I Shall Remain Usb Download

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About This Game

An Action RPG at its core, I Shall Remain combines role-playing elements with survival and strategic aspects, and creates a blend never before seen. Through complex, real-time character progression and RPG system, over a hundred abilities to learn and upgrade, dozens of weapons and enhancers, thousands of Infected, over twenty mutations, tens of NPCs and teammates, within a twenty-plus hour long story campaign, ISR offers plenty for everybody.

I Shall Remain is a Post Apocalyptic Action Role-Playing game with survival aspects. Set in an alternate history at the end of the Second World War, when Nazis managed to release a deadly virus over US territory, the game tells the story of two brothers and their intricate relation with the apocalyptic world that emerges in the wake of the disastrous Z0M81 pandemic.

Discover the truth about the infection and decide the future of the human race. Experience the story-driven, immersive gameplay enhanced by a dynamic real-time day-night system and the mood affecting weather system. You get to share your journey with as many as 7 other AI controlled teammates, each with their own story to tell, encounter multiple NPCs, traders

and trainers and thousands Infected that you'll have to battle using over 30 weapons, from baseball bats to automatic machine guns and flame throwers and, from time to time, even tanks.

ACTION

Weapons - The weapons in I Shall Remain are grouped in categories. We have melee weapons (knives, baseball bats, planks, crowbars), small weapons (pistols, submachie guns), rifles (shotguns, different kinds of rifles) and heavy ones (heavy machine guns, flamethrower, bazooka). The total number of weapons is over 30 with each weapon having at least 4 levels of configuration each level giving you different effects the weapon can have over the enemies and yourself when used or equipped. Ammo can as well be imbued with serum for additional damage.

Throwables - Aside weapons the player can throw grenades and plant mines for infected to step on and explode.

Pickables and explosives - The player can also pickup certain objects like barrels, crates and even other NPCs to carry and help. Some of the objects while not necessarily pick-able (some barrels are both packable and explosive) can be shot and they will explode allowing you to kill lots of infected without using resources. while others can be used to barricade yourself in small confined spaces.

Controllables - From time to time the game offers the player the possibility to enter tanks or other vehicles and use their weapons to defend himself or a larger area. Is up to the player to decide whether to use them or not and for how long.

Buildings - Many unique buildings throughout the city to explore, each you can use differently, find cover in or loot. There's a level of risk associated with entering an unknown building as well so you should be careful when doing so.

ROLE PLAYING 2

Character progression - In I Shall Remain the player gains experience as a result of taking actions. Each action in game, whether is shooting a monster, repairing a weapon or simply running will award the player with experience points in attributes and skills. The way you play the game will define what kind of character you are.

Doctrines - In I Shall Remain doctrines enable your character to improve your attributes and skills or give you new abilities. Each doctrine could be upgraded each upgrade increasing doctrine's effects or even add new ones. Currently there are up to 128 doctrines in the game.

Economy - Serum is the center pylon of the game economy system and the exchange currency. Within the game there are various traders that you can interact with by selling or buying items such as weapons, doctrines, medical kits, water, ammunition, scraps, ammo and lantern batteries. Certain traders will also offer you special kind of services (buy ammo, increase your skills level or advance skill ranks).

Quests - Like mostly everything in I Shall Remain, quests tend to resemble real-life scenarios thus everything is in to serve the purpose of the world and the story. That being said, most quests in I Shall Remain are story related but perhaps as much as 50% don't relate to the main story branch. That's why, defining detailed side quests and stories became an important tool for us to allow the player to immerse himself into the game world and make it more believable.

Dialogs - The Discussion/dialog system in I Shall Remain is fully dependent on your choice thus drastically shaping the way your experience develops. Whole side story branches might never be touched if the player chooses not to.

SURVIVAL 2

Infection - The Virus is actually the main villain in the game. Everything happens because of it and you will have to deal with it on a daily basis. You cannot cure it but you can always reduce it so it won't affect your skills and your character performance. For that not to happen though, you will always need to have a steady flow of Serum.

Tiredness - Tiredness determines how much fatigue your character gathered, increased levels of tiredness affecting your health and stamina regeneration rate as well as your chances of aiming correctly. Make sure you always take time to regularly rest inside a building out of any outside influence the weather being the main factor for it.

Scavenging - Throughout the game there are hundreds of places you can scavenge for resources, you just have to find those places and take the time to actually run the scavenge operation.

Repairing - Every weapon in the game has a wearing off factor which determines how much you can actually use it until it breaks. There's multiple ways of repairing your weapon, from doing it yourself using scraps or breaking other weapons to having a teammate do it for you or just get it to an NPC somewhere in the city to repair it.

Teaming up - There are as many as 7 special Teammates you can take with you in your journey. Playing alone is always fun and rewarding but playing with teammates will give you a different experience altogether. Manage them, give them weapons, increase their stats and choose their path. Is all up to you on what kind of team you will lead.

Senses - There's a certain threshold under which each infected type will not sense you. Walking will make you silent, using melee weapons instead of shooting ones will do it as well.

Title: I Shall Remain
Genre: Action, Indie, RPG
Developer:
Scorpius Games
Publisher:
Scorpius Games
Release Date: 24 Aug, 2015

 a09c17d780

Minimum:

OS: XP

Processor: Intel one core 2.0 Ghz or similar

Memory: 2 GB RAM

Graphics: NVidia 8600 or similar AMD card with support for 2.x shader profile (old Intel integrated cards may not work)

DirectX: Version 9.0c

Storage: 2 GB available space

Sound Card: any sound card with 3D support

English

Quest complete: Creation of the chiefdom

Our influence is growing. To ensure future prosperity, the gods call upon us to unite all the peoples in the region under the power of our wise Horus.

Goal: unite all the tribes of the region.
We have already united 0 out of 4.
Reward: growth +3 🔥, +1 🔨, +0.5 📜 every ⏳
Our next target are the Goat people. How shall we act?
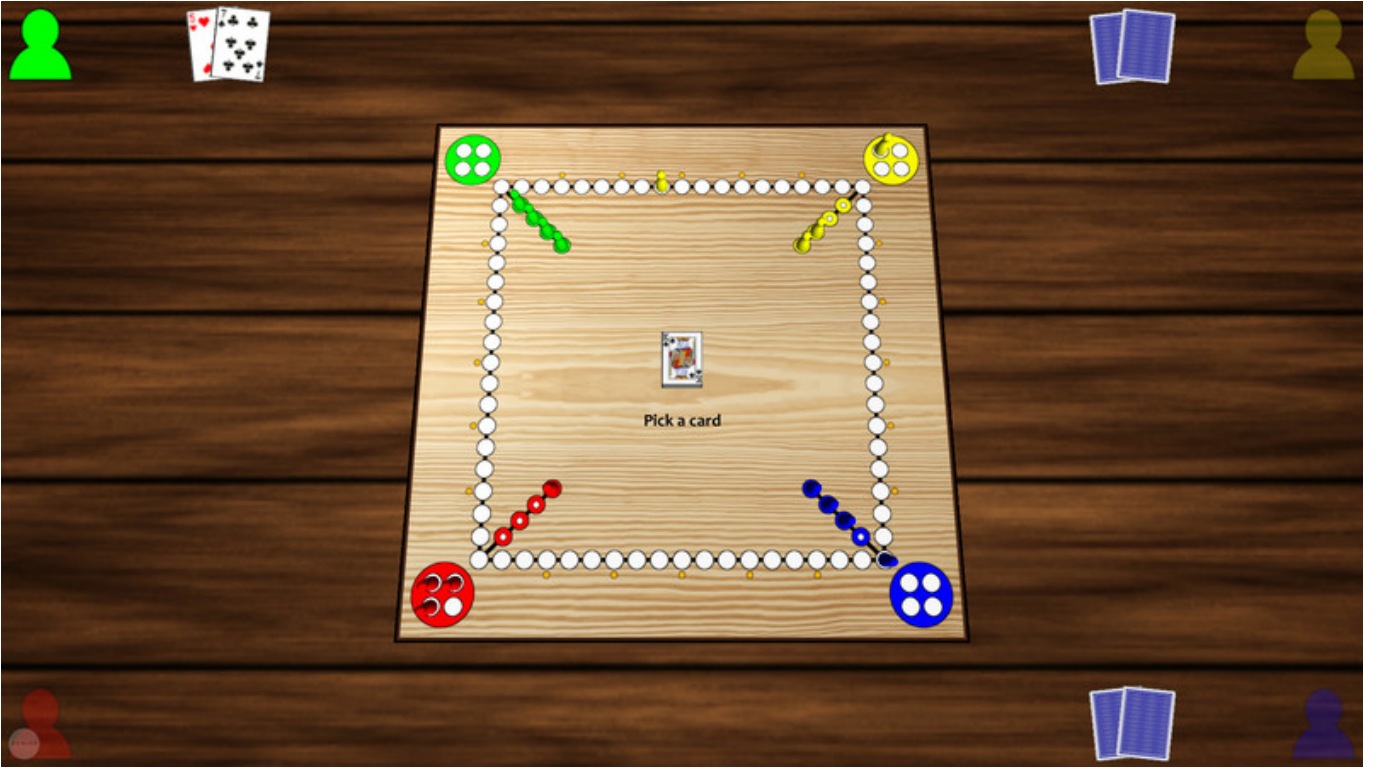
Help	Annex	Assimilate

Colonize	Close

Quest complete: Creation of the

Built: Temple

Turn 92 ⏳ 3136 BC

Unavailable

Development Build

Pick a card

This skin looks great especially the details and had some cool visual changes to his abilitys however I don't speak Japenese. - 9\/10. Nice little game. The AI is fairly good, entertaining and a bit of a challenge on highest difficulty. Never seems to match on multiplayer though - in time hopefully this will improve (more players needed!) - not a huge amount of replayability though if restricted to single player only.

. It's fun, and the aesthetic is really pleasing. And the sense humor is really great. But it's way too short, and doesn't have a whole lot of content. I'd get it on sale, because there is fun to be had. But I was kind of disappointed when it just abruptly ended. Could be because I haven't played the other Far Cry games, but I was left wanting way more.. Ok I\u2019m fully supporting these devs because this is really the only way that we are likely to get a good football sim on the PC. EA has exclusive deals with NFL and NCAA and will never port to the PC. MS is trying to make make exclusive deals with 2K so that they can have sports games exclusive to xb1 and MS10. In addition It looks like MS is trying to start yet again their own distribution network for the PC that will only run on xb1 and MS10.

I don\u2019t like this environment where you are being forced to buy a console or upgrade an OS just so you can play games. If you are like me and don\u2019t like the way this is going then you need to support indie developers like this who are really trying to make a difference.

With that said I have played this version and it is rough when compared to titles created by EA and 2K. Lets face it those guys have massive resources and they get massive support from the console makers as well. This developer is small with very little recourses and no support from valve which is a shame. If valve and steam want to continue to remain dominant on the PC platform then they need to be supporting projects like these as much as they can.

And If you want a good football sim on the PC then you need to be supporting these guys as well. Even with limited resources this dev has done an outstanding job with what he has had to work with. They will have a 2016 version coming out in July and I have seen the improvements they have made. They are still not where they need or want to be but they are making great progress. If they continue to make the same progress over the next year that they made this past year then they are well on their way to making a really good football sim.

I understand that everyone wants it to have NFL and NCAA teams represented in the game. Well they have that covered in the upcoming version. The devs have opened this game up to Mod support and modders have already added uniforms, graphics, logos and rosters to match both NFL and NCAA teams. So day one you will be able to download that content and play with you favorite team.

Bottom line I am not affiliated with these devs in any way. I did not help with the mods and I did not receive any free software nor would I ask or except any free copies. I simply want everyone that enjoys playing those other games on the consoles to support these guys. I understand that it may take a few years with the current size of their budget and the size of their dev team. They need our support if they are going to make this game better please consider buying this version and the 2016 version when it\u2019s released. You can go to youtube and see the progress they are making.

 2 thumbs up to Axis football keep up the good work guys.. The Videokid is an absolute throwback to the 80's. It's a fun spin on the Paperboy games with a ton of references from the time period and maybe a bit of a Skate or Die feel. If those all seem somewhat foreign to you then maybe a better comparison would be to modern endless runner style games.

You take control of a kid on a skateboard who is trying to meet his girl at the park. But his pesky job of delivering VHS tapes gets in the way. You skate along and make your deliveries while avoiding various obstacles. Obstacles that are often references to 80's pop culture. Maybe you need to avoid the Terminator. Or peg some Care Bears in the head with a tape. Drop in a sewer that you saw a few Teenage Mutant Ninja Turtles drop into? You can grind on top of cars and benches in an effort to increase your score. Make a few extra bucks and you can unlock various characters to use along with some extra moves.

At the end of the day if you're a fan of the 80's then this might be right up your alley. Same if you're into endless runner style titles. If neither of those things really appeal to you then I'd give this a pass.

If you want to see how it plays with some horrible commentary:
https:\/\/youtu.be\/7LGRHS-kfGw. Disney Infinity 2.0: Gold Edition is an improvement on both the first Disney Infinity and on

the first game's port. The combat is more enjoyable, the characters now have skill trees and generally have more options for exploring the world, and the addition of Toy Box Games adds something to do for characters without playsets.

There's only three playsets in this version, though, based on The Avengers, Spider-Man, and Guardians of the Galaxy, and they all play more or less the same, with Spider-Man being the best for having the best character and gameplay variety.

As for the port job, I encountered an odd bug a couple times during my Spider-Man playthrough, and the cutscenes are low-res, but it's a technical improvement. It still lacks the online features and multiplayer like the first game, though.

Suffice it to say, if you liked the first one and want more of the same but with Marvel characters as well, you'll probably enjoy this as well.. Beyond easy and way too \u2665\u2665\u2665\u2665ing short!
There are 12 levels you will finish under 20 minutes and...
Oh, wait... wait just a minute here!
I already played this under different name, didn\u2019t I?. How The Heck Do Play Or Read It? (Also,I was kind of unimpressed with the wolf's deisign.But I still recommend this game to any animal lovers.)

First, a bit of context \u2013 the previous DLC, the Jolly Roger, did not meet universal acclaim. There were criticisms. Some critics were louder than others. I myself have outlined the most obvious issues with the Jolly Roger DLC in my review of it. And having just finished the Hero of the Nation DLC, it seems pretty clear to me that the developers listened to the criticisms carefully \u2013 perhaps more carefully than they should have. As such, we have a DLC that lacks both the issues AND the strengths of the previous one.

Gone are the strict time limits. For each quest you get 1-2 months, which is plenty of time to prepare for whatever awaits you.

But at the same time, gone is intricate and nuanced storytelling. Every quest of the Jolly Roger had 5-10 stages. The first one was easily one of the best. In contrast, one of the first quests of the Hero of the Nation is to deliver a passenger to two different isles. Come on devs, you know better than that!

You no longer have to worry about hellishly unfair fights \u2013 be it sea or land battles, you get enough resources, time, and people to fight in a glorious all-out war. And those ARE fun.
You will get plenty of opportunity to acquire monstrous 1 class ships, which are a site to behold. There is also one unique location, which is very nice, and the final prize is sweet.

But at the same time, you don\u2019t meet that many interesting characters either. There\u2019s actually, only one brand new character, the rest are the ones that you\u2019ve already met in the main game. That\u2019s not to say that it\u2019s a bad thing \u2013 develop what you already have all you want, but this will also remind you that the devs did not spend enough time coming up with an interesting story.
And this is one big issue of this DLC \u2013 too straight forward, too simple.

There are couple other minor quips I have with the DLC.
  (1)\tThis is clearly not a spoiler, as you all expect Charles to advance on the career ladder and get a high rank. But the problem is \u2013 the soldiers in the cities don\u2019t recognize him as their superior. They still bark at me, \u201cWhaddayawant\u201d every time I address them.
  (2)\tThe only new character is not voiced. I mean, he does not have his own line, like everyone else. This bugs me. That one sweet line that characters have is part of what gives the game its charm.

If you want action, you\u2019ll get plenty of it. In that department, the DLC truly delivers. It is action packed and fair on the new-comers. But I value story. I like nuance and detail. So to me, this DLC is a slight step down from the Jolly Roger.

Still, I can\u2019t in good conscience tell you not to get it. For $5, the content more than pays for itself.
Verdict: 6.5\V10. Steins;Gate is a lemon, Chaos;Child is a lime. They are very similar in a multitude of ways yet also different from each other. Both are amazing for their own reasons though. If you like Steins;Gate, this is a must play.. Difficult to play. Feels unfinished.. This game is achievement spamming game.
If I review **ALL** the Trivia Vault games/series - *am I considered review spamming?*. It's a fun game.. The music is great.

The missing ME content issue was fixed after I contacted Degica on their website about it and they instructed me to verify files on the local files window (tab found after right-clicking\Vcontrol-clicking RPG Maker MV on my library list and then looking at the DLC on it from the options revealed)..
โมเดลและฟิสิกส์การเคลือนไหวของตัวละคร ยังดูแข็งๆ มีความเป็นหุ่นกระบอกอยู่ คล้ายกับเกมสมัย PS1 (ในฉากคัทซีนทำได้ดีขึนระดับนึง)
มีอยู่ทีหนึ่ง ผมหันไปเห็นคนที่วิ่งตามมากำลังมุดโต๊ะ ลักษณะคือการนั่งยองๆ และกระดึบๆลอดโต๊ะ มองตามความเป็นจริง การตามล่า
คงจะรีบมุดคลานชะมากกว่า คงไม่มีใครทำท่าแบบนั้น เป็นต้น

โมเดลผีก็เช่นกัน บ้างก็ทำเป็นเงาดำๆ บ้างก็ดูแข็งๆ ทำให้อารมณ์กลัวขาดหายไปบ้าง แต่ทีทำได้ดีคือรายละเอียด ของสิงทีเป็นวัตถุนึงๆ
ระบบแสงในเกมก็เช่นกัน ช่วงทีมืดก็มืดจริงๆ ผมปรับภาพในเกมสว่างสุด ช่วงทีมืดก็มืดจนดูไม่รู้เรื่อง บางทีแทบไม่เห็นผี
อันนี้ไม่รู้เป็นทีเกมหรือคอมผม

- เสียง -
เรื่องของเสียงดนตรีประกอบทำได้ดี น่าเสียดายที ดนตรีในเกมน้อยไปนิด ส่วนใหญ่จะเงียบไปเลย มีแต่เสียง Effect ต่างๆ ถ้ามี
ดนตรีหลอนๆมากกว่านี้ ก็คงจะได้อารมณ์มากขืน
เสียงพากย์ ยังพัฒนาได้อีก ผมและท่านผู้ชมเห็นตรงกันว่า เสียงพากย์ทีผ่าน คือเนือเรื่องของ "บุญ" ส่วนตัวละครอืนๆ ยังได้อีกนะ
เสียง Eng เป็นยังไง ผมไม่ได้เปิดครับ ขอไม่พูดถึงละกัน

- Gameplay -
การบังคับที่ผมขัดใจที่สุด คงเป็นการกด Shift ค้างเพื่อวิ่ง คือ ถ้าเดินมันช้ามากๆ แม้แต่วิ่ง บางทียังรู้สึกช้าไม่ได้ดังใจเลย ประมาณว่า หนีผีนะ ทำไมชิวจริง!

ทำให้เราต้องกด Shift ตลอดทั้งเกม เล่นไปสักพักเมื่อยมาก อาจเป็นเพราะผู้สร้างไม่อยากให้เวียนหัว
การแก้ปริศนาในเกมไม่มีอะไรซับซ้อน เก็บไอเทมที่ต้องการ ก็ผ่านได้
ถ้ามีลูกเล่นอื่นๆให้เราขบคิด ก็คงจะดีไม่น้อย

Checkpoint บางช่วงน่าจะมีเพิ่มขึ้น โดยเฉพาะช่วงที่ตายแล้ววิ่งยาวๆ
บางทีก็เล่นเอาเบื่อเลยครับ

ที่ปวดหัวคงเป็นการวิ่งไปวิ่งมา แผนที่ไม่มี ทิศทางไม่รู้ คนเล่นต้องมโนเองในหัว อันนี้ก็ขัดใจพอสมควร

บัคต่างๆยังมีให้เห็นประปราย ตัวหนังสือสะกดผิด เว้นวรรค/บรรทัดขาดๆเกินๆ อันนี้ไม่น่าผิด เพราะเป็นภาษาของเราเอง
ที่จำได้ดีเลยคือ ผมไปนั่งอยู่บนกองไฟ ดันไม่ตาย อันนี้ไม่พูดถึงก็คงไม่ได้เนอะ

- บทและความน่ากลัว -
ธีมของเกมทำได้ดี อาจด้วยเป็นธีมแบบไทยๆ เราเลยเข้าถึงสิ่งที่ผู้สร้างต้องการสื่อออกมาก ความเชื่อต่างๆทำให้เราหลอนได้ (ต่างชาติจะรู้สึกยังไง ต้องไปถามเขาอีกที)

จังหวะ Jump Scare บางช่วงทำได้ดี บางช่วงยังต้องปรับ บรรยากาศหลายฉากสร้างความหลอนได้ดีมาก แต่เล่นไปนานๆ สถานที่ที่ดูซ้ำซาก ทำให้ความน่ากลัวตรอปไปด้วยความเคยชิน

การปะติดปะต่อเนื้อเรื่องทำได้ดี มีปมให้เราคิดตาม และค่อยๆเฉลยออกมา เสียอย่างเดียว การตัดบทไปมา ยังดูขัดๆ หลายครั้งแบบ งง ว่า อ้าว! ห่ะ! นึกว่าเกมค้าง! เป็นต้น
น่าเสียดายที่ตอนจบ น่าจะมีเรื่องราวให้เรานั่งฟัง/ดู เสพบทสรุปของเกมซักนิด แหมะเล่นมาตั้งหลายชั่วโมง ตอนจบก็ฮวนๆชะงั้น

*** สรุป ***
ARAYA เป็นเกมผีสัญชาติไทย ที่เริ่มต้นได้ดี แต่ต้องยอมรับว่า ในการออกสู่ตลาดทั่วโลก ก็ต้องว่ากันไปตามมาตรฐานทั่วโลก ซึ่งหมายถึงยังต้องพัฒนาต่อไปอีกมาก

ราคา 3xx บาท ถ้านับเป็นการสนับสนุนเกมไทย ก็สมเหตุสมผลครับ
แต่ถ้าตัดเรื่องอุดหนุนคนไทยด้วยกันออกไป เทียบกับเกมระดับโลก Outlast ที่ราคาใกล้เคียงกัน อันนั้นเค้าทำได้ดีกว่ามาก
ยังไงก็เป็นกำลังใจให้ทีมงานทุกท่าน ผลิตงานให้มีคุณภาพขึ้นไปเรื่อยๆ รออุดหนุนอีกแน่นอน
คะแนน เมารีวิว 6-6.5 เต็ม 10 ครับผม

ลิงค์เล่นเมื่อคืน
https://gaming.youtube.com/watch?v=vq_zKxHh67E. Good game.
The gameplay is good and funny. The graphic is unfortunately bad but ok. You can do achievements.
And you can get trading cards.