The Council - Episode 2: Hide And Seek Download Utorrent Kickass

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About This Content

Hide and Seek is the second episode of The Council's 5-episode season. The Complete Season of The Council grants you access to all 5 episodes.

Louis de Richet is on Lord Mortimer's island where he is still in search of his mother. Here he has met a collection of the most influential people alive, invited to help reshape the world.

His investigation is interrupted by tragic events on the second night in the mansion, meaning Louis must answer to the enigmatic Lord Mortimer. Meanwhile the Spanish head of state joins the guests and brings news that threatens the stability of all of Europe - Louis must pick a side as factions begin to form.

Continue your adventure, find your mother and live with the consequences of your choices in The Council Episode 2: Hide and Seek.

Title: The Council - Episode 2: Hide and Seek
Genre: Adventure, RPG
Developer:
Big Bad Wolf
Publisher:
Focus Home Interactive
Release Date: 15 May, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/8/10 (64-bit)

Processor: Intel Core i3-2125 (3.3 GHz)/AMD FX-4100 (3.6 GHz)

Memory: 4 GB RAM
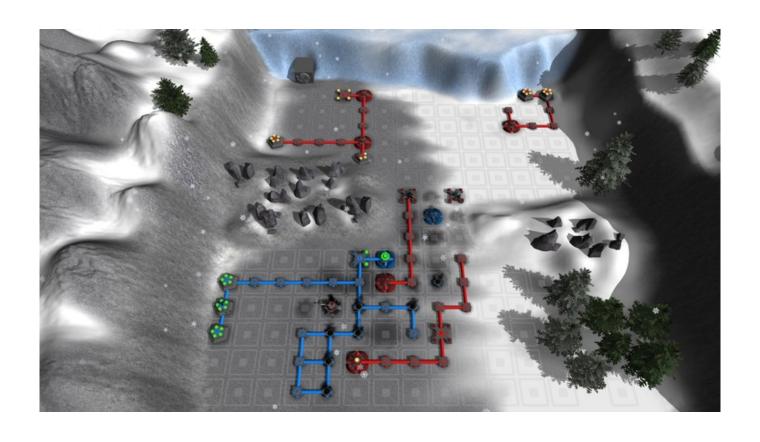
Graphics: 1 GB, GeForce GTX 750/Radeon R7 360

Storage: 15 GB available space

Additional Notes: INTERNET CONNECTION REQUIRED FOR GAME ACTIVATION

English,French,German,Russian,Italian

Highly recommended. Suggestion: Anyone who finds revisiting substantially older games enjoyable should check out Magic Carpet 1 & 2. Playing around with those old gems will truly affect your appreciation for this Early Access, and should spark your imagination as to what this game could accomplish. My hats off to the developer for choosing one of my most memorable childhood favorites as inspiration. Can't wait to see the endgame.. Scenarios are not editable by in-game editor because of poor visibility, when I try RW tools, it crashes scenario selection!

http:\/\/tinypic.com\/view.php?pic=16hjgno&s=9 - visibility is very limited

DABpbkfa:

- traction effort dial only works with dynamic brakes, not with forward tractive effort
- Screen on the left shows that main power is off
- no doors closed indicator
- AFB keybord keys don't work (Y\/Z, C) but you can set it by mouse
- AFB doesn't hold speed on downward slopes
- sometimes there is very loud noise when driving over switches \/ gaps in track inside the cabin, sometimes there is right amount of noise but only outside of the train and there is none inside
- No braking noise at all
- Curve noise is only audible if under 50 km\/h (maybe the track is brand new, or more banked on high speed segments i don't know, but it doesn't sound right)
- 143 traction motors \/ blower sound seems new (maybe not) but they are good

Route notes:

- Lighting seems too bright, scenario is set in cloudless day and headlights (also on other trains) shine as at midnight, tail lights iluminate object few meters away bright red, cars look like they all have brand new chrome paint
- Sassnitz (route end) have 70 km\/h speed limit till the end, it doesn't seems real, but I am only an amateur :)

BR 143:

- traction effort dial doesn't work on dynamic braking
- AFB keeps speed but still too high on downward slopes
- it accelerates like formula 1, notch 6 feels like notch 20 (with 3 carriages, so maybe they are very light)

BR 120:

- has new? cab which is nicely done, but physics and functions are still miles off compared to VR version
- only one scenario?
- It has BRAKING NOISE and curves make sound also! Yay :)
- AFB still bad on downward slopes :(
- AFB doesn't slow down if slower speed is set.
- Still my favorite engine on this route.

BR 155 is good as always.

After all scenarios - route 70%, rolling stock 30%, non-editable scenarios 0%, final score 33%. This is an interesting little space roguelike made in a free version of unity. It has promise, but may not be worth your time.

Pros:
Cheap. At the time of purchase this only cost 15 cents.
Decent help. The help screens if you flip through them do a pretty good job of explaining how to play. Some of the art assets are OK.

Cons:
This is a very rough around the edges product. There is a lot of polish missing.
Small spelling errors throughout ("sacrifise", "3 enemies is approaching", etc.)
Gameplay itself is both easy and boring, and yet also tedious. You start off slow and will be hitting the end turn button a lot.
The map does not scroll with you which gets annoying as soon as you can move faster.
The art is pretty bad in many cases.
The font is too large. The whole game feels designed for a phone and not for a PC.
The later gear does not have clear descriptions, and there are no pop-up or context menus on anything. This means that figuring out what new gear does is a matter of trial and error. Now you CAN flip gear back and forth for free, so this helps. Sometimes I noticed no difference from equipping a new piece of gear.
A story is told, but you have no input, and I found myself quickly skipping past the screens.
Needing to quit a level and "lose all progress" to spend skill points quickly gets annoying.

At the end of the day it isn't bad for someone's first try at a game. This is not the sort of project that should be sold, unless you like paying for someone else to learn game design. The game is boring, easy and tedious with poor artwork. It feels like a school project.

3\/10. Not gonna lie, I was a fan of the flash games so seeing it on Steam as it's own game is a dream come true. While getting it free would have been cool (as I have an option to say I got it free) I'm glad I paid for it. It's worth the money.

My single complaint is the fact that it left me on a cliff hanger and the next game isn't out yet. Play the flash games, they're under the same name, if you want a bit of back story on the kid. This is a good story, it's great for those that want to get 100% in a game, and it's even better for those that like to work for it and enjoy a good 'who done it' puzzle. The characters are fun and the story engaging.

It's a great game from a series I adore and I can't wait to see what happens next.. \u042d\u043d\u044d \u0438\u0445 \u0433\u043e\u0451 \u0442\u043e\u0433\u043b\u043e\u043e\u043c \u0448\u04af\u04af. This game is great! For a cheap price too. Tutorial could be better, but the music is good, the game isn't laggy, and the models are fantastic. 10\/10. I really enjoyed this TD. It had everything I look for in a TD.

PROS:
-wasn't expensive
-multiple types of towers (physical, plasma, slowing, boosters, etc)
-big trees of upgrades
-I could see it having some replay value after beating it when you're bored
-took about 20 hours to unlock 100%
-good variety of enemies
-has bosses at the end of each world (8 worlds, 5 levels each)

CONS:
-getting some upgrades can feel grindy towards the end
-they could have fit some more achivements in here considering some of the things that you have to accomplish
-(this could be a PRO for you, but around mid, mid-late game, there is a sudden huge upswing of difficulty). Clash of Puppets is your classic slasher shooter game that you will enjoy. There were some minor bugs but the developer was able to release updates to correct any issue. All achievements are attainable. I recommend this game.

8\/10.

I had such high hopes for this game after seeing so many positive reviews and enjoying the demo but, alas, I found Downward to ultimately be a staggeringly-incompetent, monotonous dirge of a game. The demo is a misrepresentation of what the game actually is; the demo presents the game as more of a tightly-knit action-adventure game when really, at its heart, Downward has the hollow skeleton of a shallow 3D platformer.

Once you pass the prologue\/tutorial area your, quite literally, dropped into a large, aimless, and mostly-empty area, with absolutely no direction or objective, save for a waypoint on your compass. You're free to wander the game's large areas and visit most of the games locations, well before you're intended to, but there's never anything meaningful to do there until you've advanced the completely-linear main questline to the point where you're actually instructed to go there.

As for story, there really isn't one; you play a nameless dude-bro who is incredibly slow to notice anything remarkable about his situation, who just goes along collecting Dry Artifacts (the games stand in for Power Stars, Shines, Jiggies, Bolts, or any other 3D platformer collectible) to open doors to new areas so he can collect more Dry Artifacts, all to gullibly help the villain with their blatantly-evil plan for no reason. That's it; that really is all the story you get; the game doesn't even have an ending: when the villain betrays, no surprise there, you quickly defeat her in a rule-of-three boss fight and then credits roll. There is the occasional small attempt a building up some lore about the game's generic, omniscient, ancient civilisation which destroyed itself with its own hubris (how original!) but, in effect, that's all pushed aside so that the game can shoehorn in as many "ironically" bad puns as possible into its corny, amateur dialogue.

Of course, the story and writing really wouldn't matter if the gameplay and design were at least competent but, unfortunately, they're not. The game provides the player with a handful large openworlds, accessible early on, but exploration is completely discouraged; nothing good comes from visiting these worlds before you're supposed to so ultimately free exploration is a complete waste of time. Not to mention how dull the worlds themselves are: specifically, the game gives you four main areas: a desert-ruins world (hub), desert-ruins world 2 (yeah there are two of them for some reason), ice world, and fire world. Even those unimaginative themes are worse than they sound because the differences between the worlds are entirely aesthetic: there are no unique gameplay mechanics to differentiate them making them all play exactly the same. I haven't even gotten to the worse part of the game yet: which is, the game's obsession with backtracking.

In addition to the game's worlds being bland, too big, and confusingly wrapping around themselves in nonsensical ways: a gimmick throughout the whole game is that there's four "variations" of each area referred to as planets. I stressed "variations" the way I did because the only immediate difference between the "planets" is a change in lighting; there is also an added platform, or anomaly, somewhere but you have no way of knowing where the changes are until you find them yourself and the game gives you absolutely no indication of what was added or removed for a specific planet or what would be added or removed if you switched to a different planet: essentially, the game forces you to backtrack, re-combing through 99% of the area, every centimetre, just to find that 1% difference of a single added platform allowing access to an area only accessible in that specific planet. To put it simply, even with optimal routing, the game requires you to retread through every area at least four times in order to find minute changes to progress. Worst of all, is how utterly apparent it is that this "mechanic" was only added to the game to pad out the play time of an otherwise extremely short game; it took me about 10 hours to finish the game and get almost every achievement (I'll explain the ones I didn't get in a bit*) and, of that time, only two hours were spent actually exploring or progressing; the rest was all just soul-deadening, mandatory, excessive backtracking!

On a technical level, the game doesn't fair much better. For a game all about fluid first-person parkour it is way too easy to softlock yourself, most commonly, by climbing up onto a ledge, inadvertently clipping through the world geometry in the process. Fortunately, the game does allow you to access the console which can, sometimes, save you from the game's own ineptness.

Graphically, the game's mostly underwhelming: it has average Unreal Engine 4 graphics with an over reliance on post-processing and circumstantially-imperfect frame pacing; strangely, using the double-jump anomaly always causes a sharp stutter despite the rest of the game running reasonably smoothly. The real graphical problems stems from its, quite frankly, terrible lighting\/gamma-correction model: the game loves putting you through scenes that are either pitch black or extremely washed out; there is no brightness setting that offers a nice medium between these two extremes. This is probably the only time I've ever complained that a game was too bright (bright to the point it literally washes out bright colours and light textures making certain areas impossible to navigate if the brightness setting is too high; like with the pale-blue texture used to indicate that a surface is wall-run-able which is often place on a solid-white slate of rock, effectively becoming impossible to discern on higher brightness levels.) and it's definitely the only game to have that problem while also being guilty of having many large maze-like interiors that aren't lit at all, requiring an amped brightness level just to make out even a slight silhouette of the walls and floors. It's absurd.

On the audio side, the game is fine: the music is nothing impressive and the sound design relies on a few too little sound effects for the whole game but it's really not that big of an issues; the voice acting isn't great but I'm willing to chalk that up to mostly the horrible writing.

*Regarding the achievements: I got every one except for a four achievements which are all just variations of "Use <Move>

5000 times." Even with liberal backtracking over the course of a normal playthrough, you'll get nowhere near the 5000 number required for this meaning you'll effectively just have to find a place you can use the move and grind it out for three hours each! Well, that's certainly one way to add an additional 12 hours of playtime to the game....

Pros:
- Core movement mechanics are reasonably fun.
- Controls are responsive if, always, a little unintuitive.
- Okay UE4 graphics

Cons:
- Expansive but horribly-bland, unimaginatively-themed, and thoughtlessly-designed worlds.
- A disgusting amount of forced backtracking which comprises +80% of the game's playtime.
- Lack of any story or motivation.
- Terrible lighting with every scene either being pitch black or completely washed out, without any compromise inbetween. Seriously, it's worse than you can imagine.
- Shallow, simplistic 3D platformer design.
- Terrible dialogue.
- Frequent softlocking.
- Extremely short main quest padded out by excessive backtracking.
- Falls short of its high ambitions in most every area.
- A ubiquitous lack of direction from when you end the prologue through to the end of the game.
- Have I mentioned the backtracking 'cause like, seriously, it's insane; they make you retread every step of every area at least four times if you're interested in sort of completion!

Conclusion: Downward has the scaffolding of a potentially good game but, once past the prologue, the game's tedious design, many poor choices, and often-frustrating implementation make it a absolute slog!. If you're looking for a game with a great, emotionally satisfying plot, Owlboy is perfection. I really can't say much for fear of spoilers, but I highly recommend studying the ending to this game if you're looking to write your own fiction. Other than the plot, which is golden, the music in Owlboy is unbelievably good. Like, you won't believe how good it is until you've heard it yourself in-game. Think Undertale-levels of music fitting the story. Yeah, I know what I wrote. The art is amazing as well, and keeps getting better as the game progresses, which was a delightful surprise. Given all the above, I very much recommend Owlboy.
This is not to say that it isn't without faults, however. For one thing, the writing can feel child-like and simplistic at times, with characters sometimes speaking in ways I feel is subtly "off" (I can't pin down what exactly, but it's there). The combat sections, while mildly fun, aren't anything impressive either, and a few of the boss fights introduced confusing gimmicks I had to look up to solve. For the most part the puzzles were fun and satisfying, bordering on easy.
So Owlboy does have flaws. Some things could have been done better, but honestly, at the end of the day, I hardly care. The overall experience of Owlboy was a magical one, and I feel privileged to have experienced the world its creators made. This game will live on inside me for a long time to come.... when can i use this dlc ? D:. Great additions for customization. This game ruined my day. But it was enjoyable and fun to play for $1.40. beste game
beste anticheat
legende clans. A difficult horde shooter with suvival elements. Loot your guns, get your equipment and get ready to kick some zombie asses.

The game doesn't really state it on the shop page, but this game is focussed to be a horde shooter game. Before you get run over by zombies, you have to loot your stuff and organise your equipment.

I'll just list everything below, good, bad and matter of opinion:

good
\u2022 Well optimised
\u2022 Lots of items
\u2022 good game mechanics
\u2022 Single and mutliplayer

bad

• repetitive and monotonous gameplay

matter of opinion
• Early Access
• kinda expensive for the current content (17,99 Euro)

TL;DR: I would recommend it but just when you have some bucks left for some new horde shooters