endless worlds. It introduces the world of the Endless, Auriga, which makes an appearance in ES Disharmony. Disharmony is what I'll review here; it's newer, better and has a faction you may want.

Pros:
- Good looking game.
- Great sounding game.
- Fairly flawless play system (a couple of hangs in 80 hours, I can live w\/that).
- Enough factions and options to make almost any custom setup you want. And you WILL want a custom faction if you play this for very long. A bunch of galaxy styles? Yes, please. Random galaxy and system events keep things non-linear early, as do, uh, pirates. Yeah, pirates.
- Disharmony has tie-ins to the Endless Legend game, so if you have played that, it feels more complete. Auriga, the Vaulters, probably a few other aspects I've missed. No pushy super-diplomats like the Drakken in EL, thankfully.
- If you miss the old MOO games, this should fit the bill.

Cons:
- In comparison with other 4x games, space and flatland both, this is probably the most aggressive universe I've played. Factions will go from Peace to War in not so many turns, if they think you can be taken on the battlefield. The result is a flurry of early shipbuilding by everybody, including the player if they want to get past 50 turns in w\/o a war. No leisurely stroll through the stars here while you throw upgrade after upgrade onto your planets.
- Because of that, I have a hard time believing some victory conditions are doable. Namely the diplomatic victory. And diplomacy is fairly flavorless.
- The tech tree takes several playthroughs to understand to full advantage. And the tree in Disharmony is different from the one in the base ES game.
- I wouldn't say the AI cheats, but even on Normal difficulty, there is a noticeable difference in the nearby planets the player gets vs the AIs.
- Certain features are left either to accidental discovery or forum browsing to find out about (Ctrl-RightClick for fleet warp movement is one).
- Fleet management. Easy to add ships to a fleet, but to pull one or two out, seems like you have to select Disband and then put the fleet back together.

To win: So far, all I've won is a couple of games on Scientific Victory, with a custom faction based on the Vaulters; they have a jump\/portal system improvement which brings back some balance against the pesky AI. In the research tree there is also a Wonder Victory (which may vary by faction?), but that requires research and then building it. You can win Supremacy by building ships from the get-go and taking out races before they do the same to you, not my personal style. Haven't made it to 300 turns which I'm assuming is the same default game end as EL; it's kill, be killed, or research the heck out of the tree and win that way, and most of that will happen well before turn 200. ES has few autosaves and no natural interval to save games at (vs

EL, where every 20 turns you have empire decisions to make); I'd advise doing regular saves.

8\/10. It's a nice clean space 4x game which will frustrate at first, but is fine once you get to know it. I'm 80 hours in and have just scratched the surface.
. Great & fun game that deserves a waaaay bigger playerbase :). Like B-movies, I tend to gravitate towards games that look like total shlock. Maybe I'll discover an unpolished diamond, or maybe I'll end up with Rock Zombie. I probably shouldn't complain too much, because thanks to this game, I got a foil card drop that sold for $8. That's more than triple what I paid for it and-oh wait. I'm a game reviewer, I'm supposed to complain too much.

It's that time of the year folks! It's another zombie apocalypse and only a trio of badass witches with guitars can save the day. The store page mentions Golden Axe and yep...you guessed it, Rock Zombie is nowhere near as good. I'm not even the biggest fan of Golden Axe, but it's still a competently-made hack & slash. Rock Zombie on the other hand suffers from a sincere lack of effort. It's like the developer actually tried to do as little as possible.

Let's start with the characters. Zoe and Crystal (red & blue) look okay, but then Sasha (yellow) looks unfinished. She's definitely missing polygons, and certain textures (like her eyes) don't look right at all. Each of the gals has the exact same attack animations and moves. I think they also have the same voice, which really doesn't make any sense. To top it all off, while you can unlock clothes and weapons that boost stats, it doesn't really mean anything. Zombies take and do about as much damage as they always will, no matter how much health and strength you think you're supposed to have.

During a zombie apocalypse, you expect the greatest threat to be the zombies, right? Oops. The zombies in this game are only here to waste your time, because you have to kill them all to progress. They'll do their meager little swings, and even attempt some groping maneuver, but you can clobber them easily with the guitar. Puking zombies are actually dangerous, but you can just hit them with the *Dragon Ball Z beam. There are also spiders and marines, but they're not even worth considering. Your moves auto-track, so as long as you're facing the general direction of an enemy, you'll hit them. The whole ordeal is so mind-numbing you'll be lulled into a stupor.*

The bosses really aren't any better. The first guy is a puker, so you have to be careful, but I created a fool-proof strategy within seconds of fighting him. I call it the "HORSESHOE OF UNDEATH". Basically you hit the guy, run around him, hit him again, and run back the original position. Alternatively, just picture a clock going from 3 to 9 and then back again. This strategy is what I like to call "TIME TO DIE (again)". You don't want to mix the two, because it could be troublesome. The second boss is a giant spider, that does nothing but lay eggs. The third boss is beaten as easily as running up to him, hitting him, and then running away. The finale is "difficult" in the sense that the wonky hitboxes will cause you to take a lot of damage and probably die a few times. On the bright side, by the end of the game you should have more lives than you know what to do with.

So if the zombies are weenies and the bosses are pathetic, how could you even lose? Well, it might have something to do with all the crap on the ground. Land-mines, spider-webs, puke, and all sorts of other dangerous objects are just lying around for you to run onto. This game is so boring you're liable to be half asleep while you play, so you'll trip over everything. As I said, puking zombies are actually something to worry about. So if you run onto two mines and get vomited on, well that's a guaranteed death.

Even then, I don't think that's any cause for alarm. There are plenty of extra lives to collect, and you get unlimited continues + game saves. The occasional death merely serves the purpose of reminding you that you're playing a videogame. This reminder tends to wear off quickly. Without any challenge, you'll fall back into the stupor, and mash buttons until the next accidental death. You can't even sucker a friend into playing this game with you. There is no co-op play of any sort, which is weird because the gals are perfectly color-coordinated for just such an event.

There are also vehicle sections, because of course this garbage game would have vehicle sections.

*I played through Rock Zombie twice. It was one of the worst mistakes of my life.. I bought it at full price (3,99 euros atm) with my brother to play. Half an hour in, we both agreed on a refund. You need to collect dolls, some can save your life, some are to be burned in a boiler. It was fun, yes. But for the first fifteen minutes. You die, restart and do the same thing again. **AGAIN AND AGAIN**. The game could be fun for some. But nope, didn't really like the gameplay. Too monotonous.*

Oi, but it doesn't stop there.

IMPORTANT!
While writing this review, I saw another guy's review mentioning on another game called Strike of Horror. I went looking for this game.

Now:
*I don't understand if this game literally copied the whole game Strike of Horror, or for some reasons both games bought/downloaded the same presets online from a site, MAYBE adding a few edits. And with a few I literally mean **FEW**.*

Both games are LITERALLY the same! Same house (with same rooms etc...) and a very similar monster.

*In both cases, this leads to me thinking that there was little to no effort into making this game, and this is not something I personally can appreciate. Overall, I say that this game is not original nor unique. Sorry but this is **delusional**.*

In the end, I advise you to watch out before buying.