Almost Alive Torrent Full

I'll take that as a compliment, even if it's a dubious one.

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About This Game

Almost Alive is a tactical role playing game in a mad post apocalyptic world with an awesome real time combat system! Forge your character **physical and mental abilities** by recovering your memories trough vengeance in a **crazy post apocalyptic world full of mutations and mysteries** and decide of the human kind fate after your brutal survival journey.

"Men had enough of money dictatorship, they decided to fight mass propaganda using capitalists tools of information warfare. To fight back, the leaders in the shadows released a virus that unfortunately mutated. To contain humans turning into beasts the established order used the final instrument: the world was ravaged by nuclear fire and any remaining form of life was struggling

for survival."

Features :

_Unique fast paced, tactical and versatile combat system : Use covers, traps and advanced tactics to fight smart opponents or reflexes and movement to fight swarm type mutant hoards.

_Multitude of approaches and huge replay ability : Choose who you side with or go fully solo if you're a psychopath. Help, manipulate, betray allies, etc…

_Fully hand drawn 2.5D game : Every animation was drawn on paper, each draw scanned and reworked on computer, giving the game an unique identity!

_Make an unique build based on 6 archetypes with over 115 skills, 98 traits and madness making each character unique: Acts have consequences on the story but also on your character sanity.

_Destroy everything or sneak behind enemy lines : Sneak, steal, talk, drug, throw, trap, lock-pick, barricade, breach…

_More than 192 weapons, 106 armors ,18 throwables, 18 drugs, 100 items…

_Depending on collected funds :
_Epic arcade style boss battles
_An open and dynamic world including world events that unfold with, or without you
_Mad Vehicles for fastest world map movement but also to fight bosses.
_Full real time strategy squad commands with an advanced squad-based tactical AI
_Multiplayer and console portability

I am Emir Cerimovic and Almost Alive is eight years of drawing, coding, game designing… all done by myself. I decided to make this game and have been drawing, animating, learning how to code, and building this game with passion to have all the elements and details I want.

Inspired by classic role playing and tactical games with high development standards like Fallout 1&2, Jagged alliance 2 or Wastelands, Almost alive was my dream of the perfect tactical role playing game with a great real time combat system that features character mental sanity as one of the core elements of the game. You can explore a huge world, make friends, use or steal them, find tons of loot, make traps, sneak, destroy everything, fight smart enemies or mutants using your character skills and abilities… The simple looking real time, fast paced combat system is hiding a highly complexe engine using tons of information from your

character sheet, the objects your character is using and other elements like your character moral or his sanity in order to decide of timers for a successful aim, recoil of a weapon, the maximum accuracy when walking or running while gunning, the effectiveness of a cover, etc…

Title: Almost Alive
Genre: Action, Adventure, Indie, RPG, Strategy, Early Access
Developer:
Emir Cerimovic
Publisher:
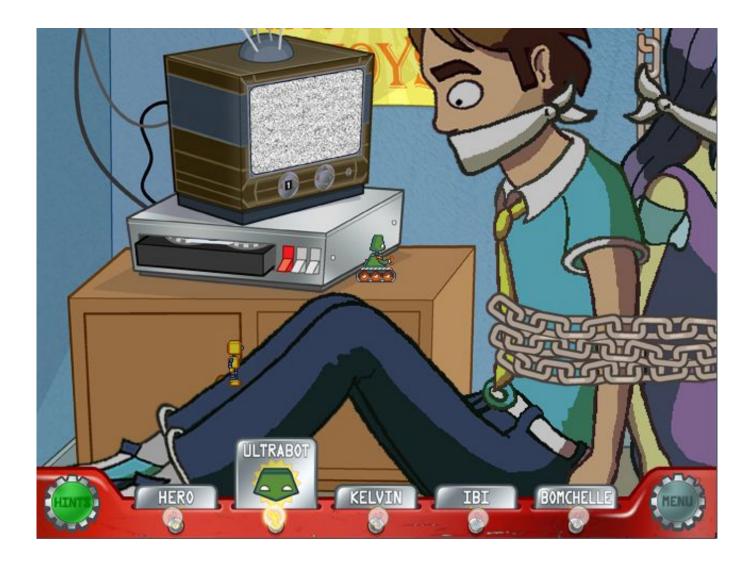Emir Games
Release Date: 17 Jul, 2018

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Minimum:

OS: win7

Processor: 2 cores

Memory: 4 GB RAM

Graphics: any

Storage: 2 GB available space

English

GET HINT

Pocket watch
Flashlight
Six
Kiss
Skull

30 Items

JOURNAL
MENU/PAUSE

almost alive gameplay. nearly buried alive. almost alive skidrow. almost alive taxidermy colorado. almost buried alive. almost alive steam. almost alive rpg. almost alive amon duul. almost alive wiki. almost alive forum. almost eaten alive. almost alive tips. almost alive hirmer. almost alive download. almost alive tuebingen. baby almost cremated alive. almost alive cheats. almost alive sabine molenaar. almost alive how to save. almost alive taxidermy denver co. baby almost buried alive. almost alive weighted swimbait hook. almost alive tübingen eintritt. almost alive igg games. almost alive review. almost alive ausstellung termine. almost alive game. almost alive pc game. it was almost alive quest. alive almost rhymes. almost alive exhibition. almost alive lures reviews. man almost buried alive. almost alive sandman. almost alive lures shrimp. man almost eaten alive by flu. almost alive shrimp. almost alive igg. almost alive walkthrough. almost alive lures harkers island. almost alive mullet. almost alive in tübingen. almost alive save. almost not alive. i was almost alive with you reviews. almost alive tackle. almost alive tübingen eintrittspreise. almost alive flounder. i was almost alive with you

Good game, would be a great concept for a full game, worth the play through, there is even a secret in reference to a real world mystery irl. Review based on the current beta build at the time of this review.

A game that could have been better, the graphics aren't bad and the era is one not often seen in flight games. I had written an initial "not recommended" review but retracted it when they released a beta patch adding a new flight model and some other changes in order to give it a 2nd chance. However it must be said that there is still more wrong than right with this game.

JET FLIGHT: You have two choices of which are flying like a car, or flying with a buggy "simulation" mode in which aircraft controls don't function properly. For some examples: applying right rudder has 0 yaw effect and will roll your plane over toward the left, or how banking can have little or no effect on turning.

HELO FLIGHT: Large improvement over pre-beta. Helicopter flight actually felt decent and the bindings were an improvement from before. The main bother here is the dodge mechanic which lets the helo suddenly jerk left or right. It doesn't look so bad in cockpit view but out of cockpit it looks ridiculous.

WEAPONS: Very auto-aim based, get in the general proximity with the sight and watch the bullets fly from your jet as if they were coming from a turret in the nose. Missiles can be adjusted to varying degrees of accuracy, generally not an issue. Bomb view is limited to straight flight when in simulation, no rudder control due to the bug for fine adjustments. Applying rudder or banking will pull you out of bomber view. This game would strongly benefit from the option to use a mouse for the door gunner while using a flightstick for the helicopter as well.

AI: Not much to say but if you control any aircraft during mission the AI will no longer function on that aircraft for the remainder of said mission. (That aircraft will just keep flying straight.)

STORY: The story really had no draw to it, you hear the narration of some letters from the main pilot and to the main pilot as well as the general briefing for missions but they lack any emotional draw and just didn't engage me as a player. On another down note to story there is almost no radio chatter during missions to draw you into the story and it creates a very hard separation between the missions and the cuts between them. What little chatter there is is comparable to the the movie Sharknado and the cuts during missions feel just as dry and out of context as the cuts inbetween missions.

Overall the gameplay in simulation is undesireable due to the current bugs with no sign of developer feedback. Unfortunately while arcade works better I have serious issues calling games with the "flying car" model of flight a flight game in this day and age. Air Conflicts Vietnam is a game that has or had a lot of potential that just isn't coming through. Is it redeemable, I'd say yes... however it will take more than I believe they are willing to do at this stage considering they have mentioned work on an expansion. In its current state this game comes off as dry, repetitive, buggy, pretty much uninteresting, and I just can't recommend it.. Well, after spending a long time trying to get this game to just run, (due to an issue with some unreal games and teamviewer apparently), I have to say I'm quite disappointed. Graphically the game is everything you see in the trailer, it's amazing, but gameplay wise is another story. The controls are atrocious. You slide around like you're on ice, and you reverse at the same speed you accelerate, which is quite fast. It's a cheap price, so maybe I shouldn't have expected anything decent, but, man, don't get your hopes up.. Amazing!!! that all I can say for this song. This game reminds me of Ghost and Gobins so much so that I get just a frustrated with the poor choice of weapon pickups hehe. Definitely worth its salt. This game will be a keep in my arcade games for evermore!. Really good game, even if the speed run are really annoying (to be gentle ...)

7/10 - Buy it, or grab it in a bundle ;). You poor, poor robot.

Abe the real victim here :(. Witty dialog and fun bosses. Excellent sequel.. it's not a bad game. A mix of fast strategy and decisions, puzzle and luck. Visuals can become annoying when scoring a keycombo or killing (it feels childish, but thats just my opinion). A nice story so far, but as usual, your enemy has always an advantage.....always. Game hangs sometimes for a little moment (especially level loading or the extra visual comment by certain actions). After a while, i get tired of it, because of the continuous disadvantages and my ships who don't do that much as the enemy. But it is fun while it lasted. Btw, played with sound off, and my own music on :-)

Easily one of the most brilliant stories I've seen come from Choice of Games. The writing and general plot easily make you think of H.P Lovecraft. This story also has so many different ways that it can diverge. My only honest complaint is that the money you can earn really seemed to be nearly useless. Overall though, I would seriously have to give this a 10\/10.. I want this game to be popular again... such a waste not being too popular when back then this is one of the most popular games. Great game, Great price. Play at night

What's not to like?. Sayori is the only saving grace out of this autosave progress ♥♥♥♥ing nightmare.. If you have someone around to play this with... friend, spouse, kid, whatever... get this game!

Caveats:

- People who are not very experienced with computer games in general should probably play in VR. The PC controls can be tricky if you are not used to them and it might get frustrating. If both players are gamers, you are sure to have a blast regardless!

- There is no controller support. The PC player has to play with keyboard and mouse or you somehow get a controller to emulate the keyboard (as is possible with the Steam Controller, not sure about others).

- Starting the game, setting options etc. currently needs to be done from outside VR. Not really a problem, but something to be aware of. A UI for within VR is in the works, though.

- There is no single-player mode. I'm just mentioning this because I've seen reviews that stated there is. There definitely is not! It's a purely co-op game.

If you can see past these points (and you should!), you're in for a fantastic experience. It is so much fun to solve those levels together. You are hardly ever waiting for the other player to complete a task, but will almost always have something to do on your end. You'll also have quite a lot to do. We've been playing for 2-3 hours so far and are not finished yet. For the ridiculously low price that is a lot of value.

Get this! It's worth it!. TL\/DR: More of a toolbox full of Arma tools. It's all free and there is everything you need to mod the living daylights out of Arma if you can learn how to use it.

Review:
If you've played with the Arma scenario editor\/Eden and got the hang of Arma scripting for missions etc, that was the easy bit, if you are pretty good at the editor and mission scripting, making a mod will be your next step, and good luck, if it's any good 1000s of us will be playing it.

This is a complete suite of Arma tools some bits of which are quite challenging to learn, specially if you are old, set in your ways, tired or feeble minded like me, but not impossible to work with.

Given the time and creativity you could publish a mod or even total conversion directly to Steam Workshop. If you are motivated and committed to making your good idea into a mod and can put some time into learning. If you have a really good idea for a multiplayer FPS based game, you can probably make a reality it as an Arma mod.
. good game ....die file save no
Steam Cloud +(((((((((((((. I watched the videos, liked the idea. I paid for the game.
At first I got angry because of the bugs, now I became silenced by developer's activity.

Pros:
- Developer is active and doing his job. EDIT3: This is a real positive
- Game has a nice design, music, etc.
- Has potential.

Cons:
- Unreliable AI, especially path-finding and movement. They get stuck in every possible corner.
- Bugs. Big, fat bugs.

EDIT3: I cleared everything (problem list) after pros and cons. Game's really made progress! I now recommend it, give it a try, but don't expect perfection!. 100% disappointment is what you buy instead of a game.. This iteration of the Lego Indiana Jones game is better than the 2nd one, although it's not without its faults.

Playing this game basically is just as much about running around and collecting crap as it is playing through a story. I wish there was more interaction besides just smashing things and building just what is needed to solve the puzzle, etc. but that is true about all Lego games.

The controls take a lot of getting used to, and sometimes the one or two comrades with you get in the way of jumping, causing you to fall to your death and lose the Lego pieces you collected. Sometimes, they even work against you by undoing something you just moved, etc after switching to a separate character (Well of Souls, I'm looking at you).

Combat is pretty much a Three Stooges free for all, and there is little skill or aiming required - it's basically a bash fest, and in some places there are so many characters all crammed together you can't even see what's happening - you pretty much just mash the buttons and hope for the best. I wound up waxing my partner more than once because aiming any gun seems to go right for him or her. And speaking of guns, I know this game is targeted at little kids, but as a paying customer adult I would have appreciated the ability to use guns for more than a few seconds at a time.

I agree with another reviewer on here somewhere that the Star Wars Lego game (the Complete Saga) seemed to best follow the plot/happenings of those movies. This one...ehh, not so much - the game makers took a lot of liberties with what happens in the various plot lines here. Don't expect a complete telling of the stories, nor any accuracy for any specific parts of them either. While I'm at it, the Last Crusade levels pretty much suck A$$, and I dread having to go back and replay them (you'll see).

Despite all of this, the graphics are nice, and the game makers continue their light-hearted tradition of making fun of the movies the game is based on.

While this is definitely an OK game, it's sad that there hasn't been a "true" Indiana Jones game since Emperor's Tomb, and I really wish someone would make one.

I'll recommend it for what it is, and because it keeps Dr Jones in the mix. Buy it on sale.

3 whip cracks out of 5.

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