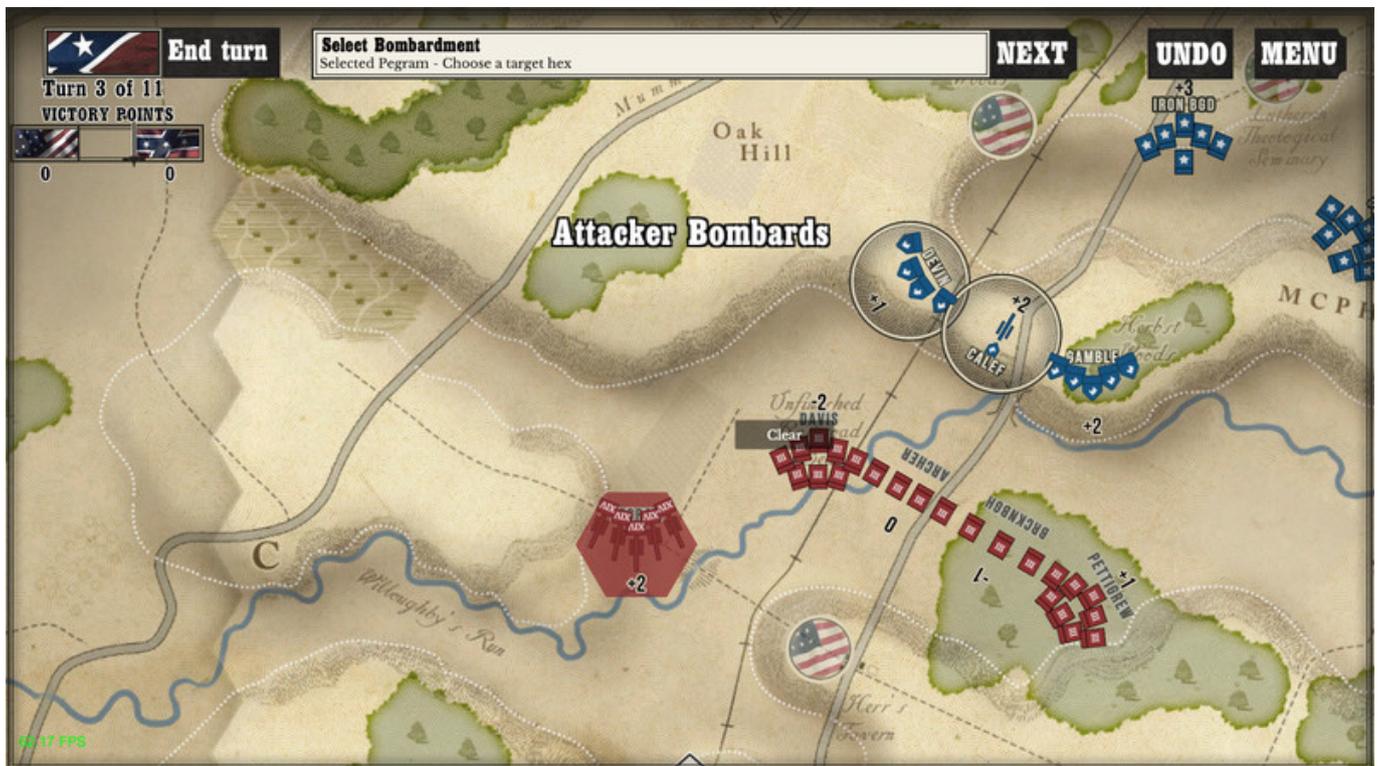


Nightmares From The Deep 2: The Siren's Call Key



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About This Game

Nightmares from the Deep: The Siren's Call is the sequel to the smash hit Nightmares from the Deep: The Cursed Heart. This epic adventure features an exciting plot full of outstanding puzzles and unforeseeable twists and turns.

When Sarah Black, curator at the Caribbean Naval Museum, receives a package from a mysterious messenger, she is unwittingly drawn into an ancient conflict. Inside the package she finds an artifact, and instantly assailants descend on the museum to rob her. The artifact is stolen. Sarah lowers her head in disbelief as she realizes that again she is falling headfirst into a nightmare from the deep.

Next Sarah finds herself on the shores of Kingsmouth, a forgotten fishing town which holds an incredible secret. A would-be messenger reveals the sad truth: he and the rest of the town's denizens are suffering from a curse that is gradually turning them into ghoulish, mutated ocean creatures... a curse that was cast by none other than the mayor, Murray, and the old sea-devil himself, Davy Jones.



Features

- Thrilling storyline with complex plot based on a dark mystery

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- Unusual depth of character for the Hidden Object genre
 - AAA-quality cinematics
 - A plethora of majestic locations
 - Varied gameplay: interactive hidden-object scenes, mahjong, and many others
 - Three different types of collectible objects
 - The sequel to the smash hit Nightmares from the Deep: The Cursed Heart, building on the first game's story
 - Bonus gameplay: an additional adventure, telling the story of the praetorians who seek redemption after decades of serving Major Murray
 - Additional materials: concept art, wallpapers and a stunning soundtrack
 - Replayable minigames and HO scenes

Title: Nightmares from the Deep 2: The Siren's Call

Genre: Adventure, Casual

Developer:

Artifex Mundi

Publisher:

Artifex Mundi

Release Date: 24 Jul, 2013

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Minimum:

OS: Windows XP, Windows Vista, Windows 7, Windows 8

Processor: 1.5 GHz

Memory: 512 MB RAM

Graphics: 128 MB VRAM

DirectX: Version 9.0

Storage: 1 GB available space

English, French, German, Japanese, Korean, Polish, Russian, Simplified Chinese



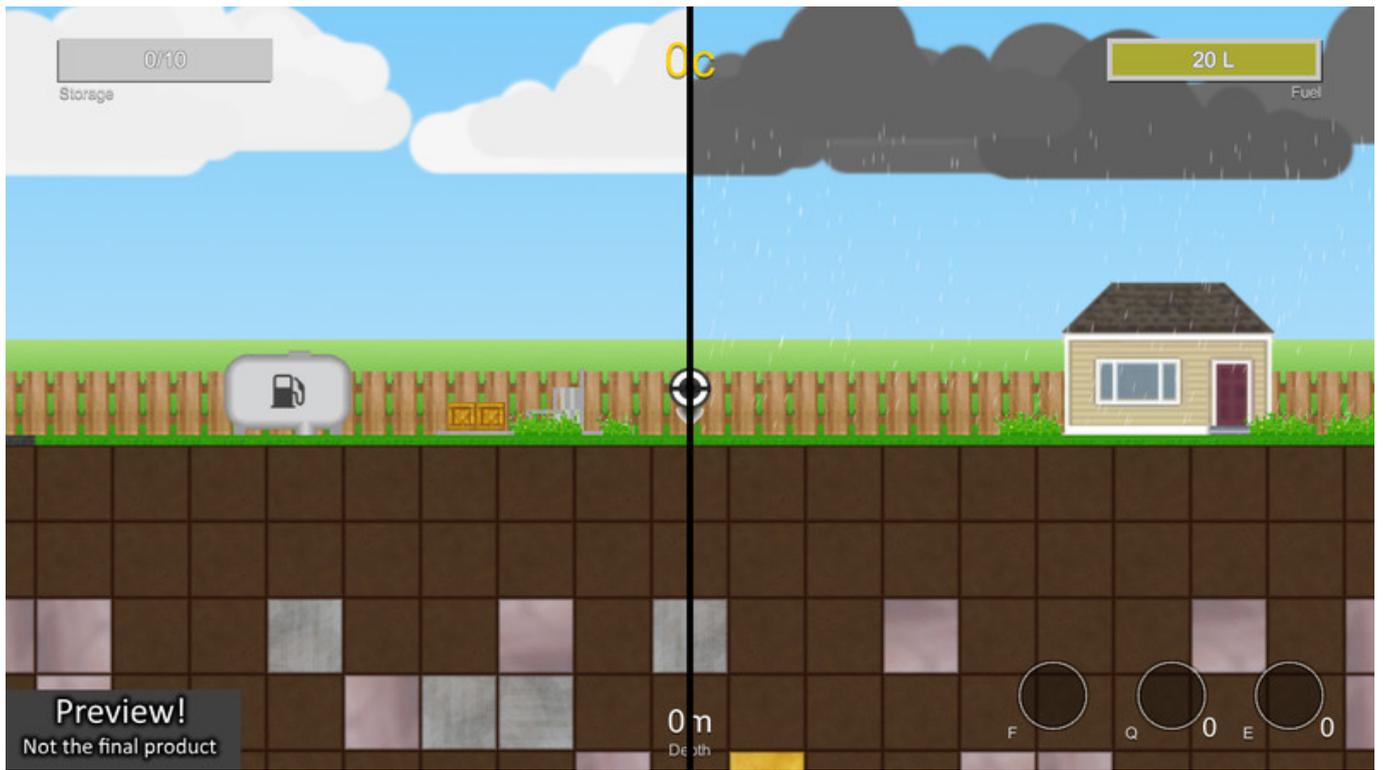
	Short Sword Attack:27~33	\$ 350
	Gladius Attack:38~46	\$ 500
	Zweihander Attack:45~55	\$ 800
	Mithril Sword Attack:50~61, SP+100	\$ 4000

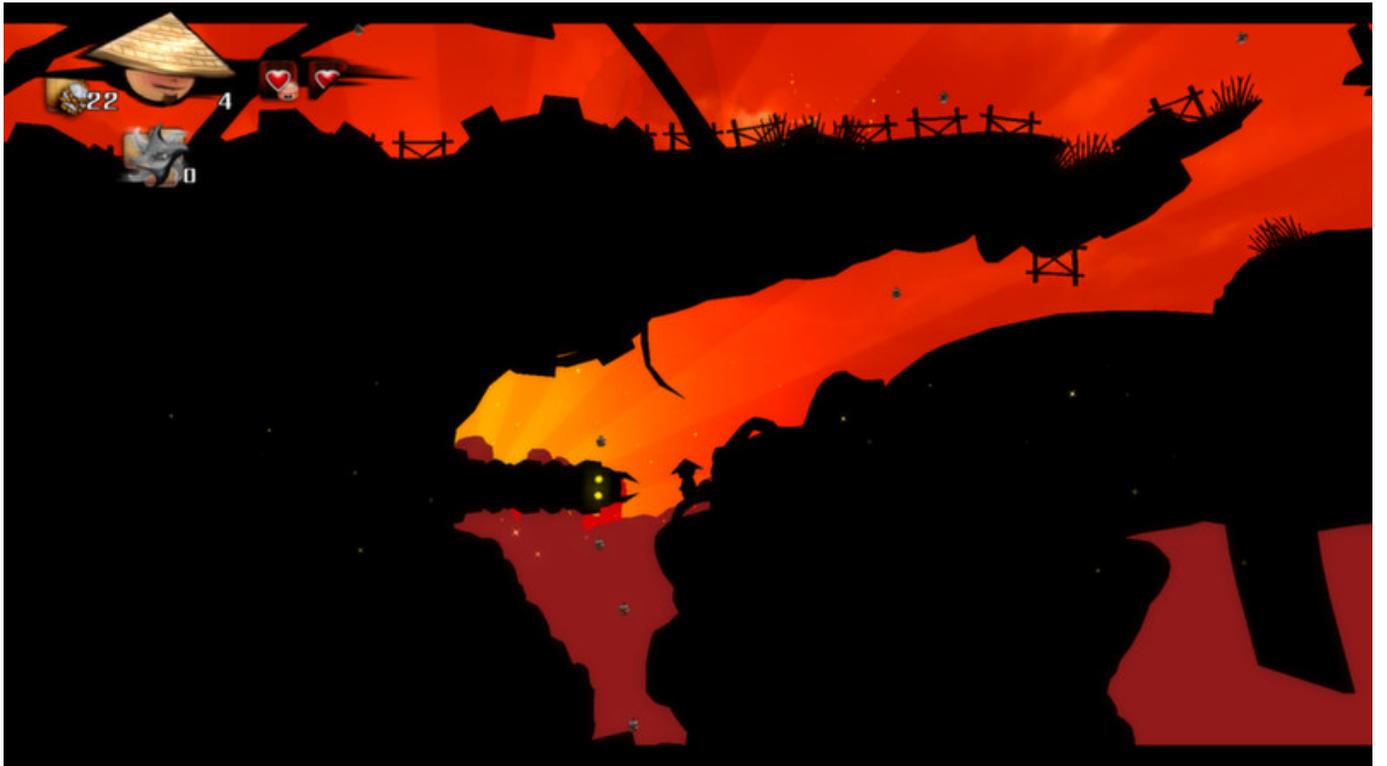
1/10

Glorious hammer	Short Sword
HP 4880	HP 4880
MP 325	MP 325
Armor 76	Armor 76
Attack 40~160	↓ Attack 27~33
AP 67	AP 67
SP 710	↓ SP 560
DR 36	DR 36

A short sword of simple design. Might become very sharp once getting a little bit of polishing.

← Yes ESC Cancel





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This is an awesome Time Management game & like this Halloween Game a lot. This game is really fun & really addicting. I have played over 100 games like this & I say this is the best one so far. Great Job Developers.

. Slime-san is an excellent retro-inspired platformer. If Super Meat Boy or similar games are what you enjoy, this should be right up your alley. The gameplay consists of selecting levels from an overworld and completing a timed platforming stage that challenges reflexes and memorization with the best of them. The controls are tight and responsive while introducing several twists to the formula to differentiate it from the crowd. The levels all contain time trials as well as 4 collectables giving a lot of replay value for the price.

The graphics are 8-bit inspired and have a cutesy style, overall pleasing to look at, however some may find the color scheme hard on the eyes. Luckily, there are color-blindness options which allow a change from the blue background that can help alleviate eye strain that some have complained of. This game oozes personality, with characters from the hub town giving a chuckle every now and then.

The music is catchy and fits the manic personality of the gameplay experience.

I received this game from humble bundle so the value was excellent, but for 12.99 CDN or for any sale especially, I would definitely recommend.. Non-replayable, short playthrough. This game was absolutely amazing. Great moral questions. It makes you think and question on a philosophical level that not many other games ever get to. I loved the whole experience.. Review Edited!

This is a VR recreation of one of the old Boardwalk style Arcades from the 80's (or maybe earlier in the case of some of the games).

The Games include:

1. Skee-ball (called Rocket ball)
2. Whack a mole (I forget what it's called but they use dinosaurs and cavemen)
3. a game where you use boxing gloves to punch targets as they swing out in front of you
4. A shooting gallery
5. A crane game (complete with frustration as the crane drops whatever you're trying to get multiple times)
6. A game sorta like Beer Pong crossed with Tic Tac Toe
7. Another game where you hit big buttons as they turn white (avoiding the red ones)
8. A game (Rapidfire) where you toss balls into holes as they light up for varying points (1, 10, 50, 100 I think)
9. (Carob toss) A game where you throw balls trying to land in an urn for 1000 points, and failing that, it rolls into various holes for various points.
10. Bowling (but you only play half a game)
11. a game where you slide weights down a lane which scores points based on where it stops.
12. Some other games that aren't easy to describe quickly

That's a lot to do. They've got some drink machines that you can now open (though it doesn't show that it's open, you can hear the sound though). After you open the drink you can pour it into your mouth almost like you're drinking it. Kinda pointless but I guess it's there for accuracy.

There's also a ticket turn-in booth for prizes. You earn tickets based on your scores. Score really well and you earn a ton of tickets. Score really poorly and you only earn a few. After you turn in your tickets for prizes, there's a "prize corner" where you can store them.

All of the games are very "kinetic" meaning you need to use those vive controllers to grab the balls and throw/roll them, and you have to start each game by putting money in the machines. Unfortunately, a lot of these games don't have that realistic feel of actually handling the ball as you roll it down the skee-ball lane. Fortunately you have an endless supply of coins so when you screw it up, you can keep practicing.

Of course since you DO have infinite money, the games of chance (like the crane game) just turns into "how long am I going to stand here and keep trying?"

You can adjust several settings outside and inside the arcade. For example, you can make it so you're taller or shorter in game. You can turn up the super sampling to make the graphics look better as well as the general graphics quality. There IS multiplayer, so you can easily set up a server and invite friends (provided you have friends who have a Vive).

They've improved the movement so that in addition to the circles to teleport into, you can change a setting to allow you to teleport anywhere. The developer is doing a lot of work to improve and this game has changed a lot for the better in the past month or two. I am extremely happy to see that the developer is continuing to flesh out the game.

Things I liked about the game:

- It reminds me of going to Chuck E Cheez and/or Dave & Busters and trying to win enough tickets for a gameboy or something.
- A lot of the games are really authentic in design and feel (minus feeling the weight of something in your hand and feeling friction as you roll it).
- It has a lot of potential to be an awesome game when more people own the Vive and can play online.
- There's a decent variety of games to play
- Benefits greatly from lots of Room space to move in (but seated or standing is OK probably)
- You can adjust the height of your player so that either you can feel like a giant, or a midget/child, or accurately reflect your own height.

Things I didn't like:

- Some stuff in the game is more for looks than function
- There's an Exit game button but it just lets you out of the arcade to the "main menu".
- I haven't had a chance to try multiplayer.
- Having to type your name in the local leaderboard every time. Why not let it set a name and just use that... or use your steam name?

I think this is one of those games that unless you actually remember going to play the games in the arcades, you probably won't

care too much about it. Watch some gameplay videos before buying so you can make up your mind if it'll be fun or not. It's still pretty physical though so you may wind up burning some calories as you frantically try to throw balls in the time limit.

Overall though it has a lot of potential to be great in the future. They're still updating the game and improving it.

Great little shooter this is. Immediately upon loading it for the first time I was immediately took on a nostalgia trip back to my Amiga 1200 days. The game seems polished and flows together nicely but be warned it will take quite a bit of practice and weapon upgrading to get anywhere in this game!

Recommend though!. Got this game and all the DLC for free.

I must say it has a good gameplay, although I don't like this kinds of games.

. This is a great game, combining the dry, dead-pan humor of the UK with some great animation and (most importantly) a well-designed puzzle game. I highly recommend it.. Monster Garden is a game that's just as much about the love of being silly as it is about monster acceptance. I followed the development of this game for quite a while, and the game has lived up to most of my expectations.

This is a game with a style all of its' own. It kind of reminds me of Earthbound or Undertale, except on a much smaller scale. There's an undescrivable aura that envelops the game and it seeps from the art all the way down into the writing creating a game that's wholly unique from the ground up. It was almost as if this game was nutured as well by the one-man team developer as the titular Monster Garden is by Bobo.

The biggest highlight for the game would have to be the writing. In such a short game, you might imagine that it is difficult to connect with any of the characters on a deep level. Suprisingly though, I bonded more with these monsters in 30 minutes than I do with characters from games from bigger companies.

While I do think that the shorter run-time can be an asset and may indeed be there to encourage multiple playthroughs, it would probably be what I site as the biggest detractor for me with this game. I found myself wanting to get better acquainted with characters, but before I knew it the final garden was already finished.

All in all, a great little romp that makes me intrigued to see more from this developer in the future!. Although there isn't much gameplay here, the concept and theme of this game are unique, refreshing, and interesting ,and thus deserve a recommendation and play through if you are interested in said concept + theme.

Story/theme/concept:

A father with amnesia wakes up to find his daughter dead and uses his alchemy skills to try to bring her back to life by creating homunculus daughters and sacrificing them to create souls to in-turn infuse into his dead daughter.. When I first bought this a while back I was enjoying it. It's a bit stripped out of content unless you start buying all the Dlc's which is why I have to give it a thumbs down. Some of the content they want you to buy really should have been part of the base game.

Would be a thumbs up if it wasn't for the greed factor with the dlc's

Back to playing Parkitect.. This is good for a few minutes of wasting some time. I wish it gave you a score out of 100 how close you were to getting the beard right.

Of course I did a video,

<https://www.youtube.com/watch?v=vYpWfweuN5E>

DisplayFusion Operation Warcade VR The Labyrinth Adult Toy Store **Development report 2018-12-11:**

Thank you for your attention.

We have now completed the first version

And upload waiting for release date

Although the game is a pre-emptive experience

But the storefront has been completed,

Can play to the end of the game

But in the part of fighting and sex with customers

Still accelerating design

We will update the new version every month.
To gradually complete various interactions with in-store customers

Thank you for your support of the game.

thank

Designer ChaoYe

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