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## Gorescript Download Setup Compressed



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### About This Game

Gorescript is a classic first person shooter game, inspired by the great old classic FPS games that defined the genre. Fight your way through 18 handcrafted levels of frantic action paced gameplay, from easy to hardcore levels of difficulty.

#### Features:

- 18 hand crafted levels (2.5D)
- Levels can be finished with or without jumps (Jumps available only when you find the Anti-Grav Boots)
- 6 weapons (5 ranged, 1 melee)
- 5 difficulty levels, Permadeath and Blackout modes
- Global leaderboard rankings according to your total performance
- Secrets are not optional but necessary to upgrade your armory

Do you have what it takes to beat the game? Give a shot to our free demo that you can find on our website. Gorescript was created by a single person in a custom game engine built from scratch as an ode to the great old first person shooters with an emphasis on frantic paced action gameplay.

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Title: Gorescript  
Genre: Action, Indie  
Developer:  
Sergiu Bucur  
Publisher:  
AmusedSloth  
Release Date: 15 Jun, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64-bit Windows 7 SP1 or later

**Processor:** 2.4 Ghz

**Memory:** 2 GB RAM

**Graphics:** Intel HD 5000 / Nvidia GT440 / ATI Radeon 4650 or later

**DirectX:** Version 10

**Storage:** 500 MB available space

English







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Thoroughly enjoyed this game so far.

- interesting level design
- great music
- didn't notice this was early access
- developers are still actively working on it

Watch my first impressions of this game here!

<https://youtu.be/vwjDTFOTNeh4>. More like "Pay \$2 to keep Jason from killing you.". I will forever love this game!. Love the idea of this game since it reminds me of DoomRL, one of my favorite roguelikes. Could this be its better-looking cousin?

Unfortunately my initial impression wasn't very good:

- I find controls awkward. Initially I thought you could move with the arrow keys and shoot with the mouse, but you have to use either one or the other.
- When playing with keyboard you have to change your facing before moving in that direction. This has no gameplay purpose since turning on yourself is doesn't count as a turn. This makes moving around artificially slow. I'd much prefer "twin-stick" style controls, think Binding of Isaac. It could work very well on a gamepad, on keyboard (two sets of directional keys, one to move one to shoot, or with the keyboard to move and the mouse to shoot.
- Using the mouse is error-prone because clicking an enemy will shoot at it (if you have line of sight) or run towards it and your doom if you don't. Basically if you're a fast player like me or misinterpret the visual cues you're in big trouble. Clicking an enemy you can't shoot should do nothing.
- Keyboard keys are rebindable - good - but the keyboard controls occasionally interprets me pressing the key once as two moves - very bad. WASD doesn't work by default and you can't use Enter to choose things in the main menu which gives the initial impression that keyboard doesn't fully work (two bindings for each commands would be nice).
- You can't wait a turn to wait for enemies to move (a staple of turn-based roguelikes), so you're occasionally forced to move into enemy line of fire, which I really hate.
- Initial 2-3 levels have very little challenge. I was getting seriously bored.
- So far level design is completely linear with only one path to traverse the whole level, which means that if an explosion leaves some permanent toxic stuff on the floor you can be forced to walk through it, no alternate path for you.
- Drop rate from crates is low but they occasionally give very good loot so you feel forced to burst them all. You spend a lot of ammo that way; there's a crowbar but it has limited uses and switching to the crowbar everytime to clean up a room is tedious. I think you should just be able to melee the crates for free.
- You have to use all consumables from the inventory screen, being able assign a few into quickslots with their own keys would've made the gameplay more fluid.
- Cheap deaths (in a permadeath game!): some enemies don't follow the same rules as you and can fire at you directly and through obstacles while you have to shoot in straight lines. Also, when you open doors enemies can sometimes get a first shot at you. In both cases if you're low on health you're doomed to die without being able to do anything about it, a big design sin for a roguelike.
- Explosions graphics are cool but they don't accurately convey the squares that were affected, and for explosive enemies you can't quite see if you were damaged by the explosion.
- Enemies seem to vary in health (your damage with weapons is constant) which makes the tactical game of positioning with the enemies unreliable, i.e. you can't plan out how much damage you'll receive by tackling a specific enemy. I think enemies should have fixed health (but you can have different colored ones for variations of the same enemy).

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Still there are some things I liked:

- Thank gods, it avoided the balance-breaking mistake of having power/health upgrades that stick between runs
- Nice pixel art, very well animated with nice explosions
- Explosive barrels (muhahaha!!!) and destructible walls
- Only three weapons (so far at least) but they each have their purpose, and you have to carefully choose which one to use, and conserve your ammo.
- You can select weapons with number keys.
- Getting weapon upgrades doesn't happen too often but is very satisfying because you can really feel the difference visually and in terms of damage. Other upgrades (inventory, skills) are even rarer but I think it's well-dosed.
- Secret rooms
- Some explosions don't expand in a single turn, so you can run away from them, pretty cool
- Some interesting inventory items, mostly consumables but some with permanent effect
- Traps can be used against enemies

Overall some good elements, but some very annoying flaws and some bad design points. I didn't find the overall gameplay as exciting as in DoomRL, in particular due to a lack of early challenge and controls I dislike. I'm on the edge on whether I should recommend it or not, but I'm going with negative since I won't be coming back to it. Let's see what can of improvements can be brought to the game during early access.... Defintely a must-play for any Shantae fan as long as you've played Half-Genie Hero first, which of course you have right?. There isn't really much to say about this, it does what you would expect from a pinball game.

- When I started the game, I couldn't move the triggers, so you should alter the controls when this happens to you too. Open the folder of the steam apps and then seek out this file: pincfg found in Worms Pinball.
- The game itself has average graphics and could cause epilepsy attacks due to weird flashes.
- Doesn't always support the steam overlay when using WIN8.1.
- The physics are somewhat the same compared to FX pinball 2.
- The game is seriously overpriced, I got it cheap, so I'm not complaining.

I don't like this game because I'm not really into pinball games.

Thank you for reading & feel free to check out my other reviews.. i bought gta 5 for the 3rd time (ps3, ps4, pc) only to realize there are no more charcater transfers for online from consoles wtf rockstar.. If you liked the old Mech Commander RTS, this feels a lot like that but turn-based. I'm very excited to see how this game plays when it's done.

If you like Warhammer 40k, this is some. To me, this feels very much like playing W40k. I didn't play the tutorial(s) but went right to a single-player skirmish and after one match, I think I've got it figured.

For right now, Adeptus Titanicus: Dominus (need to work on that name) feels like playing W40k with only the huge walker units. It's fun but without a single player campaign (which seems to be forthcoming), I won't play it much.

Since this is early access, I'm gonna give it a thumb-up. If it was released as-is, it would be thumb-down.

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The best Just Cause in my opinion. I hope there will be more DLC..

. First off, do not play this game for the graphics, they're getting there. But overall a great concept and game. I am a history buff and have always wondered when a Zulu War game would come out. This game is great! It has Historical accuracy and it is fun You can mold the settings however you like so you can either breeze through the defence, or be backed against the wall, out of ammo, standing on your comrad's dead bodies with hundreds of Zulus running at you with a one hit kill spear. Once you figure out the game's machanics, it is great. Overall great game, can't wait for the full release.

Tips:

1.) To make your guys go somewhere, Make sure you have selected them (they will appear darker in their picture), then choose the place you want them to attack and click on the name of the place you just selected on the screen. If you still can't get the guys to move, make sure in your settings, you applied the orders to everywhere instead of just the feet around you.

2.) Press 'r' to reload unless you put it on automatic reload.

3.) If you want to throw your spear, you MUST aim first before you throw, or it will just stab.

4.) HOLD THE LINE!!!. Wow this story was amazing, with so many twists and turns, and every time I thought it was over, and upset cause I just knew i had failed and gotten a bad end, it kept on! Not only that but i could see where there were so many different pathes i could have taken even as I was trying to stick to the one I was on. I will definetly be playing this one again, and probably again. For those like myself who like the dating\romance\persuuing options, there are alot of them. I stuck with my original boi, cause thats just the way I am, but I Noticed all the other options, and I will definely be checking up on them in future play throughs (hey is that cute red head a possibility, you know the one that just meditates.... no idea why he caught my attention, but ill definetly try the flirt option next time lol)

In a word if you like CYO's this one is a definite winner!

P.S for those who like me play alot of these, I honestly was so into the story i didnt even bother to look to see if there was a stat screen, or to look at it until literally less than 10 minutes from finishing the game. Its that good.. I had thought that the game was going to be an artsy, "go with the flow", meditative zen-like experience where getting into the zone will allow you to rhythmically flow to the end point. It was actually rather simplistic, pressing one button to move your thing across a screen in a particular direction until something triggers, and sometimes just frustratingly trying to race across the screen before a triggered event sealed off an exit, forcing you to try again and again and again and.... all the while making sure that you land your thing pixel-perfect on just the right spot (with the unfortunate handicap of delayed drifting after ending your button press). That became god awfully irritating, trying to land your thing on just the right spot without drifting past or stopping just beforehand.

It's just a waste of money. Rather use your cash for trading cards or something.

. Once I started playing this game, I barely played anything else for the week and a half it took me to finish it.

It's fun, challenging, colorful, charismatic and addictive. Got me cursing and retrying the same level tons of times, but also thrilled when I managed to dodge a volley of bullets at just 1 HP, double jump and hit that damn Ringod in its bullseye-thingy.

Extra props for the great OST, the charming visuals and the cool comic-like cutscenes.. **INDIE TRASH**

**YOU'RE BETTER OFF PLAYING A PROPER PS1/PS2/NES GAME THAN WASTING YOUR TIME ON THIS TRASH**

0/10 SHAME ON THE GAME DEV. If you're like me there was a part of your childhood where you wanted to be a fire fighter. It's one of the most common career ambitions among children around the world. And why wouldn't it be? You get to save lives, be a hero and of course the chicks always dig the man in the uniform. It's not until a little later in life that we realize that the goal isn't as realistic as what we would have hoped. Our dreams dashed because it's either too difficult to become a firefighter or the reality that you'd be putting your own life in danger too regularly scared the living daylights out of you and you reassessed your position. But now there is a way that you can live out your childhood dreams and be a firefighter. You're still putting your lives on the line but this time its the virtual lives of the character that you play. That's with Flame Over one of Laughing Jackal's games on Steam and our first of three of their games over the next three days.

At it's heart Flame Out is a top down shooter that has been designed in the form of a fire fighting game. The levels almost play out as puzzles whereby you need to determine whether you need to hose certain areas with water or extinguish them with foam. The game plays out as a real fire would for example foam is the only thing that will put out electrical fires. The game



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isn't easy but it's an enjoyable challenge that will have you learning its systems relatively quickly. I do recommend that you first playthrough the tutorial and understand the basic gameplay concepts and mechanics. It's a different enough game that it really should be mandatory otherwise it's likely that you will find yourself dying quickly and often when it comes to the legitimate levels, of which there are 16, in the game.

I was a big fan of the game's presentation starting with the music and the comic stylistics of the graphics. It's loaded chock full of charm that will take your breath away. When gameplay does get underway after the cool introduction it puts you in head first. It's not easy from the beginning and you should take this as a sign of things to come. Other than just putting out and extinguishing fires you will have to do your job and save the myriad numbers of civilians that are spread out throughout each level. You need to do this concurrently to putting out the fires because each time you do you are awarded with an extra minute of time to complete the level.

The physics are pretty spectacular in the game as well. You'll think that you're on top of the fire and then holy shitburgers something you had forgotten about has shot a fireball restarting the blaze somewhere else. Thus you're going to want that extra time I just told you about because fires will restart seemingly at will unless you're super careful and Super Blazed. The blazing trail of destruction left by the fireballs will have you raging but will also aide you in becoming a better, smarter player. In that way the game asks a lot from your gaming ability but once you do learn you'll feel as though you've grown as a player not only of this game but of others as well. I believe it takes a good game to do that.

This is one of those games that people will cry 'rogue-like' and where Total Biscuit's discussion video about gaming terms he'd like people to avoid fits right in. Yes, it's brutally difficult. Yes, it has some of the trademarks that would fit the genre but at the same time I wouldn't classify it as a rogue-like. What I would classify it as is a bloody good game that you should at the very least try.

For similar reviews and our popular daily giveaways please visit <http://www.steamified.com/>  
For our Steam group and curation please join <http://steamcommunity.com/groups/Steamified>. An amazing game series ruined by horrible mini-games and a 'was that it' ending.

[I've really enjoyed this series so far and still liked most of this game. They improved the walking speed and jumping to exits. But man, the bad side and this was killer - the mini-games are atrocious. At several points while playing I was so frustrated, I had to leave, not just the computer but my house! For example, at one point there's a mini game to reassemble a skeleton. I took time and did it, no result. Multiple attempts later, even after checking my layout with online guides and pictures of the solution, to which it was identical, but for some reason the game would just not accept it. One piece must have been off by millimeters, didn't matter. The same issue occurs when drawing "walking lines" on the map, off by a millimeter? Game doesn't tell you, it just refuses to let Adrian go down the path you know you have to go down. Granted you can eventually skip some puzzles but it feels so unjustified to do so after all your work on the puzzle.](#)

[So moving past that, game play is nice, story continues to be interesting, winding up to a pretty cool ending area always hinting at the final big confrontation, then it fizzles out like a dollar store sparkler. I reached down to pet my cat and pretty much missed the whole 6 seconds of final battle video. That's the climax? 3 games of building story line just to end like that? Ugggggg! Maybe it was one of those, they ran out of money things, but man, I'm so let down.](#)

[Don't let this game hurt you the way it hurt me. Go into it with extremely low expectations.](#)

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