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## About This Game

In a land infested with witches, priests are training vigorously in Sola magic to eradicate them once and for all. Endless innocent lives were taken in fear that they possessed dark powers, no matter what their age. Some put up a fight whilst others simply accepted their fate, but no one could have foreseen the downfall of one of Entriorch's most respected Deacons, Urszula.

Stricken with grief from the loss of her child she takes to Luna magic in hope to be reunited with her, caught red handed by her own mentor the Silver Fox (high priest of Black Church) she is sentenced to burn at the stake.

Her husband aimlessly scoured the land for 10 years, until Saile the Goddess of the Moon answered his prayers and offered him a deal, a soul for a soul. Esmond (Urszula's husband) took a girl from the streets in the dead of night and sacrificed her as a vessel for Urszula to return to this world.

Alive again after a decade Urszula marches upon the capital city Rioria with her army of the dead and battles the Silver Fox, leaving him dying in your arms, but not before seriously wounding her. She is forced to retreat for now, vowing to resurrect her child and burn the city to the ground.

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Title: In The Dead Of Night - Urszula's Revenge

Genre: Indie, Strategy

Developer:

Axed Game Studio

Publisher:

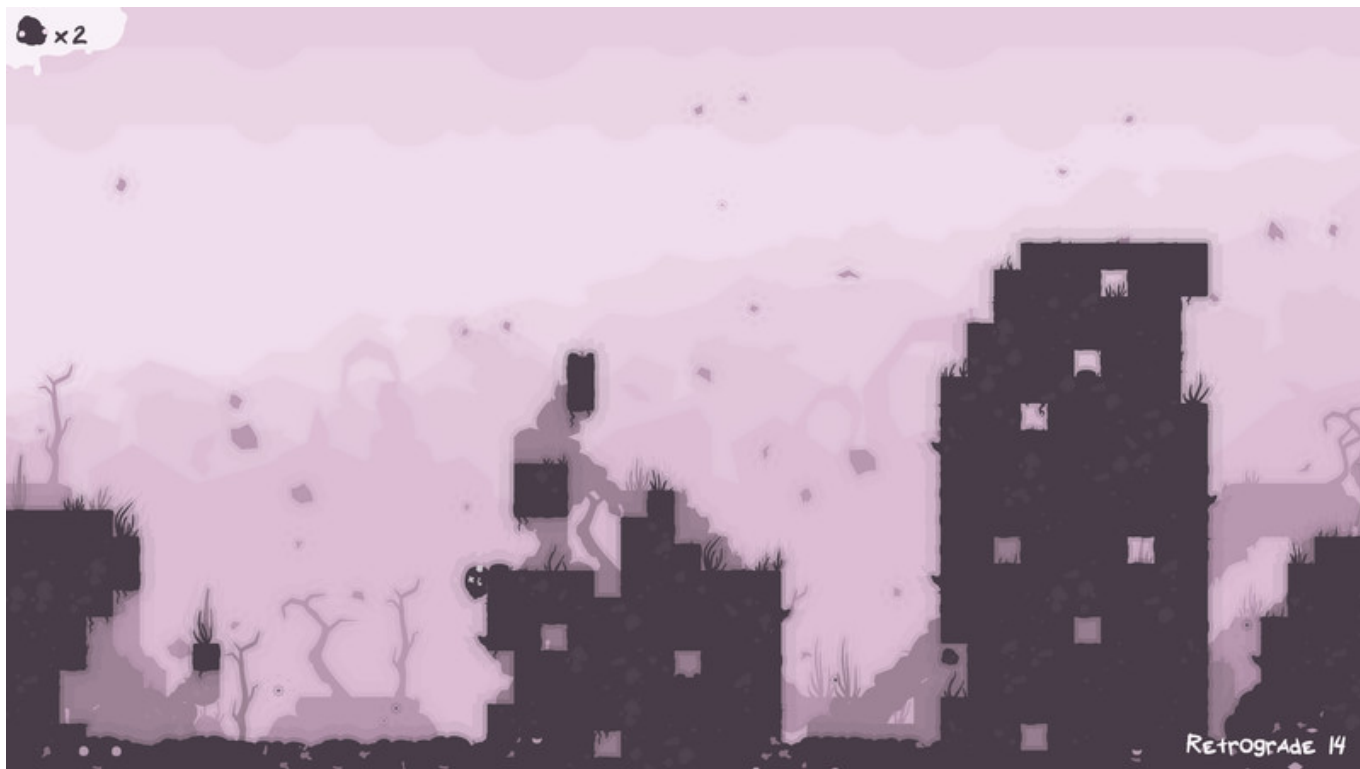
Axed Game Studio

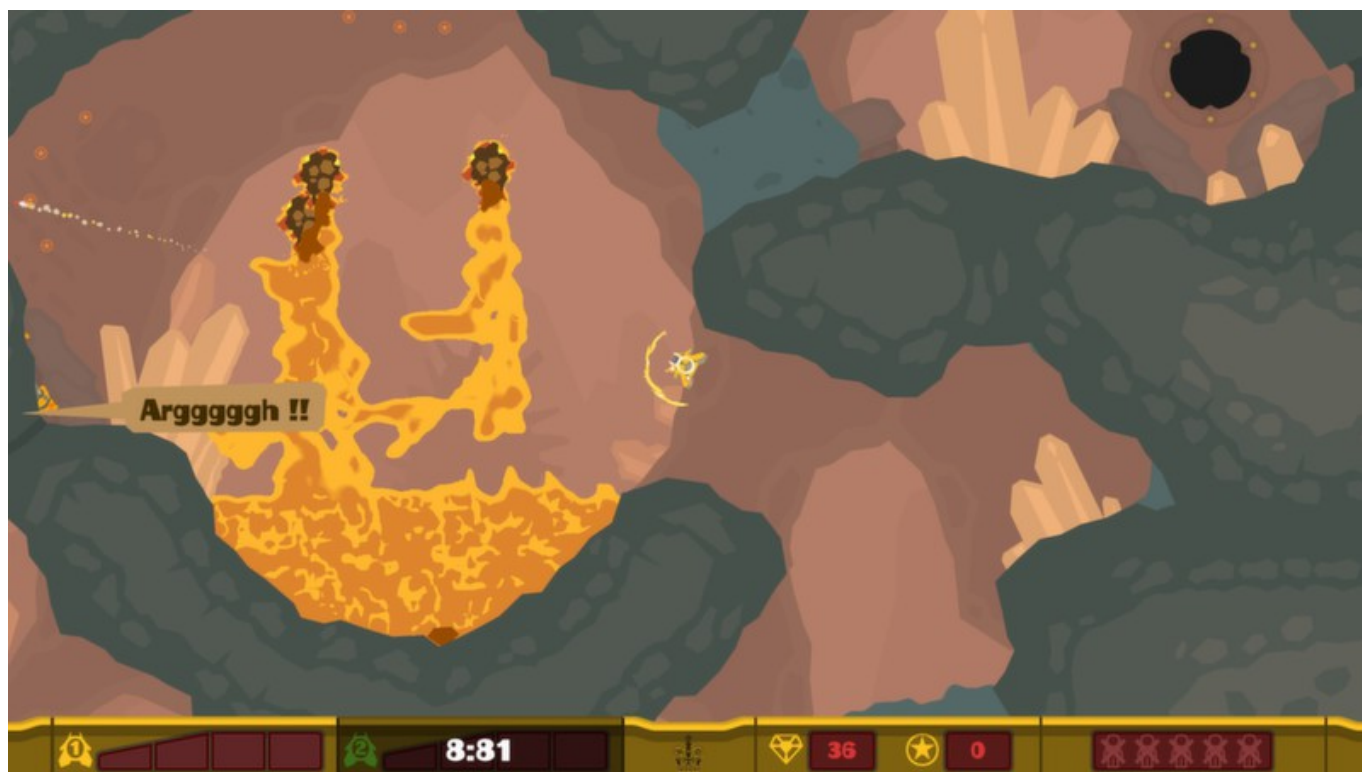
Release Date: 18 Dec, 2015

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English







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in the dead of night urszulas revenge

Great game for when you just want to create a little chaos. The game has several different ways you can play. Can't wait to see more of this game in the future.. For it's price? Maybe. It's not challanging, fast it turns int to building just for sake of building. It's to Easy.

Only takes time due to slow technical discoveries (it generally just take time) and without this unlocks you cannot finish game. Time is only real obstacle in this game.. Still a great and real tense tactical shooter. The missions are quite varied even if a few of them appear more than once. Smoke grenades are a little overpowered and some elements feel a little dated but the game is still definitely a challenge, particularly if you want to keep your guys alive to the end.

Being an old game has meant Ubisoft has closed the online element down now, but there are ways round that to keep playing with any friends who want a cooperative game.

Overall this has a great balance between difficult but not frustrating. Very good for £5, but often it drops in a the sales to less. Then it becomes an absolute steal.. I gave up and asked for a refund after a few minutes. It was repetative and childish. I do love a good HOG - but this one wasn't.. I rate the game Minus Zero 1V5. Bad.

This is a (very) basic 2-dimensional Schmup arcade style of game with extremely minimalist graphics. Nearly all graphics consist of mere geometric shapes, some of which are hollow and others of which are solid and glowing. The music is similarly basic, consisting of various obviously computed generated sounds in the chip-tunes style though it is not particularly well done.

Unlike most Schmup style games, in Minus Zero you have to move your ship so that a targeting reticle projected a few inches above your ship is able to get a target lock on to each enemy. Only after a target lock has been achieved will the game allow you to fire your homing missiles (your only weapon). This unusual style of schmup gameplay wouldn't be so bad though (though it does take some getting used to) if it were not for the fact that explosions often severely hamper your ability to see enemies and enemy projectiles. Worse still, from the outset, this game gives you but a single life. Get hit just once and you have to start from the beginning of the game.

The game runs fast and is free of bugs. The menu and configuration options are extremely basic but the game technically works well (thus causing me to avoid rating it 0V5) and the default controls feel adequate. As you progress however, explosions become increasingly plentiful and it becomes increasingly hard to see where your "ship" is and where enemies and their projectiles are at any given time. By level 3 the game becomes a jumble of explosions which merely serve to block your view. Because of the extremely poor visual design of this game I cannot recommend that anyone else waste time playing it, not even for the ultra-cheap 2 dollar price tag. Ultimately, Minus Zero's poor visual design cause it to be far more frustrating than fun. Whether or not the poor visual design was created intentionally is irrelevant; the intentions of the game's designers don't change the fact that the game is still frustrating.. If you asked me 20 years ago what the future of space combat games could look like, Id describe this game. It is beyond me why anyone wants to chase and dogfight little distant dots surrounded by massive HUD icons in the black void of space like most space games. Just pay a guy 30 bucks and text him "did I win?" and wait for him to say "ummm yeah?", way faster and entertaining than most dot chasing Flight Combat games.

Straight-up eye candy here and its ready to hit something like 300fps if you have the hardware to pull it off. Exactly the game I didnt know I needed, but just a few minutes in and im sold. Cant wait to play it some more.

Doesn't support it out of the box but with the right software this game works great with VR. If it ever gets mouselook for interior cockpit view BAM! VR support out of the box(again provided you have the correct software).

To think I was about to throw down 30 dollars for an official VR game like Overload\Descent or Eve Valkyrie....close call. I played the demos....not even close to the fun from this game at 2 bucks.

My only wish is for more particles, more lens flares, more bloom, even more eye candy....and maybe a volume slider for BGM and SFX. UPDATE: I mixed up UI's, this one DOES have volume sliders for everything. Now its time for 90's computer hacking music and some action packed laser combat. I still cant get over the value to dollar to visuals to functionality of this game.. I really like games with a strange atmosphere (Kentucky Route Zero, Storied Untold, The Room), and this was definitely one that I enjoyed.

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It's a bit short (I got 100% in ~2 hours), but I think this will be very memorable for me.. made a suicide truck of peace 10V10. A Well made Text-Adventure redone from scratch by Unimatrix Productions using the story of their original first-person Graphic Adventure of the same title released in 2004 (Storywise it make sense as what one of the protagonists say at the end about the dates kinda don't add up to the year of the steam release, but in a way I think add instead a unique charm to the game and made me appreciate more the effort spent by the creators in trying to keep their stories alive and after the release of Stonewall Penitentiary I really hope to see more to come from this little company. As In my opinion they get so much hidden potential to show) with a new Engine (Storycentric Worlds) that charm your way in to a good story, it make less of a game and more of a grasping supernatural mystery novel but the kind you would want in your library (the visual is limited in static images and even if I find them pretty helpful to feel the story (especially the characters portraits) and wouldn't change a thing for today standard (spoiled brats) they could be considered "bland".

The text is what as I already mentioned the best part of the game. You want to spent 8+ hours reading? if you're not inclined to do so try this game and would rethink it. Puzzles are easy to figure it out but fun (mostly are memory based as you get all the notes and just had to put them together) Only the one about cooking the herbs got me stucked for a moment but reassured myself after seeing there is an archievement for that .

About this Engine I expecially liked the automapping as there is a little backtracking to do in your movements and with the map and compass given to you is thankfully extremely hard to get lost and after some hours you end up to feel pretty much "at home" in each scenario. instead of a parser is used a click button with multiple choices to select given to you (even if there is a lot of red herring choices and rarely make a difference as the story got his own flow and I'm sure any reader could easily tell they are lured by the nose but don't get me wrong the choices given to the player do their best to make you feel the characters roles (One of them a priest) and allow to define their motivation as Ethical discussion on the kind of protagonist you play is debatable by the end. (But Human). so not "Choices" but "Discovery" is the key word i would choose to describe this game.

Other things this Game successfully deliver are:

- A Good soundtrack as it is really charming and pleasant to hear or creepy and disturbing at the right points of the story.
- Good Protagonists Characters: : John (Loved), Randolph (It's a love it Vhate it with This guy by the end let me question my religion)
- Good Side Characters: Old Lady (Anne), The Couple (Lucy and her husband),
- Good Villain: ??? (no spoiler but a HINT: Creepy dude)
- Inventory (refreshing to see just in words and not as bunch of icons, and for me it works more easily in combining things just like popular graphic adventures)
- Classic Point System. I love to see it again as it allow to keep track how much you completed the game.

Few points of suggestions that consist the bad points of the game in my opinion are: The Journal it could end up pretty messy by the end and as you have to read it more than once in at least 2 cases a way to order his entries by not just order but also for argument would be sweet to see in next games.

Wish you could add few rpg element (I mean stats like health bar and such) in there even if the story don't need it (.. This is a challenging campaign and you will learn a lot about military assets in the mid 1970s. In addition my strategic skills were advanced. However, I would not buy this as a stand-alone package, without the full game and community tutorials I would have spent way more time in forums and YouTube than enjoying this. My suggestion is you find the full game on sale, get good at the interface and tutorials, then add this to your library. Oh...this isn't a dynamic campaign, it's a set story.

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Great game but there is no offline AI mode so if you're on your own then you can't do much because whenever i go into online no-one is there. EVER. If you have many people to play with it's AMAZING but otherwise wait for the game to get popular so there is a point to using online mode.. Overall it's a nice map, nicely created and especially as I live in Palma de Mallorca I know these roads like the back of my hand and have been on all of the lines included in this map.

However there are a few things which I'm not happy with:

- Pla\u00e7a d'Espanya is the heart of Palma and coming into it from El Corte Ingles (Gran Magatzems Stop) it looks like it could be promising but once in Pla\u00e7a d'Espanya wow was I disappointed... The famous statue in the middle is not there, none of the benches, the shops, the restaurants there is nothing. The same for the Estacion Intermodal it's there but the surroundings leave a little to desire. This really should have not been overlooked.

- It's a shame really for Line 1 to the port as it doesn't actually go to the real port, in real life it's a beautiful drive along the seafront past the Hard Rock Cafe, all the hotels, shops, Nautical Club up to the cruise terminal with all the cruise ships and finally to the Porto Pi shopping center. It end rather abruptly and you don't get to see any of it, before coming to a "fake" port that's clearly been made and just plopped into the map. I appreciate the detail in many things but this to me seems a bit lazy and is a shame.

- Something that has really annoyed me is promised in the description "new voices", yes new voices but they are all in German... tell me, in Spain why every single passenger is German? Come on, at least put some effort into it.

- The airport is nice, not exactly true to detail where the Air Europa hangar is as it's missing many buildings around that area but what really annoys me is what on earth is going on with the bus stop in the arrivals part??? Have the developers never been to the airport? It's nothing as it should be, it's quite strange taking into account the rest of the airport is done quite nicely. Also another thing is, the coach park is always full of local coach companies and to tell the truth it looks quite strange seeing so many EMT Buses there...

- The Signs are way too low over motorways and coaches crash into them.

- The automatic stop announcements aren't authentic, they are all done in a german computer voice and apart from there being mistakes, you can't understand anything when it does the announcement in English or Spanish. I'd rather make my own with the real voice from the EMT Buses.

- . The destination board could be improved, instead of "NOT IN SERVICE" which obviously doesn't exist, it should read "FORA DE SERVEI" as in real life.

These are the problems I have with it, I really am glad to see finally a detailed map for Palma, for that I'm so glad and thankful but overlooking these details I mentioned before does spoil it in a way and makes it no way worth the exaggerated price it's been sold for. Fix or look at these details and of course it will be worth it.

Here's hoping it's not going to be something that's quickly published and forgotten about, I really hope that with what we are paying for this... the developers have some decency to throw in a few updates and to hear what the customers think.. this is a very cool puzzle game! but i do not recommend you buy this game if you own a potato pc like me. Therefore, i can not give a thumbs up.. This DLC adds Act 5 Plains of Karponia with new bosses and relics that are fun and worthwhile additions to the already addictive base game. Not to mention that the new Samurai class that comes with this expansion is a lot of fun to play as and still feels just as unique as the others. Definitely a must have for fans of the game.. Quake and Mario? I don't know, its a fun game. Go buy it.. Its so bad u can't even get out of an area without spending all your time doing don't even try to play  
IT SUCK

DON'T PLAY

Over. Got this for 1\$ from a coupon great game good time waster graphics are meh but playeable gameplay is fun best weapon imo flamethrower :). This is an interesting race and shooting game.

Basic control:

Normal flight



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SHIFT - Decelerate  
Z - Accelerate  
X - Bomb  
Direction Keys - Move  
ESC - Menu  
(You can't get any points if your speed is zero)

Boss fight

Z - Shoot  
X - Bomb  
Direction Keys - Move  
ESC - Menu  
(You can't select your speed in boss fights)

About cautions:

Yellow caution - Obstacles ahead (brick wall)  
Purple caution - Encounter special Fairies  
Red caution - Boss inbound!

If you touch the left edge of screen, you will lose a life.

The game is easy, you just need to be careful.

. A charming little adventure following Frog Detective's deeply philosophical and seat-gripping adventure on a haunted island (Lobster Cop is still not available). For those familiar with Grace Bruxner's other work, this is a lovely, fleshed out addition to the growing collection - to those uninitiated, welcome to your new fan club. Honestly, it's worth the small asking price for the chance to judge The Competition alone.

10/10 GOTY. all i can say was done in 45 minutes. wheres the rest of teh game?

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