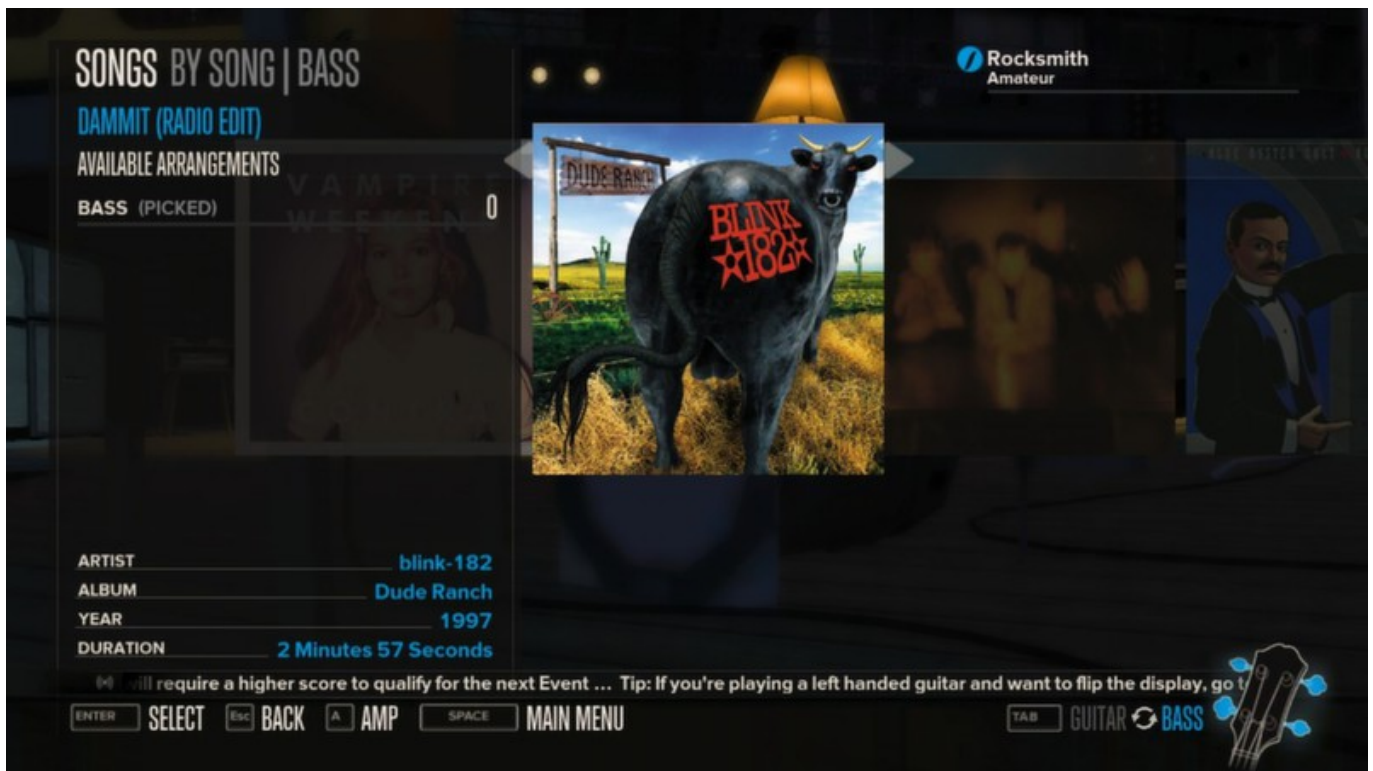

PROJECT MAZE Download Mega



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About This Game

Challenge yourself and beat the maze. Play a maze through a unique ID or your own.

Features:

- Two game modes where every run is unique: Free Run and Time Limited.
- Custom mode: Where you can set own MazeID and repeat a maze as much as you'd like.
- Multiplayer: Play a maze with up to four friends.

Title: PROJECT MAZE
Genre: Adventure, Indie, Early Access
Developer:
Lambdadev
Publisher:
Lambdadev
Release Date: 28 May, 2018

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 x64

Processor: Intel Core 2 ~2.0Ghz Duo Processor or AMD equivalent

Memory: 4 GB RAM

Graphics: GeForce GT 540M

DirectX: Version 11

Storage: 3 GB available space

Sound Card: Direct X Compatible

English







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Review 01

Hi, my name is Joshua "Sushikiller" Pierlo and I like to play games....Loads of them. Hence why I have over 350 games in my inventory but hey enough about me.

Games need reviews, certainly games like these so here I go writing my first ever review.

Deadly Sin 2

After playing the first Deadly Sin for just a couple of minutes, getting bored quite quickly I figured Deadly Sin 2 would surely be a little improvement. I couldn't have been more wrong. It's not a little improvement, it's a BIG one.

Deadly Sin 2 has a better story, the game mechanics are improved and for someone with experience in RPG maker i can tell this game is seriously awesome. It's literally the first RPGmaker game that I could play for more than one hour.

I have devided the review in some topics for you to further understand why I really like this game.

Story 9/10

Currently at the end of chapter 2 and it has been an amazing story to follow.

You are Carrian Iblis (or whoever - Iblis since you can change some of the main characters first names! That's a neat feature to be honest), and you play the role of the son of the hero of veridia. Not going to spoil too much but I can say it took some time for this story to develop. It's enjoyable to follow this development and play the role of the main characters.

Mechanics 8/10

Sure this is RPG Maker, nothing too special but it works... One really neat feature is the battle in chapter two where you can command your partymembers in 3 groups, switching inbetween groups to defend the castle of the invading dominion. Really enjoyed that fight, maybe you could do something with this in future games aswell? Loved the strategy involved in that battle!

Art 6/10

Hey it's a 2d sort of game so you can't get too much out of the art in these types of games... Deadly Sin 2 uses most of the basic items in RPG maker so in my opinion they could've done just a bit more customization and making their own textures (shouldn't be too hard for RPG maker). But it still does the job in keeping you...more or less satisfied.

Character customization 9/10

Every character has unique skills and equipment, all of these are upgradable by buying new gear at the armor/weapon smith. You can name some of the main characters giving you an even better experience troughout the story. The skill point system is

great. just maybe ruby is a little bit....underrated or maybe that's just my run trough the game as I haven't used that much gold to improve her gear. Just her magic is a little weak for someone described as one of the best mages... (then again could really be me messing up skillpoints for her).

Quests 8V10

I like how there's some extra quests here and there. and the variety of them. Some quests involve just walking and talking to some characters building up some more story. other quests involve going to dangerous dungeons to retrieve an item. The main quests is what it's all about but the sidequests really add up in my opinion.

Prize 7V10

Not too expensive. but not cheap. However you can easily look for sales as I got this game quite cheap trough retail sellers like [likeu2665u2665u2665u2665u2665](#) \u2665\u2665\u2665\u2665\u2665\u2665 and such. Not sure wether it's worth the full 4.99 just yet as I have only played for 6 hours. Would be some expensive hours for its genre but then again I'm sure I'll be spending some more time on this game.

Overall 8V10

Like I said. for a RPGMaker game this is the first game that kept me entertained for more than an hour so it's definitely worth checking out. Lovely combat system. enemies are balanced. skillssystem is great. story is amazing and overall it's an enjoyable game!

Hope this might help you consider buying it :). The game is broken and unfinished w/ the servers shutdown! It's a shame because it could've been great in the future! But I guess we'll never know because aparently the devs left! Don't buy this broken game! It's pointless to get it now!

Edit: Thankfully the game can no longer be purchased. There will be a new game to emirge from ITW's ashes. One that hopefully will be a good one! I hope that all the Steam reviews helped people make an informative decision before the removal of the "Buy" button on the store page.. quot:One turn left for my Dark Angel. I can't stop playing! One turn left for a new city to be captured. I can't stop playing! One turn left for my bone dragon army to wipe out a far more massive army. I can't stop playing! One turn left for me to call this game great. can't stop playing!"

This game is great. Buy it. Nao.. This game is like tomb raider but with super powers.. game makes me want to kill myself. Looking something to waste my time but not my brains. Worth it every second and penny spent. I'm playing it occasionally. but i'm still learning.. Cheaper than the Ms. Pac-Man DLC in the Pac-Man Museum.. This game is really fun. but also really rather difficult as it progresses. If your looking for easy games then this isnt for you. especially when easy mode feels more like normal plus mode. Good game. frustrating and difficult.. As a huge fan of Avalon Hills computer version of 1830 I thought Steam would be great.

Unfortunately Steam is a disappointment for me. The interface is very poor. Worse. unless you have played the board game. it is very hard to understand the rules of the game. I played the tutorial many times (it is very short) and didn't understand a lot of even the basic gameplay. So I downloaded the pdf manual. which only served to confuse me more.

There may be a good game in there but I've given up trying to discover it. A real shame because there aren't enough board game conversions for me.. More of the same as the first one with improved UI. functions and gameplay. Highly recommended if you liked that one.

The bad (most if not all of these will probably be fixed at some point):

No quest log. There are quests and the quest log is there, but the log is currently not working so it can be hard to remember what to do unless you write it down.

No interactive map. It's basically just a still image. At least an indicator of my current location would be awesome.

No voice acting. I don't want to totally put the game down for that. Obviously voice acting is a huge undertaking and maybe the game will eventually have it, maybe it wont. Just be aware that you will have to do a lot of reading here.

No customizable controls. That wouldn't be so bad, but the hotkeys (in my opinion) are very strangely set up.

No controller support (yet). I don't know if controller support is planned but this game really would feel a lot better with a controller in my opinion.

The game doesn't save your position. When you quit or the game crashes or whatever, you start back in the hut you started the game in. You do keep all your items though, so I found it kind of strange that it doesn't save your position when you quit.

The game crashes fairly often. I had two crashes in about an hour.

Enemies are a bit easy. While I said it did have a Dark Souls vibe, the AI is a bit weak. The first several enemies I ran in to just walk at you and attack. If you time it right you can use this huge greatsword I found and one shot the enemy before it even gets one attack off. This changed a tiny bit when I ran in to a few shield enemies but it still wasn't that challenging.

There are several areas you will explore just to find nothing there. I went in to a cave with some skeletons, worked my way to the back and found...a wall with a crack in it that looked like it had something behind it but I couldn't break it no matter what I tried. So then I found another path in to the same cave but at a different area. That path had no enemies and led straight to a dead end with nothing in it. So I turned back around, found yet another cave, walked through it, killed an enemy or two, swam in some water, and found a way out. It led to this high narrow bridge like thing. I followed that all the way to the end and...nothing, the bridge just suddenly stops at a massive drop off.. I wish more games were made like this: humble, craftsmanlike, functional, and fun. This game puts simple, direct writing, solid art and music, and unpretentious gameplay front and center, making for a fairly linear, mild puzzle, mild RPG game with horror elements. None of these is applied too heavily, making a short, jaunty game where you never get caught with too much grinding, or puzzling, or reading. The story is uncluttered and plain-spoken, which makes it effective. It's taken from obvious story tropes, but doesn't force you to read some endless soap opera or pretentious extended monologue. Characterization is succinct and the horror works -- all the jump scares got me. I really appreciate what the creators did here. Good game, worth the price for the hours you get out of it.

[Server Maintenance] Wednesday, December 6th 2017, 22:15 EST:

Please be aware that we will be conducting a scheduled maintenance on Steam Knight Online Servers and service will be temporarily unavailable.

Maintenance time will be as follows:

Knight Online Server Time (EDT): 22:15

South America (PET): 22:15

Turkey : 6:15, December 7th

Duration:20 minutes

Due to a bug found during maintenance testing we are delayed. We'll have the servers back up as soon as possible.

The maintenance will include: Sales of the week !:

<https://store.steampowered.com/app/982770/>

https://store.steampowered.com/app/982780/Hir_Corruption_Dev_Support_Donation/

<https://store.steampowered.com/app/1025370/>

. **Wishmere Soundtrack DLC and Soundtrack Edition bundle is now up:**

You can now get the Wishmere Original Soundtrack as a DLC or pick up the Wishmere Soundtrack Edition, which comes with the game and the original soundtrack at a discounted price!

Here's a look at the cover:



. **Patch 0.1.51:**

Quests

We have implemented a few placeholder quests just to try out the functionality of the quest system. We would love your feedback on how quests are found and presented (wisp / NPC interaction), not so much the quest content at this point as they are just generic placeholders.

We hope you will enjoy testing Tale of Toast, and as always we appreciate your feedback and bug reports! :)

Changes. Counter-Strike: Global Offensive Update Released:

[Notes from last week's update]

Release Notes for 4/23/2014

[UI]

- The options menu now has a setting for specifying which command will enable the mouse on the scoreboard. The option has a few presets but any command may be set using the convar `cl_scoreboard_mouse_enable_binding` directly (e.g. `'cl_scoreboard_mouse_enable_binding +jump'`).
- Fixed uninitialized scorecard for competitive matches being visible.
- Improved lobby performance.
- Added saving of inventory sort and filter dropdowns.
- Fixed chat window scroll bars getting stuck at the top/bottom.
- Fixed scoreboard mouse input when watching gotv.

[SDK/MAPPING]

- Added a new trigger (`trigger_bomb_reset`) that teleports dropped bombs back to a valid in-play position. This is intended to be used in player-inaccessible areas where a dropped bomb cannot be retrieved.
- Bots no longer see through tools/toolsblock_los func_brushes (npc line-of-sight blockers).
- Bot maximum vision distance can be set per-map by "Bot max vision distance" in `info_map_parameters`. Default is unlimited.
- Prop doors (`prop_door_rotating`) that are in the process of opening or closing can be checked to see if they are "Locked" and if so, ignore player +use.

[MAPS]

- Mirage
 - Enabled collision on arch corners (Thanks NBK!)
 - Fixed some spots where C4 could get stuck
- Vertigo
 - Added bomb teleport trigger to prevent bomb falling out of playable area
 - Closed off dumpster in chokepoint near bombsite B
 - Improved signage
 - Fixed players being able to climb down elevator shaft

[MISC]

- In Official Competitive matchmaking, the initial warmup timer will now start at 5min and reduce to 30s when the last player connects.
- In Official Competitive matchmaking, if any player has not connected by the end of warmup, they will receive an abandon and the match will be aborted.
- Fixed vote accounting in cases when players disconnect while the vote is in progress.
- Fixed a bug related to purchasing armor.
- Fixed smoke grenades popping again when thrown into more than one molotov fire in a row.
- Smoke volumes are now more consistently shaped with the particles more evenly distributed. The overall shape is now round and no longer square.
- Increased minimum distance from the center of a smoke grenade volume in which a player's view will be completely obscured by smoked.
- Fixed some "micro hitches" related to picking up weapons with custom finishes and new players joining a game.
- Fixed several potential crashes.
- Fixed some Coach bugs
 - Fixed radar and overview maps for coaches not behaving like players.
 - Fixed scoreboard item status for coaches not behaving like players.
- Added support for concommand `spec_player_by_name` for in-game spectators.
- Improved Official Competitive matchmaking scheduler to support more than 65,535 users playing competitive matches concurrently.

-
- Default USP, M4A1-S, and CZ-75 Auto weapons that are on the ground will show the correct names in "swap for" message.
 - Decoy grenades now work properly for the USP-S, M4A1-S, and CZ75 Auto.
 - Steam accounts that have never played CS:GO can now purchase and receive CS:GO inventory items via Steam Trading.

. Patch #9 - New UI and more:

Hi folks,

I've been back at it now after a short break, and this is what I have for you.

The main focus is an all new UI which should hopefully be much nicer to use. There are also a few other things added.

- New UI
- Updated tutorial
- You can now name your buildings
- A new alehouse
- Now a few of the buildings have a few different interiors to automatically choose from at the start of the game
- Increased the max building limit
- Food is now made in higher quantities but is cheaper to buy
- The alehouse now has an upgrade that allows you to assign a worker to entertain your patrons. This can result in more sales
- Fixed issue with the meat pies not being produced
- Fixed an issue where you would not be fined properly if one of your thieves were caught
- Fixed many navmesh holes that were causing people to become stuck
- Fixed some buildings that had broken doors
- Other small fixes and changes

Trouble loading saved games?

If at any point you are unable to load your saved game, please feel free to send it to me for investigation. If you're able to please send it along with your system specs.

Send saves to: contact@stardoggames.com

Save game location: C:\Users*username*\AppData\LocalLow\Stardog Games\SÆLIG

Cheers,

Stardog. **TUNNEL DIVERS v0.1.0 is now available:**

This is a big update! So I'll just go through some of the high lights.

Voice Chat. Trip to Vinelands **Bonus Content:**

Howdy folks, since update 1.4 (UBERMOSH Vol.7) that inserted a bit of "soil hue variability" to keep your eyes fresh and, for fresh ears, it allowed the tracks to play the Classic version and the Darkmix version (low tuned and with levels to match an old, mahogany oiled, speaker cabinet), some players asked for the Darkmix tracks to be released. Please check your Music tab on Steam, it should appear 12 dark mixed versions of the Classic UBERMOSH tunes, and if for some reason Steam can't find it, it is near the Easter Eggs folder inside UBERMOSH installation folder (C:\Program Files (x86)\Steam\steamapps\common\UBERMOSH Vol.7). It should be inside the eggs, but it was moved to the side to make it easier to appear on the Music tab on Steam. I am pretty happy with the game balance, performance, gameplay, and cosmetic elements... My huge thanks for the community feedback that made it possible, detailed hub suggestions, impressions, and Steam Reviews (that are extremely important for the game visibility and Store relevance)!

More stuff soon

<https://store.steampowered.com/developer/waltermachado>

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