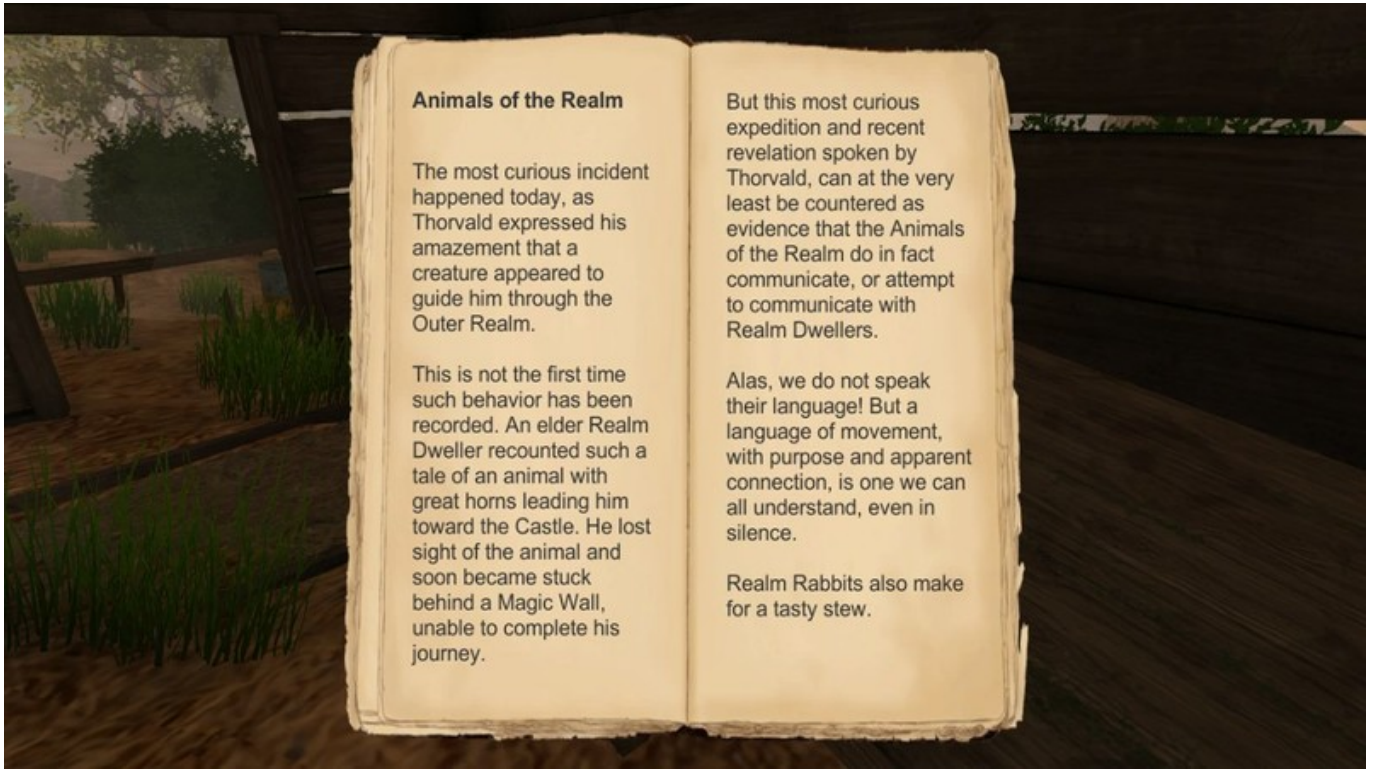


-
- Leaderboards
 - Gamepad support
 - Cloud save support

Title: AchBall
Genre: Casual, Indie
Developer:
Achpile
Publisher:
Achpile
Release Date: 17 Nov, 2017

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English,Italian,German,Dutch,Polish,Russian,Ukrainian,Czech,Romanian,Swedish



Animals of the Realm

The most curious incident happened today, as Thorvald expressed his amazement that a creature appeared to guide him through the Outer Realm.

This is not the first time such behavior has been recorded. An elder Realm Dweller recounted such a tale of an animal with great horns leading him toward the Castle. He lost sight of the animal and soon became stuck behind a Magic Wall, unable to complete his journey.

But this most curious expedition and recent revelation spoken by Thorvald, can at the very least be countered as evidence that the Animals of the Realm do in fact communicate, or attempt to communicate with Realm Dwellers.

Alas, we do not speak their language! But a language of movement, with purpose and apparent connection, is one we can all understand, even in silence.

Realm Rabbits also make for a tasty stew.

"War does not determine who is right
- only who is left."

-Bertrand Russell

Subsistence



The best puzzle ever!!! Respect for dev. As someone who tinkers with RPG Maker MV, I am always impressed with what Yai Gameworks can squeeze out of it. There are some very interesting tricks being done with Red Haze that are quite clever. The atmosphere of the game is great as always. Subtlety is the key in many ways to creating a tense environment, and AestheticGamer has always done a great job with this in all of his games.

The game has a looping mechanic that reminds me of another fantastic RPG Maker game called "Hello, Hell-o", where the player has to play and replay opening parts of the game, creating subtle and clever changes to the environment each time. Hello, however is a very very short experience...which can be beaten in a matter of 15 - 20 minutes. Red Haze is considerably longer...boasting 26 endings - some of which have not been released yet. Red Haze drops you into its world quickly and with little to no direction besides seeking out "Auntie G" for another fix of sweet sweet Fruity "pebbles".

This leads to a lot of stumbling around to find direction...happening upon the creepy, jovial, possibly yandere-ish custodian, meeting the titular Auntie G, or perhaps merely being..."happy?". Discovering "endings", which are often more akin to the "Bad Ends" of visual novels, come directly as results of interactions with these characters. Close your Eyes had similar endings to discover, but collecting these feels more like the core component of the game play than a side quest.

I am currently only an hour and a half into the game, but I am enjoying it immensely. I am intrigued by its flow, which feels much less linear than most RPG Maker Games, and I am sure that was one of the goals that AestheticGamer sought out when working on this project!

There are some technical difficulties with the game - I've noticed some stutter, lag, a few very minor graphical glitches...but most of that is the result of the RPG Maker engine and its limitations - many of which have been stretched pretty hard to make this game a reality. It is obvious that the developer has spent a lot of time working with plug ins and his own unique tweaks to the engine to produce something very special. I can relate to this through my own struggles with RPG Maker MV.

For 1.99, the game is definitely worth a purchase if you even remotely enjoy anything creepy or surreal - which is the best type of horror in my humble opinion. A lot of work was put into this, especially given the fact that a single developer was responsible for a very large portion of the game. 70% of the music, a good percentage of the tile and sprite work as well - and of course the artwork of the always amazing Rincs as well.

5 needles / 5 spoons

Would Inject again. If I could find (the courage to even look directly at) Auntie G.

UPDATE AFTER ALMOST 14 HOURS OF GAMEPLAY

Game has a lot of Yume Nikki-esque random events that can occur. These are REALLY neat. This game is packed with a surprising amount of content, and it is exceedingly enjoyable to stumble upon new things run after run. I would also highly recommend checking out Close Your Eyes and Cootie Patootie (On AestheticGamer's Gamejolt), as there are some unique references to these games in this. I have now acquired about 12-13 of the endings and there are whole parts of the game I am still not sure about, and so many mysteries left unsolved.

A lot of content and intrigue for \$1.99!. Last update was more than a year ago. I believe it's safe to assume that the game is abounded by the devs.. Bought and played, While I did enjoy it. It's sad to know that the people that created it left it at that. Not a game I would honestly recommend to friends, but eh, if you manage to catch it on sale like I did during the steam summer sale, its not that much in all reality, but I would not spend \$7.99 US for it though, so I ended up losing just 3 hours game play.. Doorways: Holy Mountains Of Flesh Concludes the final chapter in the Doorways trilogy and its the best of the three. In this one you continue as Thomas Foster and are pursuing Juan Torres, the leader of a cannibalistic cult. Like pervious games there are quite a few plot holes, you probably won't understand whats going on and will be left with many questions at the end. The narrator is still top notch though so thats something.

The gameplay is much improved in this one and whilst the puzzles are still unrealistic they are very challenging and fun to try

and figure out. By far the best in the series when it comes to the puzzles. This game also has by far the best environments of the series. The locations are really nice and the whole theme of the game is pretty unique for horror.

The game also retains the great atmosphere that has always been the strongest part of Doorways. It doesn't rely on jump-scares and actually builds good tension and scares the player more naturally than a lot of other games. This reminds me a lot of Amnesia: The Dark Descent. It clearly takes influences from that game and whilst it doesn't hit the same heights that game hit, its still a very solid horror experience. Its currently £14.99 so for that price its probably worth it considering it'll take 4-5 hours to finish and you've got a solid game here.

7/10. an ok game but 15 BUCKS? thats just an absurd price.. I'm glad to see new content from the devs.. Fun game, dated graphics, but it was fun anyway.. Honestly, this game is very well made. The mechanics are very fun, and in the end, very hard. Super challenging without any of the modifiers on and with the modifiers, can be almost impossible (But wow, visually they are f-ing awesome)!

I really think this game would catch on more if the UI was a bit simpler and cleaner looking, but again thats the main catch of this game; a trippy, psychedelic game with insane and crazy effects!

Worth the \$2.50~. Very fun to pickup and putdown when bored.. 8/10
the A E S T H E T I C S is trong with this one,much love <3

One of the few fully polished VR games, this is what VR should be.. the game wouldn't even start for me so i paid 4\$ for a game that wouldn't start nice <3. This is a fun throwback to old-school 1980s RPGs. Reminded me a lot of the early Might and Magic games. I enjoyed the art-style and the later puzzles were pretty fun. All in all, a good, solid game.. fun and interesting game. The developer is a really nice person he helped me with a problem I faced when first installed the game and he released and fix within few days.. really nice 5 minute vr video. Made me want to upgrade my system so that I could watch it on ultra.. It's better than it looks. The gravity gun mechanic is done really well, and the physics puzzles are solid. And there's new stuff to play with introduced in each world to keep things fresh. Plus it's really cheap. I recommend it. I don't recommend getting this dlc, b/c when I try to play said dlc the game menu brings up the store page.. THIS GAME SUCKS DONT BUY IT. It's a good game, but it crashes a lot. There are some changes I wish they would make:

1. Give the AR2 it's red colors back.
2. Replace the pistol model with the one from Half-Life: 2.
3. Make it so zombies only lose their headcrabs when they are killed.
4. Stop Houndeyes and Alien Grunts from fighting with each other.
5. Give Alien Grunts 120 health and increase the damage hornets do from 4 to 5 or 6.
6. Increase the damage Combine soldiers do with their guns.
7. Lower the MP5 damage from 10 to 8 and have it share ammo with the pistol.
8. Lower the damage the M249 does.
9. Lower the health and damage of Houndeyes.
10. Give more options like choosing which enemies spawn.
11. Change the MP5 model to an MP5K.
12. Make it harder to gib Combine soldiers and let players gib rebels.
13. Give an option to disable NPC spawning in certain areas of the maps.
14. Let players have friendly allies in singleplayer.
15. Improve the reload animation for the flare gun.
16. Lower the magazine size of the OICW from 60 to 30.
17. Add the AK47/AKM from Half-Life: 2 Beta.
18. (I'm still looking for things about this awesome game that could be improved to make it more awesome)

Still a great game :D

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