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## About This Game

### Affliction

*Set in the fictional Eastern European country of Ghulovka, amidst a terrible civil war, **Affliction** allows players to take on the role of Vasya, a patient plagued by nightmares and fractured memories, who awakes inside of a cell in a bizarre research facility where grim human experiments are taking place. With no memory of their reason for being there, players are forced to fight for their survival through a hellish catastrophe while frantically seeking answers to discover the truth behind their identity and unveil the mystery surrounding the horrific true purpose of the complex.*

**Venture** into the *Triglav Complex*: an abandoned, cold war era, soviet military research base whose original purpose involved developmental weapons. Now, the derelict compound is operating once again with similar intent. A dreadfully dangerous and highly classified chemical weapon known only as *Morana* has been under design for years, but has become too difficult to control and containment has been breached.

**Experience** the terrifying possibilities of human experimentation, biological manipulation, and chemical warfare from a first person perspective. The game features many different locations to explore including a disturbing research facility, a dark wilderness, a desolate city, and more. Exploration can be rewarding, but it can also be very unforgiving.

**Adapt** and use extreme caution with every choice as there are also many different types of enemies who will bring a grisly demise to anyone foolish enough to underestimate them. Military death squads tasked to purge, ghastly mutants hunting to feed, and renegade anarchists attempting to resist are only some of the many hazards that await.

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### **Feature Highlights:**

- Lengthy Single-Player Campaign With Over 30 Different Maps & Distinct Scenarios
- 11 Unique Weapons
- Intense & Challenging Combat
- Dozens of Various Monsters, Mutants, & Enemies to Encounter
- Frightening Atmosphere & Storyline
- Haunting Original Soundtrack Created By Artists Christopher McDonough & Steven Wilcer
- Cell Shader Graphical Overlay

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Title: Affliction  
Genre: Action, Adventure, Indie  
Developer:  
Corrosive Studios LLC  
Publisher:  
Corrosive Studios LLC  
Release Date: 25 Oct, 2017

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English







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This game is really cool. You should give it a try if you like old school 3D platformers like Mario64, Banjo, Crash Bandicoot or even games like Medieval. Or if you're a fan of gnomes and Faeries. It really feel like this game has a soul, its not derivative or trashware. And it got treasure chest with cool new toys in most levels.

I really enjoyed my playthrough and plan to play again to save all the gnomes and catch all the Faeries.

I give it a 7/10. An engaging puzzle game, with simple, but challenging mechanics. The game is highly polished and relaxing to play. You can see the top 50 scores for each level, and it's fun seeing how high you can reach. There are only a small number of levels, but there is more than enough content to justify the very reasonable price.. Like many others, who have paid money for this game, I'm experiencing bugs practically from the get go.

Do NOT let the trailer or pictures fool you, you will not receive the experience advertised.

And it's not like we can get our money back.

Wasted.. Well, what can I say? It's an old game, but it's a good game. I remember, I couldn't beat the campaign years back due to the need to distribute your attention, to dispense it on the different tasks. That's why I think it's good: you must be in absolute control of situation, of every part of yours and enemy's forces. Some may call that babysitting, but I think it makes you think, adapt, be fast and precise in your actions.

The storyline, its campaign, the world itself together reflect these concepts well, I think. The Spirits, priestly like people with advanced knowledge, discovered the new dimension - The Psychosphere. They said, they found a promised land, full of happiness for humankind, but the way here would be long and hard (as usual, of course). The Psychosphere contains all human thoughts and desires which are embodied into the Scourge: strange and dangerous creatures that are attracted by the human mind itself.

Together with the other people Spirits created a floating cities - the Frames. Frame is a home for the pilgrims and the way to travel through the Psychosphere in search of the Promised Land. As I said above, the Psychosphere is very unstable, chaotic and creates the Scourge due to the chaos of thoughts and desires. So all pilgrims must be controlled, must be whole and should control their mind in their dangerous travels. And it takes several years to build new portals and travel to new undiscovered worlds.

Player begins the game as a Legate of the one of the first Frames. As a Legate you need to watch this chaotic world and protect your Frame and your people. You must terraform every possible place to gather more energy for your next travels, defending yourself from the Scourge, finding new worlds and new, different and heretic and hostile visions of situation from the different Frames.

What I can mark as distinctive features of this game:

- terraforming is one of the main concepts of the game: you need it to gather the energy, to build your structures from the so-called zero plane; zero plane can be damaged what makes this approach very interesting from the tactical side;

- you have a robotic army that contains three basic types of units: soldier, officer and technician; if you build laboratories, you can transform your squads into new types of units, even on the fly; it creates some possibilities like digging your way underground and then transforming your squad into bombers for heavy damage;

- three different factions with three types of special units each, with different views and philosophy;

- paranormal bubble-chained world with its unique atmosphere in couple with the futuristic technologies;

- some very hard missions that need from you full concentration and distribution of your attention;

- you need to use community's workaround to play multiplayer at the current state.. This is a broken unresponsive piece of shit. The controls consists of two buttons that do the exact same thing , jump, and even that is broken as hell. Sometimes you press the jump button and nothing happens, other times you press the button and the damn dog jump a second too later. A side-scrolling-endless-runner shouldn't have FPS drops, but this one manages to. I bought this game for my friends, and now I feel like a morron for exposing them to this

shit.

Please save your money, and buy a real piece of shit. I LOVE THIS GAME. Wow - thank you for releasing this. Because of all the warnings, about the unknown effect on VR and young kids, the Vive is mainly dad's toy, but I still let the kids experience it from time to time. That said, there is very little content out there geared towards kids. Appreciate you making this so my kids have something fun to do in VR too!

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Save the Dodos is a highly addictive puzzle game where the aim on most levels is (surprise surprise) to save as many Dodos as you can. There are 4 worlds and each world has 25 levels in it to complete. Most of the time you are asked to save a set number of Dodos, though some levels will ask you collect fruit and store it away in a nest or simply survive for a certain amount of time whilst avoiding enemies and environmental hazards. As you progress through the world's the enemies become tougher and more in numbers on some levels, but the game does a good job of never making you feel overwhelmed to the point of rage quitting. As with most good puzzle games you will spend ages looking at a puzzle and trying to figure out the solution, only to see it was staring you in the face all along. The art beautifully done and the soundtrack is one that you can happily listen too in the background without ever feeling the need to mute it. For anyone who likes the classic game Lemmings or if you just enjoy a good puzzle game then this game is a must play. Also at £31.99 the value for money is great :). Nice little turn based tactics game with a gimmick in that you 'level down' your hero after each battle, which is amusing. Otherwise it's solid but unspectacular. Took me six hours to complete the campaign, so definitely get this on sale.. I know nobody plays this game anymore, but is there a way to sync your progress? Everything I close reopen this game, I have to start over from scratch... I don't think it's supposed to be like that. Thank you!. Very original and clever puzzle game. It's easily accessible for anyone who may not usually be that into computer games, but then gradually gets more and more challenging. Great fun and highly addictive!. What you see on the trailers is what you get but with large added amounts of bull\*\*\*\*.

Why bull\*\*\*\*?

The main campaign is a case (a randomly-generated set of randomly-generated missions with randomly-generated level layouts with randomly placed objectives, enemies and pickups) which is made of close quarter combat on mostly tight spaces with enemies that have the reflexes and speed of a squirrel on redbull. Combat is only fair during the few seconds of slow motion you get only if YOU kick down the door. When the slow-motion period ends and you notice that half your shots were blocked by pieces of the door you kicked (PLEASE remove bullet blocking collision from the door once it is kicked in) or were simply direct hits that didn't register for some reason, be ready to say goodbye to a quarter of your health.

As if that wasn't enough, the game arbitrarily decides to throw some additional enemies after you after a certain time just to take some of your non-regenerative health away as you return to the level exit so you are forced to spend some precious upgrade points you could be spending on better weapons.

As if that wasn't enough, from a certain point on every campaign, the game also starts placing broken bomb defusal objectives where you have a set time to defuse all of the bombs on the floor you find the first one at. Why do I call it broken? From what I can tell, the time given to defuse all bombs is tied to the number of bombs itself and not so much the level layout. This results on occasions where the bombs are so far apart and with so many enemies in-between that the time given is not nearly enough. **My various failed attempts at the final level on every case have been directly squandered by the timer of this objective either by running out of time and getting the insta-gameover or by getting shot by an ambush while rushing to defuse them. Who the hell thinks it is a good idea to put such an inflexible time constraint on a random level layout?**

**The game is far from trash but these aspects left me extremely frustrated with it.. Ignore the reviews saying that beginner's shouldn't get this. If you are a beginner or an advanced player and are a fan of Iron Maiden, by all means get this. You can change the difficulty to suit you and work your way up to harder stuff. Great content!. Way too laggy.. 6/10, mediocre ARPG that is a lot of walking back and forth instead of getting sweet loot. The story is decent, only saw 1 out of 3 endings. The last boss fight is \u2665\u2665\u2665\u2665ing atrocious though, maybe one of the worst I've ever had the pleasure of playing. (Devs don't include slowly moving boulder puzzle into your FINALE!) The loot isn't unique or inspiring. Pick it up on a sale, has a cool skeleton zombie you can play as.**

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