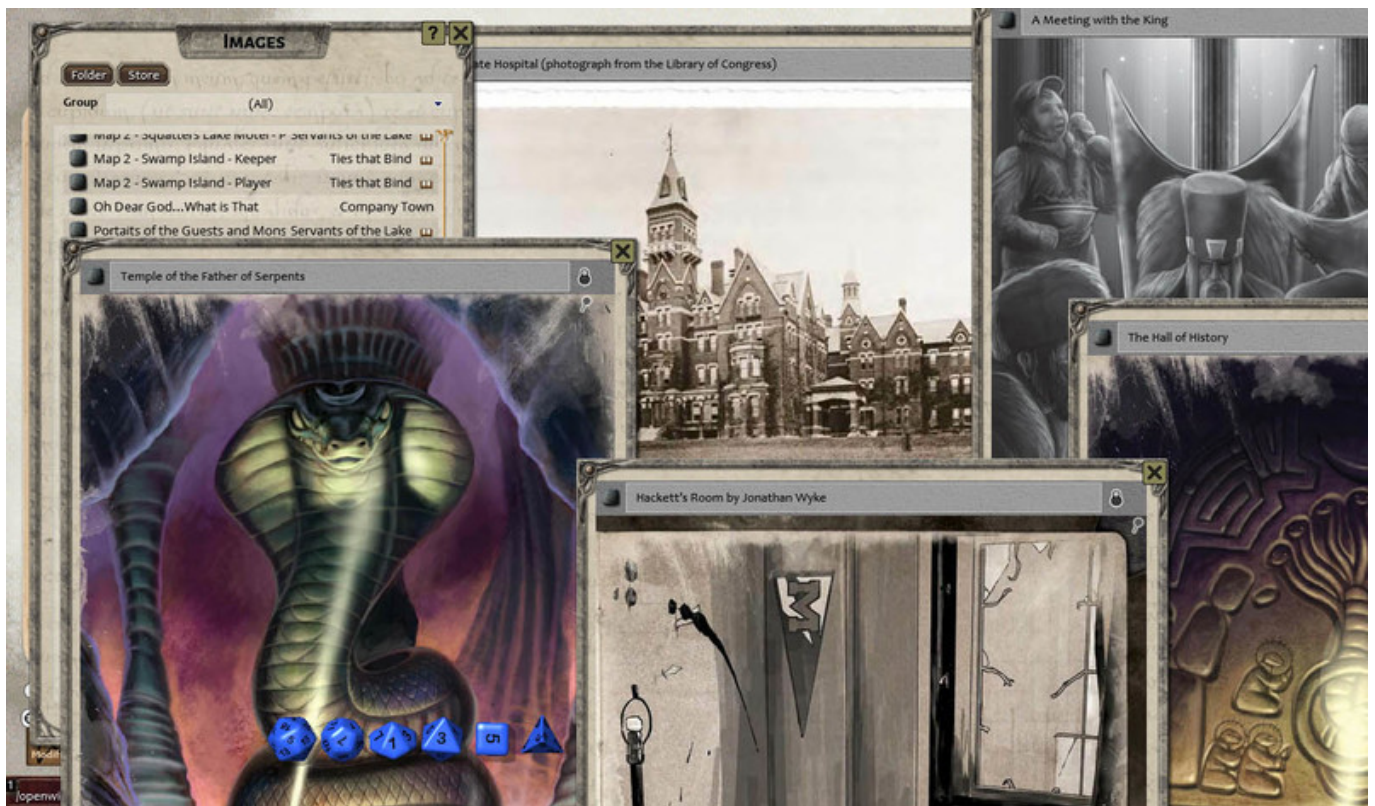The Slaughter: Act One Free Download

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About This Game

A serial killer is terrorizing the streets of Victorian London, and private investigator Sydney Emerson has hit a new low between finding lost dogs and receiving alleyway beatings. A turn of events sees Sydney forgoing his selfish nature and thrusting himself into perilous and increasingly surreal situations, treading a fine line between dreams and reality.

Explore the foggy streets of Victorian London in all its decadence and depravity, searching the slums, taverns, brothels and even Sydney's abstract dreamscapes for clues, while meeting a host of interesting, insane and eccentrically British characters along the way.

Features

•A noir adventure laced with adult themes and dark humour.
•A faithful recreation of Victorian London, from decadence to depravity.
•Classic point and click gameplay in the vein of the LucasArts games of yore.
•Explore Sydney's surreal dream-world for clues.
•Follow the trail of a killer, or drink until you vomit at the pub.
•Original soundtrack blends film noir and traditional Victorian instruments.

Title: The Slaughter: Act One
Genre: Adventure, Indie
Developer:
Brainchild
Publisher:
Brainchild
Release Date: 28 Jan, 2016

 a09c17d780

Minimum:

OS: Windows 7

Processor: 1.8 GHZ

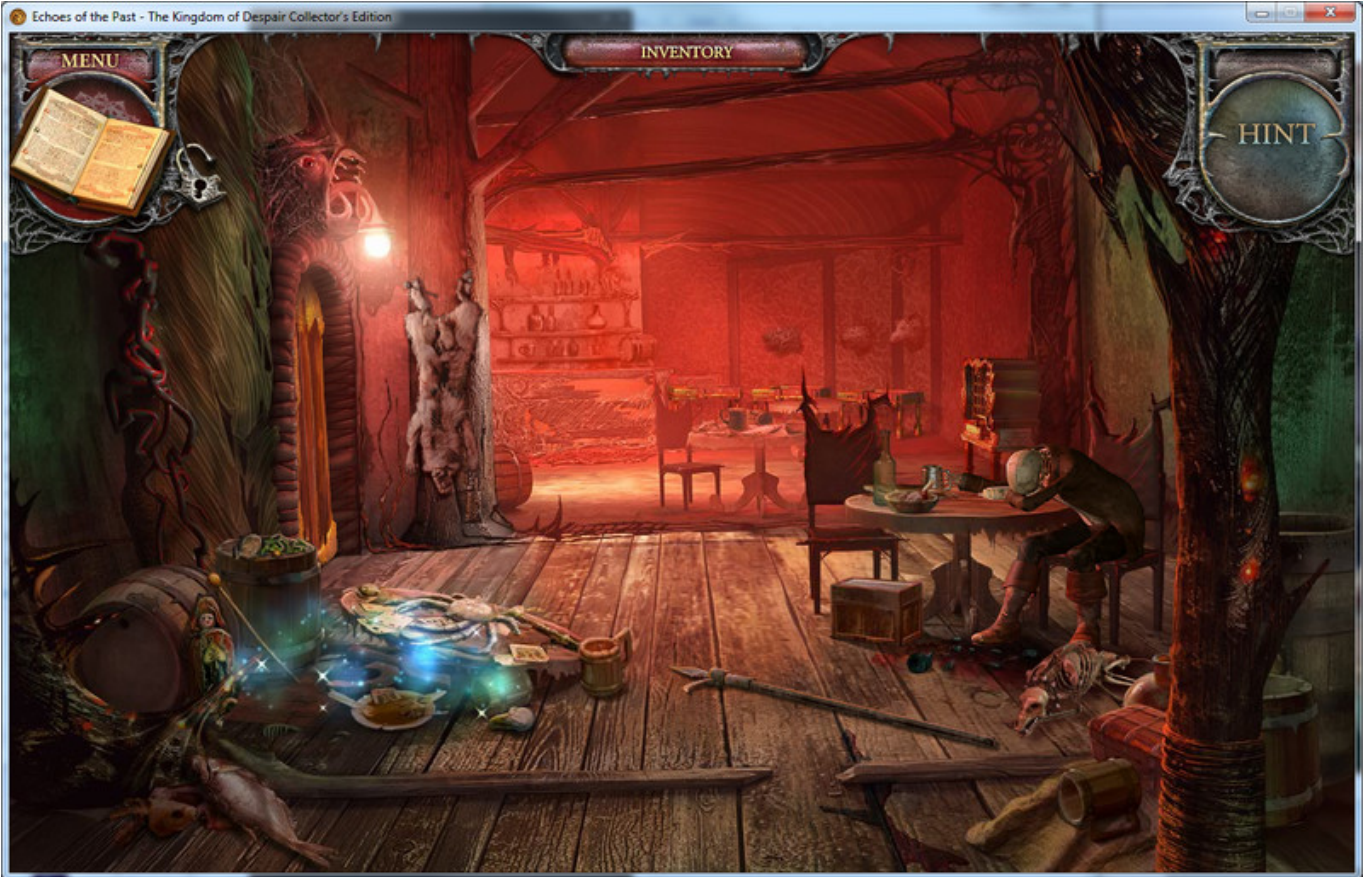**Memory:** 2 GB RAM

Graphics: NVIDIA GT/s 4xx or equivalent

DirectX: Version 9.0

Storage: 350 MB available space

English

EQUIPMENT

INVENTORY

JUNK BOX

MENU

INVENTORY

HINT

I have only played this game a little over an hour, I can say, I'm impressed, which says a lot because I'm picky when it comes the genre of hack n slash type games. I believe this game has great potential from what I've seen thus far. Even though in beta the game has much to offer. There is huge skill tree to set up the character how you like it. You can play using the keyboard or game controller, a huge plus. The graphics are stunning. I love the music score...it is well orchestrated.

Remember the game is in beta so it's still under going lots of changed, content being added, and so forth. The developers even tell you this one you log in and the game gets started. I know this game has gotten many mixed reviews but it's still in development thus not complete. In fact, most games of this genre I play are always adding new content so they are never truly complete!

I looked for a place for comments be nice to see under the community but did not find anything.
There are a couple of things I would like to see: Any character can be played as male or female. Voiced computer generated characters(npc's) that you click on to get info and quests. This would enrich the game tremendously. (Do not take me the wrong way, I love to read!). I decided to buy and did not regret it, the game is much better than its counterparts. Thank you for the quality game.. Awesome DLC, it is so cool and like so nice. I recommend this DLC so much. :D. Playing here in Brazil with my 60 megabits/s internet wasn't bad, I just believe this game needs more polished UE4 updates, specially in mountains and houses. The game currently "has" an american option for servers but I couldn't queue up so I'll assume that it's disabled for now and I'll continue to play in the Chinese servers.

Pros:
-Beautiful visuals
-great melee gameplay
-vast open world
-interesting concept of "skills" that allow for greater character customization within the match
-very detailed character weapons and armor

Cons:
-lack of American (to an extent), SEA and EU servers
-currently unoptimized (50 FPS max on high with a GTX1060 and 16GB RAM)
-terrain bugs
-animation bugs when wall running and jumping
-English language UI is broken, but it's at least passable. Hardcore gameplay, that`s fun! Game does not forgive mistakes! Try it out!. Ok, so after playing for about 4 hours I can give an honest review of the game do far.

You should know that if your going to buy this game, it's just like any other RPG, don't expect anything too special.

Now then, without further adoo
Pros:
The dialouge is hilarious and breaks the 4th wall all the time, but never to much to get boring.
The ATB system (many of you will remeber this from the classic Final Fantasy games) works well.
I've read many complaints about the fights not being that difficult, thats completely BS. Try fighting the ogres on your own at level 8. It's a pain, but fun.
THE LIZARD!

Cons:
Areas with lots of mobs are a little laggy with the movement.
The crashing (It only happened 3 times to me) is annoying, but you can save anywhere, so it shouldn't be a problem as long as you do as it says and save after every level up and what not. (Mini-Pro)
Nox says she has big boobs, but shes 2D........................... (Anyone that has played for a bit wil understand my sadness)

Otherwise I have been enjoying the games humor and RPG aspects. If it's on sale be sure to pick it up, I paid $0.19 for it and I'd gladly pay more now that I've played it a bit.

Its a piece of crap don't play it, its VERY BORING and the combat is horrible and everything about this game is bad. WHAT THE HELL IS THIS!!!!! This wouldnt even get featured on kongergate, DAM IT I WANT MY 1.25 BACK! overpriced boring waste of money with virtually zero content or unique gameplay elements. Read our Full Impression over at: http://www.confidentgamers.com/dungeon-stars-early-access-preview-impression/)

Dungeon Stars Early Access Preview Impression

After playing close to 6 hours of Furnace Games' Dungeon Stars, we have to say that are loving this game.

This is our impression and not a review for the main reason that as of this writing, Dungeon Stars IS in early access on Steam and there could be changes coming with the full release of the game. That being said, once the full game is released, then we will give our full review.

Dungeon Stars is a mash up of a side-scroller, endless runner, RPG, and hack and slash. It is a very simple control game.

Dungeon Stars has a very eye catching art style and the music is upbeat and entertaining. The heroes are fun and creatively designed. Each hero has their own special ability and depending on the loot that is found, you can improve on those.

When we first started playing, we just willy-nilly chose whatever hero, not really paying attention to the dungeon type. Until we noticed an icon in the upper section of one of the screens. Once we started making a plan of attack, it made things a lot easier.

Right now, Dungeon Star is $14.99. Some might see that as kind of pricey. Could the price change, maybe.

All in all, we are enjoying playing Dungeon Stars. We can't wait to see what the full game will bring.

Will have a FULL review at that time.

Dungeon Stars is a very simple game that packs in there a lot of addictive fun.
. Worst game... looked so cool but no tutorials + Wtf singleplayer?
Update my friend!. Gorgeous Art, Challenging Puzzles, Chilling Atmosphere.
A grim yet sweet puzzler in the style of Lemmings from the creator of Conker's Bad Fur Day.

Sweet little Indie Game!. I have never had so much fun dying over and over, this is beyond worth it's asking price.. While the game itself, like it's predecessor Pixel Puzzles Japan, is quite enjoyable, it still has the same key issue: you cannot save the puzzles, a thing you can do with real life puzzles even. It is also somewhat easier than the Japan version due to using drawings instead of photographs.

There's a tacked on "survival mode" with a shooting game going on in the lower part of the screen, as a kind of hard mode. A nice idea, but mediocre in execution.

Images vary from good with funny motifs to half amateurish, which is a shame. There's fifteen puzzles in total, if they had gone with their better illustrator for all of them it would have uplifted the whole game.

What finally prompted me to go for a negative rating (instead of saying it's mediocre and still giving it a thumbs up) has to be that one last achievement though. Completionists, stay away from this unless you are prepared to suffer!
There's a menu mini game, which has several achievements tied to it. Some of them are for killing a certain amount of menu zombies. The first ones stack, the last one apparently doesn't. So essentially I'd have to start all over again for that last one, because I was tricked into believing I could give my eyes a rest after over an hour of the most boring(!) achievement hunt period.
Doing hard achievements is one thing (and welcome), but this was simply a sadistic and dirty move from the devs on behalf of hunters. So, to return that "favor": here you go, Decaying Logic, while being overall not very much disappointed by the game, I choose to make that one, tiny last bit under my review a big thumbs down. Feels good, feels right, doesn't it?. Nice art, writing is good, fun.. I don't mind having not much of an objective when playing a game, but close-to-none is a bit too much, especially when the playability is not on the table and the gameplay so repetitive.

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