
Flat Path Download 1gb



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About This Game

Flat path - relaxing puzzle game in a minimal style. It combines two game modes, one of which will help you relieve tension and another will awaken your mind

Features

- 2 game modes
- 100 unique levels
- 2 color schemes(classic, night mode)
- Full support only mouse or keyboard

Title: Flat Path
Genre: Casual, Indie
Developer:
GoodCrafter
Publisher:
GoodCrafter
Release Date: 24 Aug, 2016

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English

THE HERO PROJECT: REDEMPTION SEASON

by Zachary Sergi

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Martial arts has helped you feel like you have some level of control over your Disembodied Ani-transformations. Your primary martial-arts focus remains in the practice of Chinese Kung Fu, specifically the Southern Shaolin Boxing style. This style further divides into the Five Animal specialties, which you selected because of your obvious talent for animal mimicry. Plus, the internal and external practices apply nicely to your shifting intangible and physical Power sets.








You've diversified your study as much as possible, but have also trained hard to become an expert in one unique specialty:

- The Crane, an internal specialty that focuses on keeping an opponent at a distance using limb length and well-balanced circular evasion movements.
- The Tiger, an external specialty that focuses on charging and attacking an opponent directly with brute force.
- The Leopard, an external specialty that focuses on quick strikes to inflict pain on the soft-tissue vital areas of opponents.
- The Snake, an internal specialty that focuses on enhancing awareness and balance in order to enact delicate coiling motions and locking techniques.
- The Dragon, an external specialty that focuses on full-fist strikes and dragon-tail kicks to take down opponents directly.




Next

Battle Arena



An endlessly bloody encounter through the enemies of the Airship and Earth Maze.

 Trainer Tier	Suggested Level - 8
 Bronze Tier	Suggested Level - 12
 Silver Tier	Suggested Level - 14
 Gold Tier	Suggested Level - 18
 Platinum Tier	Suggested Level - 20
 Diamond Tier	Suggested Level - 23
 Wraith Tier	Suggested Level - 26

Inventory:

-  Elixir
-  M-Shuriken x2
-  Max Revive

Rewards:

-  Baubleveil
-  Max Revive x10

Time: 13:12

★ Gold star until 16:30
🕒 Deadline at 22:30
🏆 Trophy: 💰 \$1,000,000 balance

✓ Goals:

- ✓ 🏠 8 small apartments (you have 8)
- 🏠 4 medium apartments (you have 1)
- 😊 40 total happiness

💰 Income: \$26,975
😊 Happiness: 31
👤 Residents: 256

Clear

(clear this plot to make it suitable for construction)

👷 Workers: 6
✓ Cost: \$30,000



💰 Money: \$60,906

🔨 Material: 1,234

👷 Workers: 1 / 25

Beautiful game, you feel like the universe.. First non-pre release (?) review for one of the best visual novels I played in my life.

This was one of the most beautiful stories I have ever read with a lot of endings based on a variety of choices and a 21 chapter over 3 hour story of heart-pounding action and tear-jerking moments.

I can't describe how beautiful the plot and the writing style as well as the art and music was.

Great visual novel easily worth 5 times the price.

5th anniversary project? No you mean masterpiece - probably gonna be your visual novel magnum opus Invertmouse and I am not just praising you. :-)

I am still feeling emotional from acheiving what I consider the true ending. <33. Just buy this Bit of Brilliance ... Don't have time to write a long proper Review. I need to get back to the game ... BUY IT !!! So, you are put in large abstract halls. You create a platform with left click and a bouncy platform with right click. You collect red orbs and press big red buttons. Once you press all the red buttons, the portal opens to the next hall.

Once you work out the physics, controls and know what you're looking for, this is great fun and you will be bouncing all over the place.

That said, this game is not without its issues. First - controls. It is set up ZASD. This stumps some people immediately. When you launch the game, you get a launcher, go into input and change to your preferred keys there. But this is a needlessly complicated and unintuitive way of doing this. Second, when I got to hall 5, I started glitching through my platforms on a consistent basis and immediately dying which made it impossible to continue. However by then I had collected nearly 30 of the 50 orbs, so there wasn't much game left anyway and this I achieved in 20 minutes.

For four levels, this was great fun, but it has ended up as wasted potential. A game ruining bug, unintuitive options set up and a very short overall experience ruins something that is pretty decent and fun when it is playable. If you get it, get it on sale.. Perfect emulation of 8bit era title.

The good ones, not the cheap ones where you would be bum rushed or killed from something offscreen.

The game is fair, but requires skill on your end.

Become MLG.. I used 500 Meteorites for a chest, and it takes them and gives me nothing in return?. In Short: If you are a horror-game fan, this absolutely is a MUST PLAY! 10/10

A more detailed summary:

I backed this title and was curious how this would turn out but boy was I in for a pleasant surprise! Personally, I think this is a true gem among horror games.

It is quite clear the developer, Clinton McCleary, is a huge horror fan and you can feel the love playing this title. There are countless references to various games and movies of the genre, both subtle and obvious. All mixed together so well that in the end it results in an entirely new experience. This game more feels like playing the lead role in a horror movie.

With Allison Road still on the way, this is the first true spiritual successor to P.T. that I know of. And while the graphics are not as realistic as they would be with the other two games, everything else could hardly be any better.

Story telling, atmosphere, game mechanics, visual effects, music & sound design, it's all done so "beautifully" that this game will definitely be worth the money! A normal play thorough will probably take 5-6 hours, but like with P.T., there will still be things left to be discovered for a while longer if you want to.

If you are not afraid of (good!) jump scares and like to get excited over the tension this game will build up I urge you to play this.

Lastly I would like to note that Clinton McCleary seems like one of the most ambitious, enthusiastic and community friendly developer that I have ever seen. It is rare to see a developer so involved with the community. Outstanding.

Now, I must go to the darkest parts of our basement to turn on the heating system. Thanks Mr. McCleary for the extra tension...!

Awesome game with great campaign and multiplayer. Really accompanies the original Half-Life well for showing a soldiers point of view on Black Mesa.

. good story

+good character design

+nice music

+++main character is easy to understand and very, human like

+-gut wrenching

=cheesy as ♥♥♥♥♥, both good and bad way

--bad looping of musick

--=+no ghost ♥♥♥♥♥♥♥♥

---too little hours, to complete game, shortness of story that actually hurts

overall 7,9/10

one of these things is not like the others. Its a cheap 1 hour "entertainment". Primitive and annoying. Dont expect to much.. couldn't get it to work. Buy this package just for "Capcom Pro Tour 2017" and "Capcom Cup 2017" titles.

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