



GPS: 0

10/10

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About This Game

ENGLISH

*A graveyard on the hills - damp, cold and desolate
Its namefather lost but not it's nameplate*

*A new resident arrives on shoulders ever so leisurely
As father throws ashes to ashes looking kinda weary*

*Last arrival drew the final straw
They wanted to rise but didn't know how*

*An underground meeting took place nobody could have known
Voices turned to screams as the dead were overflown*

*Dusk got shattered with with raging moans and groans
As the cursed graveyard got covered with restless souls*

*They will face a single obstacle to bring on the doom
A graveyard keeper sworn to stop them and a magical shroom*

Info

Graveyard Shift is a FPS with unique game mechanics and a mise-en-scène that mixes both toonish and horror elements together! Yes, we did it.

You are fighting against restless ghosts and liches. They revolt, because too many graves are dug in the graveyard, whose keeper is you. Your purpose is to re-kill the undead! Your only friends are mushrooms, those you use to make mushroom bombs.

Gameplay

Your ammo is elemental mushrooms, there are 5 different elements of mushrooms those you collect from the ground. You create bombs with those elemental mushrooms (2 Fire, 1 Water, for example) using number keys 1 to 5. Your enemies also have elements; enemy's element and the elements of your mushroom-bomb determine the damage you deal. For example, you deal more damage to a Fire ghost if you prepare a bomb with Water mushrooms.

There are 2 types of enemies: Normal ghosts and liches. Normal ghosts are melee attackers, they use claws. Whereas, liches throw you stones and they are much stronger than normal ghosts.

We have 2 game modes: Waved and Survival. You fight against 10 waves of enemies in the first. Survival lasts as long as you are alive.

There are 4 power-ups: Slow Time, Shield, Mushroom Magnet and Infinite Mushrooms.

Virtual Reality

We will bring Oculus Rift support in the future!

TÜRKÇE

*Tepede bir mezarlık, ıslak, soğuk ve ıssız.
İsim babası meçhul ama sanma ki tabelasız*

*Yeni sakini omuzlarda geldi aheste aheste.
Yine savurdu peder, elde kitap, külleri küllere...*

*Toprak altında bir toplantı, bilmediği kimsenin,
Çılgınlıkları yükseliyor üst üste gömülmüş ölülerin*

*Son damlayı taşırdı bu yeni gelen naaş,
Yeryüzüne çıkmak lazım artık yavaş yavaş.*

*Uğultular, iniltiler sarstı yeri göğü, ortasında alaca karanlığın,
Kudurmuş ruhlar kapladı her yerini uğursuz mezarlığın.*

*Dünyaya yayılmak için önlerinde tek bir engel var,
Onları durdurmaya ant içmiş bir bekçi ve sihirli mantarlar*

Info

Mezarıcı (Graveyard Shift) benzersiz oyun mekaniklerine sahip bir FPS oyunudur. Korkuyla sevimliliği karıştıran bir mizansene sahiptir. Evet, yaptık, oldu! Galavalomka Games ortaklığıyla yapıldı.

Mezar bekçisi Hasan olarak, huzur bulamamış hayalet ve lichlere karşı savaşıyorsunuz. Onlar isyan ediyor, çünkü sizin bekçiliğinizi yaptığınız mezarlığa çok fazla ölü gömülmüştür ve mezarlık artık taşmaktadır. Amacınız yaşayan ölüleri yeniden öldürerek isyanı bastırmak! Tek arkadaşınız, bomba yapıp düşmanların üstüne fırlatabileceğiniz mantarlar.

Oyun %100 Türkçe dil desteğine sahiptir.

Oynanış

Cephaneniz bu oyunda elementsel mantarlar, yerden topladığınız 5 tür elementte mantarlar var. Bu elementsel mantarlarla

bombalar yaratıyorsunuz (2 Ateş, 1 Su, mesela), 1'den 5'e kadar tuşlarla. Düşmanlarınız da elementlere sahip; düşmanlarınızın ve kullandığınız mantarların elementleri, düşmana verdiğiniz zararı belirliyor. Mesela, Ateş hayaletine Su mantarlı bomba atarsanız normalden daha fazla zarar verirsiniz. Yani düşman veya mantar elementine göre zayıflıklar ve dirençler söz konusu.

2 tip düşman var: Normal hayaletler ve lichler. Normal hayaletler size pençeleriyle yakın mesafeden zarar verir. Lichler ise size taş fırlatırlar, onlar normal hayaletlerden daha güçlüdürler.

2 tür oyun modumuz var: Dalgalı ve Hayatta Kalma. İlkinde gittikçe zorlanan 10 tane düşman dalgasını bastırmaya çalışıyorsunuz. Hayatta Kalma modu siz hayatta kaldığınız sürece devam eder.

Size bu zor görevde yardımcı olacak 4 tane güçlendirici (power-up) sunuyoruz: Sınırsız Mantar, Kalkan, Zaman Yavaşlatma ve Mantar Miknatısı.

Sanal Gerçeklik
Oculus Rift desteği de gelecek!

Title: Graveyard Shift
Genre: Action, Indie
Developer:
Galavalomka Games, Aslan Game Studio
Publisher:
Galavalomka Games, Aslan Game Studio
Release Date: 20 Oct, 2016

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Minimum:

OS: Windows 7

Processor: Dual Core CPU @ 2.2 GHz

Memory: 2 GB RAM

Graphics: Nvidia GeForce 8800 GT / ATI Radeon HD 4770

DirectX: Version 9.0

Storage: 750 MB available space

Additional Notes: Mouse with at least two buttons

English, Turkish

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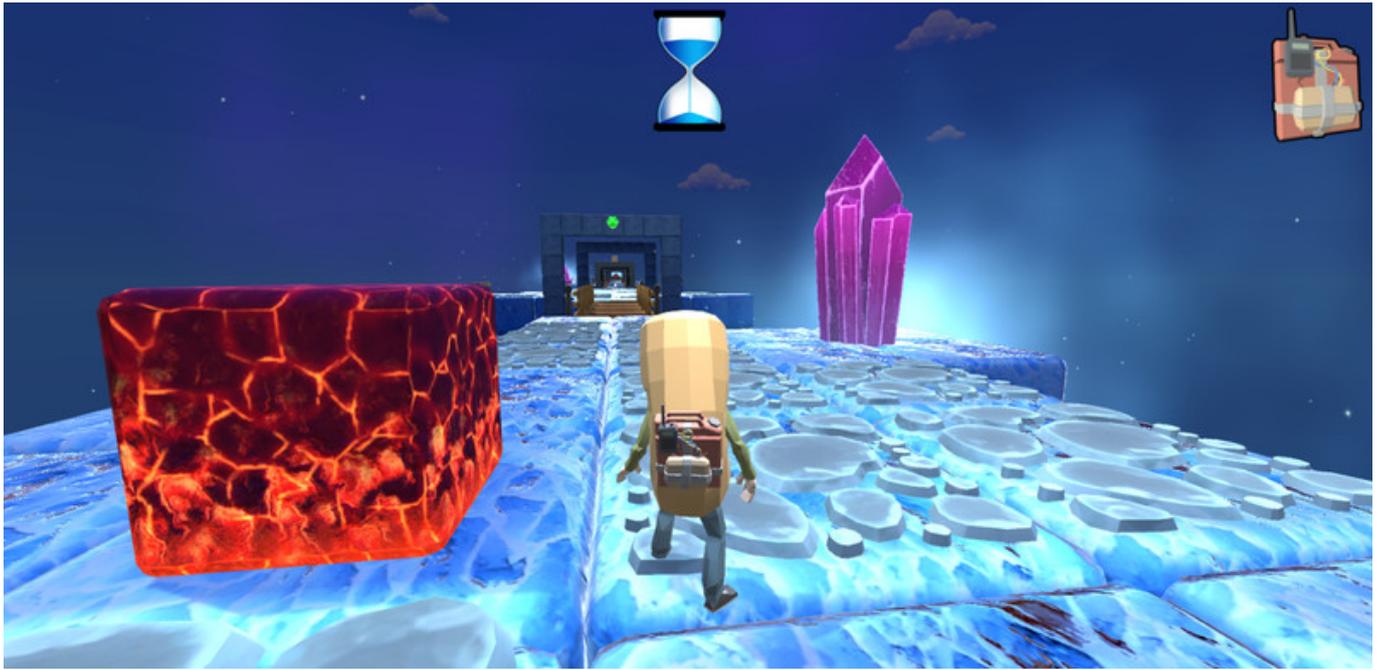


994



50/50







Interior is a total rust Bucket !? Its like we just picked it up at Arizona Airplane Graveyard, Air Force Surplus , Would have been nice if they included an updated V cleaned-up cockpit with GLASS instrumentation V GPS ect, as one of the variants. But if you go in with mind set, rust bucket slavage first flight ect, its alot of fun. There are improved cockpits available free from web, but hard to splice into Steam FSX, but it can work (updates can be an issue) (Chalky Ocean Airways variant from Web, since 20 died on a Gruman G73T wing-spar failure in Dec 2005 rip, not included by Steam in this DLC) Flight model is very good, flying external view with GPS nav ect, works well for \$6 price tag onsale worth it. Shame Albatros is represented as a rust bucket in this DLC, since restored its an absolutely amazing designed and built Aircraft.

<https://youtu.be/VTs3-oFuyj2Q?list=PLGF719Fe9nLfY173JOCREodxz1UOnkXWo>. A childhood classic!. I am a wargamer who enjoys this style of game. Let me just say for \$10 this is a great deal. I have had little problems with glitches or game freezng. The few times I had these problems the 1st patch fixed them. There are still a couple such as artillery pointed in wrong direction, artillery targeting arrows remaining on screen, etc.. I have played over 26 hours and played all scenarios twice except the campaign.

Positive:

-Game is quick and not overly complicated

-Very fun to play but can be frustrating due to mechanics

-Graphics and sound affects are solid

-Great value for the price

-Quick response from the company to address any issues which is very important

Negatives:

-Mechanics of the game with Chit Draw is iffy at best (CSA always manages to get 4 draws in a row during key turns) I like the concept but should modify where one side can only get 2 chit activations in a row. It is almost impossible for the Union to win when the CSA gets 4, 5, or 6 straight chit draws which happens all the time.

-Play balance when moving into 2 or 3rd Star difficulty level is not good. There is no change to the AI. They simply add additional strength points to your opponents units which throws off any type of realism and makes CSA units super strong (CSA already start the game off too strong) .. One suggestion for play balance is to keep the same requirements of objective hexes held and reduce the total number on the board. This will help the Union player focus in on these key hexes. For the CSA player either add more objective hexes on the board while keeping the requirements for victory the same.

- Passage of Lines** this is my number 1 complaint with this game which makes a very good game average. Due to the chit draw moving process you are stuck with weak units on the front line holding objective hexes with fresh full strength units lined up behind them unable to move into the hex because the depleted unit is in the hex and it is not allowed to move. This should be an easy fix where a unit can simply move into any hex if occupied by a friendly unit (even if not in the same Corps) thus taking its place and the replaced unit goes to the hex the previous unit occupied thus switching hexes. It is frustrating to see the whole Union line shattered while you have a fresh Corps lined up right behind it. Maddening

- Unopposed movement. The CSA can move directly in front of Union units in their ZOC freely with no penalty. ZOC does not exist for movement. They should either be forced to stop or defending units should be able to get a free shot at them.

-Not a real problem but the whole battle revolves around the 3 objective hexes right next to Gettysburg. Most of the CSA moves into Gettysburg with little movement towards Culps Hill or to the South toward the Round Tops.

-Even more minor is that a N (North) arrow should be on the map for simply orientation. As well as marking Devil's Den on the map due to its iconic part of the battle.

Overall I like the game and recommend it. There are several large mechanic issues with the game but for the price, quick and easy format, and most importantly it is fun, this is a great deal.. In my opinion one of the best volumes so far, swaping you from the desperate to the praised, and anime slumber parties with a returning character.. In one word: AWFUL This piece is a very poorly made RPG-Maker game.

Very boring dungeons with a lot of graphical design flaws and almost no story-telling mix up with endless storytelling.

The moment where my fuse burnt out, was at the end of chapter one already.

Wanted to quit and call it a day. Then this: Bossfight-Cutscene-Quizgame-another cutscene-outside the town Tanahn: cannot save-forced to find the next storytelling-cutscene-another fight-cutscene-escape with airship-still not able to save-a very tedious talk to every known char-sleep on airship-YET ANOTHER CUTSCENE playing Dori as a kid and a ghost...

It took me over 30 Minutes not being able to save. I am very lucky the game didn't crash on me like the awful lot before.

Not to mention this stupid "mug" skill, where thieves steal a percentage of your money instantly porting it to the void.
Better keep your hands off.. Very well made. Lasts about an hour, and has replayability capacity for about nine times afterward,
not to mention any other time one would wish to revisit the Arsenal.
The Warmaster definitely pulls out all the stops: Ghostmane Stalkers, Mortafires, hidden bombs, tons of Thwackers and
Puppies.
Advisable to attempt with a gun.
Hammer and bomb obtained do not work at all like the ones used by the Warmaster, though this is for balance purposes, plus
the fact that the bomb is much more useful when used by player characters.
Lots of ambience. Different play feel from normal missions, as Feron guides you to accomplish certain tasks rather than merely
going in and killing everything. Lots of NPC Knights to cheer you on.
May lag more than other levels; be warned.
. Not updated enough and not worth it, the game is kind of fun but not the best, i think different games like this would be better

Good movement. Well balanced enemies. Good challenge build skill.. A cute, meta, adventure in the world of generic fantasy JRPGs. Fun for a lark.. Please I need support with this game.

When I want to play online > quick match > I choose my clan and says ready but then nothing happens, seems like waiting for players or what?

Nothing happens if I keep it like that, what is wrong is it a bug or something?

I bought this game to play with people online, did I waste my money??. Adventuring in Eschalon is like having a look back at such classic RPGs as the renowned Ultima series. While not as comprehensive and not without quirks and a few dubious design decisions, anyone who's enjoyed the old classics should welcome the non-linear and explorative gameplay style offered here.

Eschalon: Book I offers a good selection of stats and skills for customising your protagonist. It's a good idea to read up a bit on character builds before creating your character. If you focus on the wrong characteristics for your character, you could get in trouble.

Story and dialogue takes a back seat to turn-based, die-rolling combat and exploration, with plenty of old-fashioned dungeon-crawling to boot!. Captures the a e s t h e t i c s perfectly. The soundtrack is attractive and the gameplay is simple but actually addictive. I hope this gets rave reviews in all the magazines next month, recommended.

I wish it would run on my Windows 95.. I played this game because it was free. At first I liked it just point and click to shoot. Don't touch the zombies. Simple concept. The fact everything was slow was annoying but did not kill the game. Then the update came. It made the guy faster, reloading faster and the zombies faster. How much faster? Blink and you die. The game is now broken. Before the update I could make it to floor 7 or 8. After the update I barely make it past floor 3. Why? The only shot you can make is a headshot. The Zombies heads are tiny. The weapons do low damage and everything moves the speed of light. The dlc's are the same story. I did like the Music though but it gets repitive and the GameBoy graphics gives it a nice retro feel. It brings back my own memories of playing games on the gameboy. Why is this game so broken? Why is this game crap? Is winning even possible? Should I destroy my gameboy? Should I burn down a forrest?!. Great game!

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