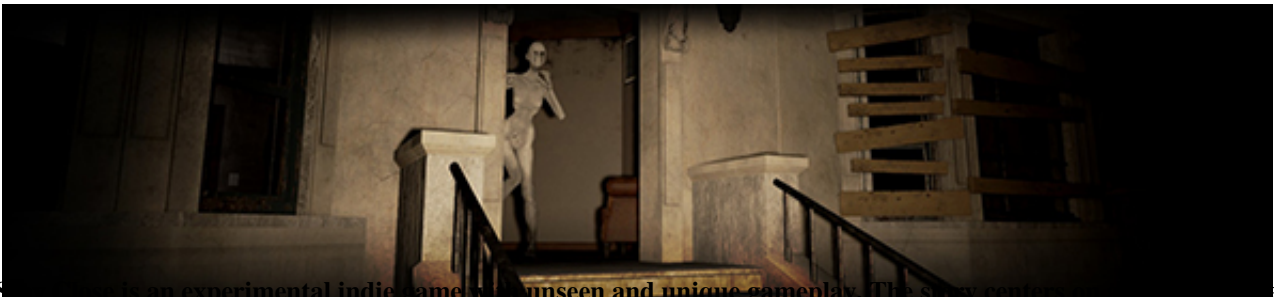

Stay Close Torrent Download [PC]



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About This Game



Stay Close is an experimental indie game with unseen and unique gameplay. The story centers on a couple who stumble upon a mysterious town and struggle to find their way out. There are two alternatives to the story depending if single player or co-op mode is played.

What Would You Do In their Situation?

Players will have the opportunity to:

- 1. Survive against unsettling creatures in a rough environment.
- 2. Explore the story with an interesting character who will test your thinking abilities and judge if you're worthy of proceeding forward.

-
- 3. Protecting your friend and trying to survive in co-op mode.

Title: Stay Close
Genre: Action, Adventure, Indie
Developer:
Blind Bird
Publisher:
Blind Bird
Release Date: 14 Oct, 2016

a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7, 8, 8.1, 10

Processor: Intel i5 2400 (Q1 2011)

Memory: 4 GB RAM

Graphics: GTX 560 (Q4 2010)

Storage: 3 GB available space

Additional Notes: 64bit Only

English, German





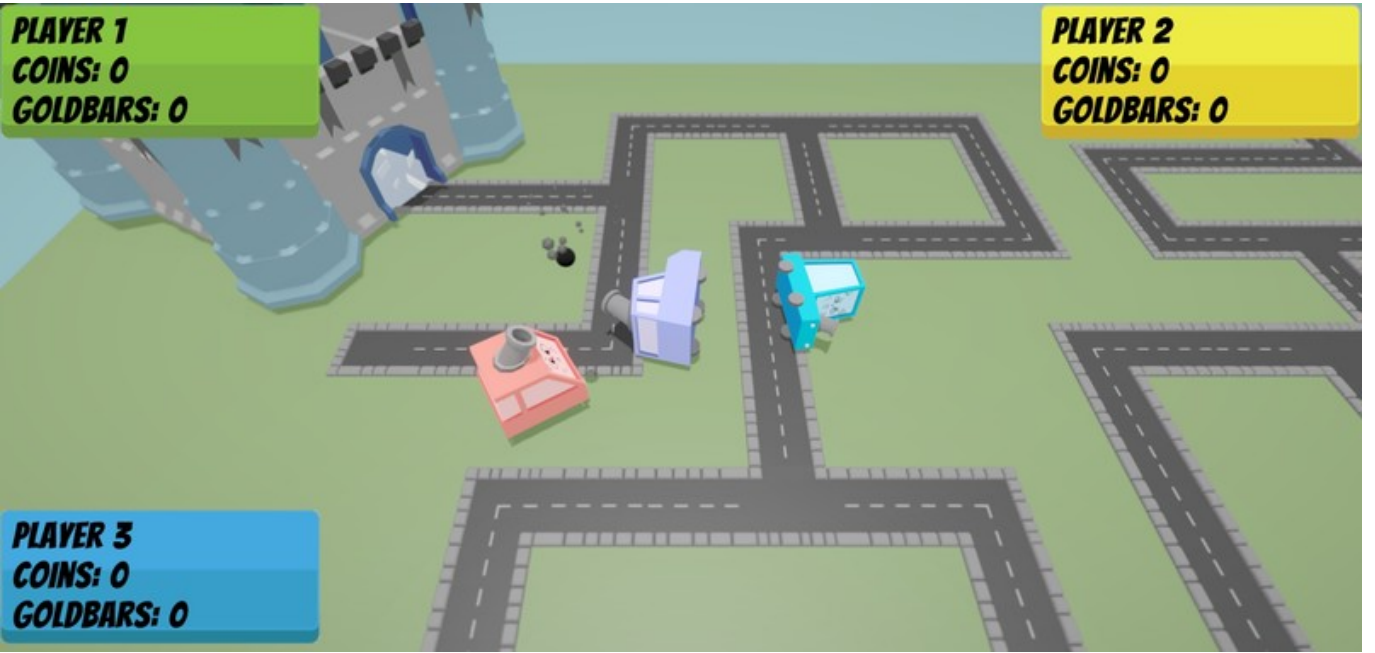
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PLAYER 1
COINS: 0
GOLDBARS: 0

PLAYER 2
COINS: 0
GOLDBARS: 0

PLAYER 3
COINS: 0
GOLDBARS: 0



This game has such an energy to it but I cannot recommend it. I realized immediately this was a lot of repetition incoming.

The music is awesome, the fast pace and graphics/aesthetic are great. However, it seems like so much wasted potential wasn't realized when finally releasing it. No evolution of your ship or powering up, a very naked UI, and enemy fire is very hard to see.. Definitely get this game during a sale. It's short (I beat it in 6 hours) but fun. I enjoy the clay textures a lot and the goofy dialogue amuses me. You can tell a lot of work and effort was put into this game and I'm very happy with the result.. Early Access Watcher Public Service Announcement

Game: Fapic

Version: Initial Release

Gameplay Footage: <https://m.youtube.com/watch?v=2y169gq5Bp8>

[Disclosure: This game copy was bought by the reviewer.](#)

[Where do I ever begin with this one? Fapic is a project that starts off in a side view room and drops you into the sixth dimension. You meet a guy outside a portal then drop down onto a barren landscape that randomly pops in enemies and has a bizarre music loop that repeats segments randomly. Textures overlap in some areas while the obvious layout lines crossover and lead to areas missing textures. The guy you meet also discusses a few points, but his volume adjustment is set low enough to barely be audible. There is no tutorial or any options menu to speak of outside the Unity pre-start up for windowed/resolution. There is a input selection along side the pre-start up, but my changes didn't seem to save properly.](#)

[The only good thing I could say about this title: sprinting is on by default. Given the barren terrain, running is about all you can do. Turning causes the character to stagger a second, walking animates a single step then stops, and jumping sends you about twenty feet into the air with a chance of screwing up the camera. It looks awkward no matter what you do, thanks to the worst camera positioning I have ever seen. It can randomly change from looking behind Mark with the focal point on his lower back to the camera panning out so Mark is running at the left side of the screen. This alone made playing the project intolerable.](#)

[Combat is probably the worst offender in this maelstrom. Enemies spawn upon reaching certain areas and follow you until they are able to melee you. If you run far enough away, they will disengage or you can just roll out of the way to avoid undetectable attack animation. I have yet to kill a single enemy using the standard laser that causes a reflex mechanic, but doesn't seem to cause any damage. The only enemy types I have seen are some green guys, a blue hulk and a suited individual that looks similar to Slenderman if he had definition added to his face. Regardless of how long I kept the stream on them, they would persist and eventually cause the game over screen to appear.](#)

[The game over screen has some interesting glitches, ranging from continual firing, health bar manipulation and automatic cancellation to the menu screen. I also discovered saving did nothing and loading just returns you to the default starting point. Hitting quit will do the same, as well as lock up the game, or not work at all. I was forced to restart my pc in these situations since it would lock up the screen and prevent access to the task manager. The game crashes on exiting from the menu anyway, so I wasn't surprised by most of these issues.](#)

[I spent more time on this then I really needed. I have seen some messes on Early Access, but they at least felt playable. This was just infuriating to maneuver and left me utterly baffled. I cannot recommend this project. I will end it with that before I find myself questioning the lack of curation with Steam Direct.](#)

[This was an EAW PSA.. Useless as long as the navy mechanics are missing.. Frozen Cortex is simple, clear, and yet infinitely complex. With the fantastic artificial intelligence system and randomized playing fields, even single player games are constantly keeping me on my toes and learning more and more about the game systems.](#)

[As someone who did not get very much into Frozen Synapse due to its complexity \(facing V direction being vital elements\), Cortex has instantly captured me by providing the same level of depth with simplified mechanics. As Ian Hardingham explained in a recent video, Cortex is based off a simple premise - "If you are standing still, you control the space around you. If you are](#)

moving, you are vulnerable." Mode 7 has done a fantastic job in creating a modern, fast-paced strategy game that keeps you guessing with every play.

In addition, the music is fantastic. But I'm pretty sure everyone on this page knew that already.

I would highly recommend this game to strategy lovers. It's an excellent take on the genre that provides a breath of clarity many modern strategy games seem to lack. Frozen Cortex is clearly a labor of love from all involved, and in my opinion, surpasses and improves upon Frozen Synapse in every way.. I really wanted to love this. I was so excited, talking to the devs prior to the release. The concept seemed interesting, the graphics looked stunning. I loved that this game was about stealth and puzzle solving. I didn't look at any of the demos before it came out because I wanted to play it with fresh eyes.

To its credit, the game starts off strong. There's a lot of intrigue, the graphics are captivating. You expect a bit of tutorial in the beginning. But after an hour and a half of playing this game live on stream I had to agree with some of the negative reviews:

- The voice acting is flat, wrecking any kind of drama and suspense
- The game spends waaaaayyyy too long on the tutorial and the levels, leaving huge gaps of time between plot advancement
- The stealth mechanic is a bit wonky. I'm not taking too much off for this one since you do have the ability to fight\shoot but clearly that's not what the intention of the game is.

What really turned me off of this game was the response from the developers on Twitter. They're proud of their development, which they should be -- a nice effort from a small dev team. But they have been blasting negative reviewers, saying that they're not interested in bad reviews. Even going so far as to retweet a negative review and calling to the community to "review the reviewer". Once this started to get some views, they deleted the post. They have made it very clear that all they want to hear is the good feedback and yet still asking for people to give them feedback.

There's nothing wrong with being proud of your work, and yes there are people in the play community who will rant about any flaw. All that said, there are some significant gaps in this game. Even if the developer didn't agree, blasting less-than-positive reviews in a public forum is such bad form.. Truck drifting simulator. Coming into a corner (Drifting) and coming out of the corner (Drifting). 1000/10

If you're on Windows 10 and the game crashes as soon as it starts: For me, it was due to the engine not supporting 1440p. I changed my desktop resolution to 1080p and it runs just fine.

The Ball is a fun puzzler game that's not too difficult. It would basically be a casual game if it were not for the introduction of enemies about an hour in. Combat is honestly the game's weakest point. I'm not even sure if the combat was needed. It does give a nice change of pace from the light puzzle solving, but the mechanic's not fleshed out enough to make it worth it.

But I digress... The game is good. I had a fun time playing it. Would definitely recommend!. Love this game! recommend to anyone who likes to kill time and enjoys turn based combat. I have learned with time to manage my expectations with regards to virtual games, more especially so if there is some sort of movie franchise associated with it. Once in a while, I get a jab in the face (pun entirely intended) from a game that manages to exceed my expectation. Creed: Rise to Glory is such a game.

Now I'm not saying it's the best game ever but rather that it's entertaining and shows great prospect for anyone who would want to do a more complete AAA boxing game next time. It needs fine-tuning, more opponents and a more involved career mode as a minimum to aspire at becoming such a game.

Anyway, for now, long story short is that I recommend it considering that it's not overly expansive and it can make you sweat if you put your heart into it.

. hmmm frog!!. There are a few elements to this game that could have been done better- more characterization and new scenarios\greater re-playability, and if so would have really launched it into the territory of being one of the greats. Still a very solid choice, and I'm excited to see more games like this or even some custom maps.

8/10 so close to amazing, but a great case study nonetheless

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