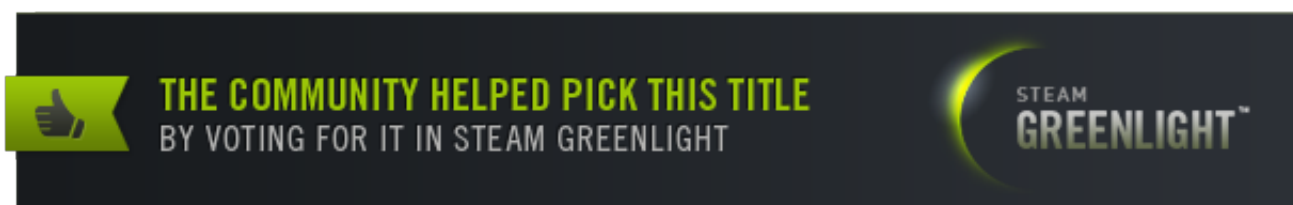


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About This Game



This game lets you try on the role of a Supernatural Newspaper Agency boss and editor. The world it takes place in is a dark and haunted one, with ghosts, zombies, monsters and even shapeshifting murderers, pretending to be human after they have stolen their victims' bodies or infiltrated the humanity. It was inspired heavily by the works of H.P.Lovecraft and it builds on the atmosphere of uncertainty and noir of the 1940s.

Send your sextet of weathered journalists, detectives and occult specialists to investigate murder, affair, and horror in the Town.

Each time, the story will be different. Sometimes, a werewolf is shredding innocent (and less innocent) victims to pieces and it is your task to unmask the creature. Other times, it will be a body stealing alien from outer space, a mummy that some misfortunate archeologist has excavated and is now haunting them. Perhaps it will be Jack the Ripper, still mysteriously alive and lurking in the streets at night.

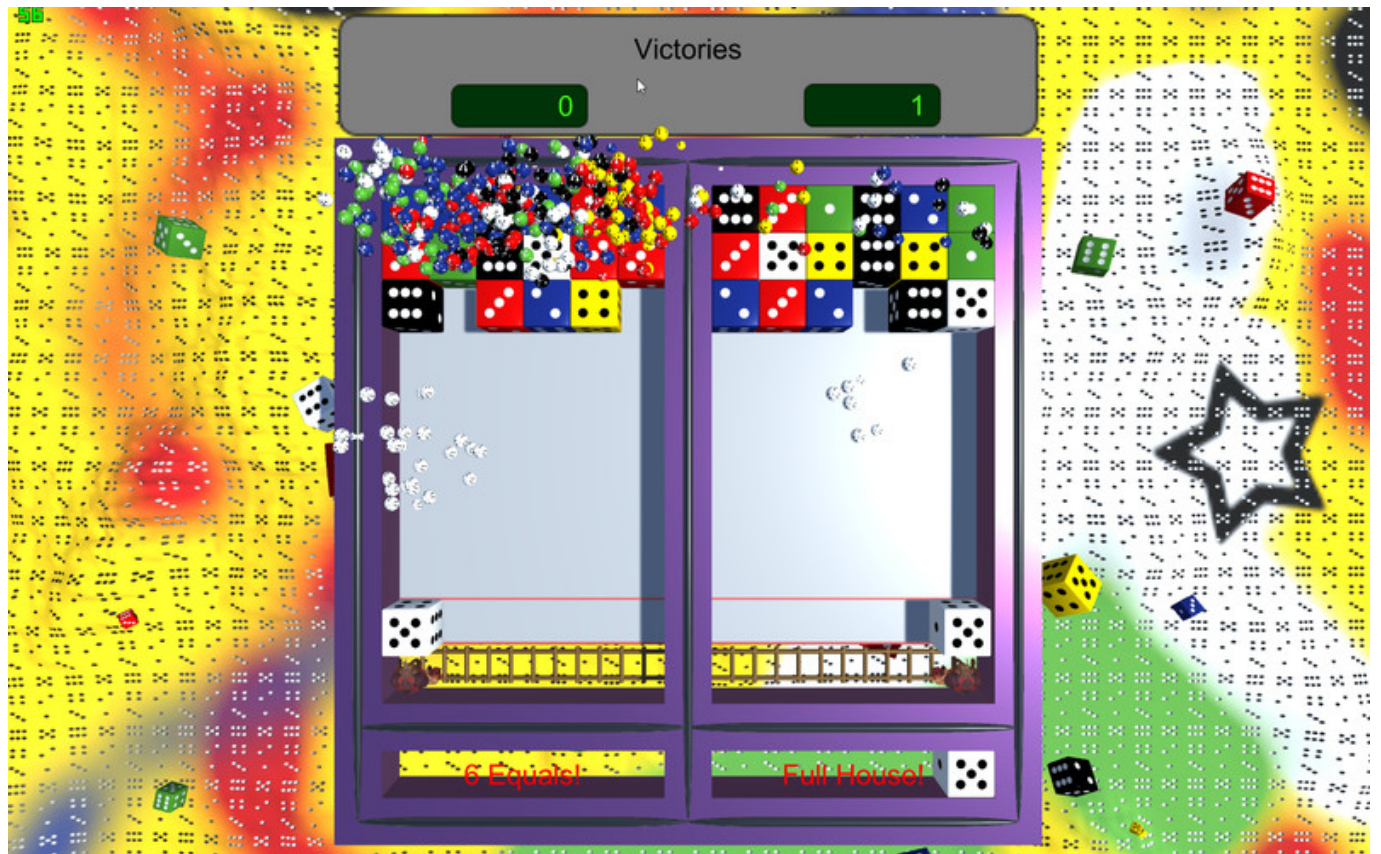
Or maybe there is a really bad big tentacled monster hidden in the cellar of the University?

It is for you to find out and entertain your readers while bravely standing up against ancient evil.

Title: Daily Chthonicle: Editor's Edition
Genre: Adventure, Casual, Indie, RPG, Simulation
Developer:
Sinister Systems
Publisher:
Sometimes You
Release Date: 30 Sep, 2016

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English







after starting another run through on this game i remembered how godly this game is. the pc port is incredible and even has special modes specific to pc. seriously the best hack and slash game there is on pc. if you dislike this game you're
♥♥♥♥♥♥♥♥.

Nero vs Credo. that fight..... this route is the most realistic from real train sounds to real wagon sounds and horns i recommend this route. I've come to always expect great physics-based challenges from Polyart. This game is no different. It starts you off easy, makes you feel confident, and then the RNG gods rain down their hellfire on you. You will curse and scream and you will watch your retries skyrocket. But then, somehow, against all odds, you will win and you will feel like a true marble master. Then the next level comes. The later levels are not for the faint of heart. I would LOVE to see someone attempt to speed run this game at gdq.

I'd love for there to be some way to gauge how much tougher (denser?) the opponent marbles are. While there are shadows, it'd be cool if there was always a shadow directly underneath your marble so if you are flying around in the air you know exactly where you will fall down.

I recommend this game to anyone who loves a casual game that can become surprisingly challenging very quickly.. Very nice model, sounds are eh,(but AP makes them better) comes with lots of liveries, some rolling stock, has a good feel to it, personally think it's really good!. The program has crashed on me Level 14, wave 12 of 12 twice now, there won't be a third time.. I've only used it for a little over an hour, but it's already been very helpful.

The character generator is great for making XP or VX style sprites with very little work.

It's great for recoloring. The "save as different hues" option is great. It lets you pick which elements of your sprite get recolored and spits out a bunch of randomly color sprites. It will also convert from various formats. Sure, converting XP style to VX style by hand isn't hard, but this just makes it easy and error free.

You can also import parts for the generator. For example, I took the taira accessory from the VX ACE RTP character generator and imported it in as a library piece. Now I can have a tiara on any character I create.

With the amount of time and work this tool will save me, it's a great deal. Even at full price.. Wonderful game, great controls, epic weapons, beautiful backgrounds(wish I could fully explore them) and music. Lots of secrets everywhere. I thought I had written a review for this previously, but I guess these expire or something.(Fix it Valve).

Things i hope change: The UI could be improved with a few animated gears (its a little boring). The game play needs to be much less linear (more contract selection). There are also a few game breaking bugs to fix (like the monthly tax coming out daily).

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Why you just abandoned this game!!! If you don't want to make it any more you can just sell this idea to other big company!!! I don't want to see a so genius idea is wasted!!.. A neat short game that you should play if you enjoy Metroidvania games.. Easily gave me my moneys worth in laughs!!!

There might be a little spoiler ahead.

1.Exp. & Equi.:

You might change your Equi., but as there is no inventory system, you'd better try to remember where to find every item\2014\2014once changed, you have to go back to get it again if you wanna change back.

2. Battles:

Basically, if you wanna win a battle fluently, better pray you have a sound knowledge span from how to greet your opponents' mother properly to what Shakespeare said in his famous books. Not even a challenge for a good Googler, I guess.

And there are also many other points make me feel like I just waste too much time on this. Among them, the block of save/load function in conversation and the lack of logic in arranging answers annoyed me most.

I suppose this game is built on renpy and I believe renpy could do much more and better than this. So guess there still has a lot to do before it could really worth your money and time on this game.. It's another single-mission DLC. If you've bought at least one for Tropico 5, you know what to expect: a costume that you'll never see, a building that does the same thing as another building, and a sandbox-style single-player mission (which is really what I look forward to most of the time).

Surf's Up features the Dolphinarium as its new building. It provides entertainment as well as being a tourist attraction. That's about it. No unique features; just another entertainment building.

The mission was something I actually enjoyed. It's a Star Wars/Hitchhikers Guide to the Galaxy parody, and respect to the devs for pulling it off. The usual clever, witty, Tropicana charm with El Presidente forming an alliance with the dolphins. The DLC introduces a new event chain in exporting fish, building Dolphinariums and so on to gain "moral superiority". The mission itself is an economic/military mission, with the central objective being to build 8 Dolphinariums at inflated prices while defending against the "Grin Pears" eco-terrorist group.

Maybe I've been spoiled by the Waterborne expansion, but the *one* objective in this mission is a little disappointing, and outside of the frequent military invasions, provides no challenge, as there is no time limit or anything else stopping you from being an economic powerhouse and building eight Dolphinariums once you get the money.

Though I had a breeze playing the mission, as with most DLCs, the meaningless, piecemeal content is a turn-off for an outright purchase, and getting this as a bundle on sale seems to be the thing to do.

<https://www.youtube.com/watch?v=PdORIPotlw>. Brown Otter, in the kitchen with a shotgun, best game.

I've had a lot of fun with Otterbash, and its quite a lot of fun to play.. Game showed promise. Short, buggy, uncomfortable in general it still felt a bit somewhat like the great old Clive Barker's Undying. At the end of the game there was clearly a hint for continuation. Then the developer disappeared. The forum's dead, noone's answering. If there's ever going to be the second part, if it will be at least not worse than the first one, this review is gone. Until then-it's an abandonware.

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