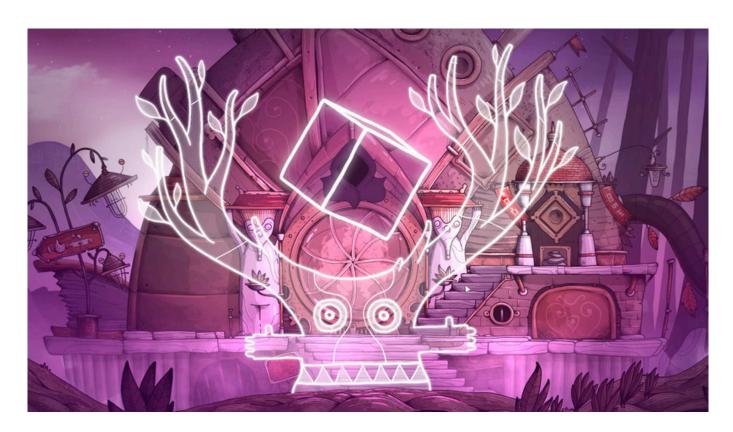Nightmare Grotto Download] [pack]

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About This Game

Nightmare Grotto is a horror-themed monster wave shooter for the HTC Vive and Oculus Rift. How long can you survive?

- Supports global steam leaderboards for Accuracy, Score, and number of kills.

- Supports two weapon types: Dual Pistols or Assault Rifle.

- Immersive horror aesthetic.

Available for Arcades on SpringboardVR

Title: Nightmare Grotto
Genre: Action, Indie
Developer:
8th Shore, Inc.
Publisher:
8th Shore, Inc.
Release Date: 18 May, 2017

 b4d347fde0

Minimum:

Requires a 64-bit processor and operating system
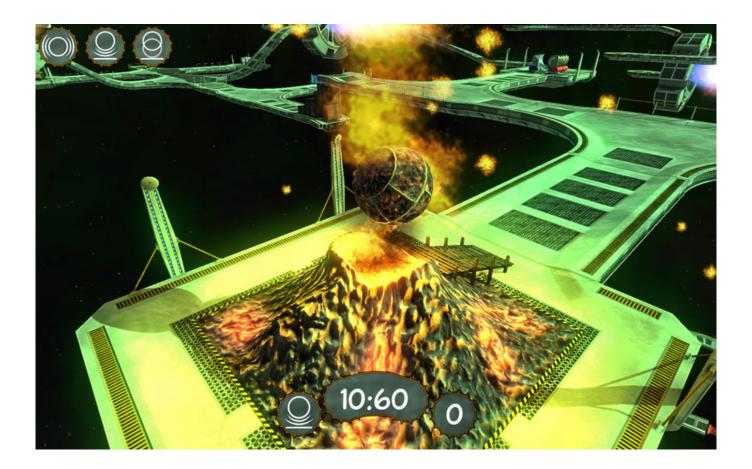
OS: Windows™ 7 SP1, Windows™ 8.1 or later or Windows™ 10

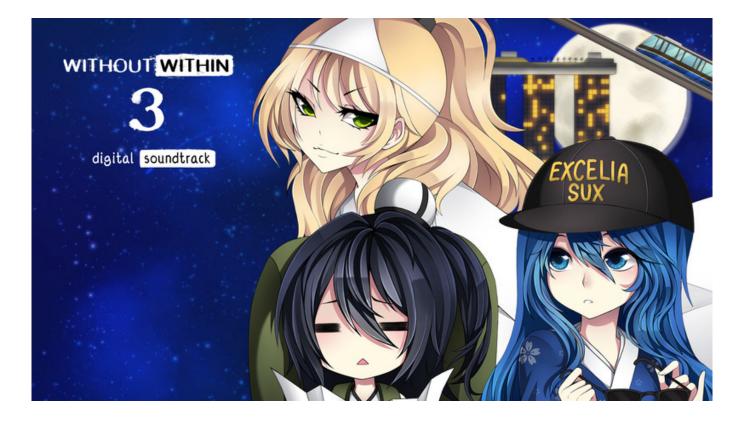**Processor:** Intel™ Core™ i5-4590 or AMD FX™ 8350, equivalent or better

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX970, or AMD Radeon R9 290 equivalent or greater

Storage: 1400 MB available space

English,Simplified Chinese

WITHOUT WITHIN
3
digital soundtrack

EXCELIA SUX

PvEvP Level Design

nightmare grotto gameplay. nightmare grotto. nightmare grotto vr. nightmare key bottle grotto. bottle grotto nightmare key. bottle grotto nightmare. nightmare grotto steam

THIS GAME SUCKS SO MUCH THEY ARE SHUTTING DOWN THE SERVERS. JohnGlory ruined it when he started hacking and teleporting through everyones base. Devs suck♥♥♥♥♥♥like Franco, pile of trash.. Great Game. Amazing for anyone with a tiny bit of creativity.. Aladin & the Enchanted Lamp was more fun than I thought it would be. Some hidden object games are very boring. This one is rather short. It's more like a slightly interactive story in which you need to find items to move the story forward. The story in this case is obviously a retelling of the Ala' Al-Din and the Magic Lamp story found in Alf Layla Wa Layla (1001 Nights) stories (well, in Galland's translation... and those based on his translation anyways).

The story has been modified from the original story line. Like many Western tellings it ignores the original story taking place in China and instead sets it in a fictional non-specific Arabland. There are some generic Middle East, North Africa, Ancient Egyptian things in the game. Much of the game is highly orientalized and sterotypical in it's depictions of Arabs\/Muslims. Like many orientalist type games it uses the name Iblees for the Djinn (despite the fact that Iblees is the name of Satan \/ Shaitan before he was kicked out of heaven for arrogance and disobedience to God. The princess is dressed in stereotypical harem girl (I Dream of Jeannie style) clothes despite such clothing not being befitting of a royal princess nor historically even close to accurate. The rest of the story is an interesting new take on the story with some unexpected twists on the story which make for an interesting retelling.

The music and sound is okay. Not the best I've heard but not overly annoying. The graphics are decent. I don't think they would win any awards but their not bad. The hidden object scenes are nice and do depict probably a fair representation of a generic desert-y Middle Eastern non-specific Arabland.

The dialogue is a little weird and inconsistent but understandable. For example the Title is Aladin and the in-game dialogue uses Aladdin. Besides that there's some odd usage of words or strange grammar from time to time.

Aside from the hidden object portions of the game there are some other mini-games throughout which are fairly easy but mildly entertaining. Most are a matching puzzle piece type game but there's also a match three type game and a sliding block game. I logged just under 3 hours of playtime according to steam but I did leave the game open on my laptop while I went out to grab dinner so I'm going to go out on a limb and say it's probably more like 1 hour of play from start to finish.

If you like hidden object games or are looking for a more casual game to fill an hour or less then I would recommend this game. If you are looking for something that will provide many hours of play or really challenge you this probably isn't going to be what you're looking for.. I don't get to see how the in game looked like, so I made some clips to help you guys decide whether or not to get this.

======BATTLE======
https:\/\/youtu.be\/2MS5UV8ia1A

speed x2, slow down to x0.5 if you want it in real time (I doubt you'll want it in real time, and I just started playing when I record this so it's kinda awkward, and dumb.)
==================

======DECK BUILDING======
https:\/\/youtu.be\/MAx6SbanIRA

Building deck is hideous in my opinion, the click response is not so responsive, you cant drag multiple cards into deck. Video show how uncomfortable I am dragging the cards.
================

======DUNGEON======
What's more exciting than story mode? THE DUNGEON! HELL YEAAAAAAAAH! SO MANY EXCITEMENT! MUCH FUN!!!
11:45 mins of raw dungeon exploring video!

https://youtu.be/cG7Uqh6bigM
================

-30fps locked
-fixed resolution, full screen is just stretched image
-building your deck is hideous
-NO KEYBOARD (hotkey or anything, not even for opening menu, purely mouse)
-the UI, HUD and everything that is not the card's artworks look so cheap -> look at this look at this unsealed card pack's frame

-But all that doesn't matter, coz you get realistic bewbies animation, I'd wage they invested 99% of funds into the bewbies animation!
-Game is solid 5/7
-You can switch to Infinita mode (you still need any reason not to buy this???). TL;DR Fans of real Roguelikes like ADoM, NetHack(and its variants) *Angband, ToME, CoD, Stone Soup ect will find this one very shallow. For long time Roguelike fans, Cardinal Quest 2 is entirely lacking in the depth and variety that makes those games interesting and the reason they've been played for 25+ years. For those just getting their feet wet in the genre, it may provide a good introduction to how a Roguelike works without overwhelming the player. The unlockables are nice, and I like the pixel art and music, but as it stands the game is way too bare bones to recommend it to any but an absolute beginner to the genre.

+++++++++++++++++++++++++++++++++
To start, I'd like to say this is a Roguelike incredibly light. And when I say Roguelike, I mean a *real* Roguelike. Not "any game with permadeath and procedural generation" which seems to be what Roguelike means to a lot of people nowdays.

But a turn based (as in, every step you take causes the enemies to act)RPG in randomly generated maps where you make your way through the levels, killing enemies, collecting randomly generated items and levelling up similar to the old ASCII game Rogue. The base mechanics are like any roguelike. Turn based, top down map where you go around killing enemies and finding loot to proceed through the levels.

Compared to most real Roguelikes out there, Cardinal Quest 2 is very shallow. Theres no identification that I can see, and no negative/cursed items(theres no BUC status at all). There isnt even any diagonal movement. You have 5 item slots, 5 spell slots, and your standard "armor/boots/cap/gauntlet/magic item/weapon" (No shield that Ive seen) equipment. Beyond that, there doesnt seem to be any inventory - you dont seem to be able to carry anything beyond what you have equipped and your 5 spells and 5 items. When you find an item, you have the option to "trash" it for gold, or wear it, replacing what you have currently equipped. Theres no shops, but sometimes on a map theres a "scavenger" who has 3 different items to offer you.

Go around a map, collect pre identified items, go to the next screen when you find the exit. Level up on occassion with a tiny 9-skill skill tree. Thats it. There are 7 classes, only 3 of which are unlocked to start, and no races. You cant even name your character from what I can see. (if there is a way, let me know and I'll remove this line)

There is also unlockable perks and gear for each class that you can get by fulfilling certain conditions (like Rogue's Tale). Thats the main draw, and unfortunately appears to be one of the only draws.

Thing is, if there was stuff added it this game across the board it'd be a pretty good lightweight Roguelike. It has decent music and pixel art, unlockables, a global leaderboard and seems like a good foundation to build a deeper game on. As it stands, though, its bare bones. I really can't recommend it to anyone but the most absolute beginner to Roguelikes. Even in that case, theres way better lightweight Roguelikes out there (like Sproggiwood) for the beginner who's just learning the genre. For a longtime player of NetHack, ToME, and ADoM like myself theres not much here to keep you interested.. amazing game! love the goodies and shop items! weekly rewards! this game is about your strategy, not rng. buy it now! just bought all the dlc to support the devs! hoping for awesome content to keep flowing in!. this is an amazing skill based game
you can be level 1 and destory a maxed level galdiator all with skill lol
if you enjoy games that are not play to win and skill based pick this up

nice game, makes you think 3 moves ahead..... The screenshots do not do this game justice. In Gimbal you get to customiz your ship however you see fit. Multiple weapons, engines, sensors, parts to design your own ship. It is all 2d pvp and it WILL let you make a horrible ship lol. You are provided plans and also can steal others sjhips plans. I recommend this game to anyone who loves ship custimization. I have 14 of my 25 hrs on just making crazy ships.. It doesn't run at all on my computer(Windows 10). How do I get around this? I might give it a thumbs up if I can get it going. Where do I find a working DirectX6? I'm only getting a pure black screen at the moment...

You guys could have put some work into this hurdle before releasing it to the public.. Please do not buy this 'game'.

You 'play' a vampire who wants to be human. Why? Well, uh... oh! Because you have a human lover, yeah! Do you ever meet said lover? Oh. No, no you dont. So you actually have no investment in becoming human. Or any choice in the matter.

In fact, the 'gameplay' largely involves becoming a more powerful vampire. I guess? There arent any descriptions for the various one-cast spells you learn, so you go to one place and click 20 times to earn some pennies. Then you go to another location and click another 20 times to spend those pennies. Occasionally, one of the awful npcs who are bland and forgettable beyond imagining will give you a quest to go and click 20 times in a different location! Every now and again you get to play a hidden object game - but there are no timers, or consequences for clicking on wrong objects, so... click away!

Heady stuff, I tell you.

Eventually, you reach some arbitrary level of power and the game finishes. Poof! You are no longer a vampire, love conquers all. You still do not meet the paramour for whom you, supreme vampire dark lord, have given up your 'Darkness'.

There is absolutely no replayability. The storyline is absent possibly dead, the graphics and music are bland as three day old porridge, and I feel terrible for wasting the several hours I spent completing this. Taking a page from its namesake everything in the game is some overweight, middle-aged housewifes idea of sexy vampires.

There are no redeeming features, no badges or even achievements to help you force your way through. Do not follow in my footsteps. For you there is still time!

DO NOT BUY THIS PROGRAM. Not really a platform gamer. actually haven't touched a controller since Super Nintendo. Don't really know how to use keyboard actions very well either....but this game is intriguing moving through time completing actions and some case having to synchronize it all. It is a doozy for me. I have to say this platform held my interest as much as any match 3 game does.
Well worth checking it out. Amazing strategy wargame, as the other AGEOD games, the game is Turn-based strategy using a WEGO system (you and your opponents move simultaneity once you hit the end turn button), each turn represents a month in the game time.
The game set up in a 17th century Europe during the 30 years war conflict, you have 5 campaigns, some of them few turns scenario and one of them is long campaign set up in Central Europe, you either choose to play as catholic or protestant.
The game has a good AI which doing it is job decently.
If you are new to AGEOD game, you can start with this game, even if you have slight interest in the time period, it may take you some times to learn the game, but once you learn the mechanism, you will find out that this is the one of the best if not the best historic strategy game, and from there you can enter AGEOD games universe.
If you are familiar with AGEOD already, you have to get this game, as there are not many games covering the time period, also the performance of the game is very good, and I didn't encounter any bug or crash yet
. Other folks have spent long enough detailing the good and bad of Desecration of Wings, so I'll keep it quick.
It's a well-written RPG set in an original, somewhat dark fantasy world. The RPGmaker style is nothing new, but the combat is interesting and stays fairly difficult throughout. The ability to learn new passive and active abilities through equipment makes the combat rewarding and the grinding brief. Backtracking exists, but again, it is richly rewarded with both material and plot bonuses.
Speaking of which, I thoroughly enjoyed the plot and the lead characters, though I'm hardly impartial as a longtime fan of Sierra Lee's work. It did feel a bit short, but (like many others in the reviews) I'm comparing it to The Last Sentinal, which is an extraordinaly, sprawling monster of detailed content and complex choices that is more than worth your time to check out if you enjoy Desecration.
Explore carefully, enjoy the smut, and earn yourself the best ending you can.

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