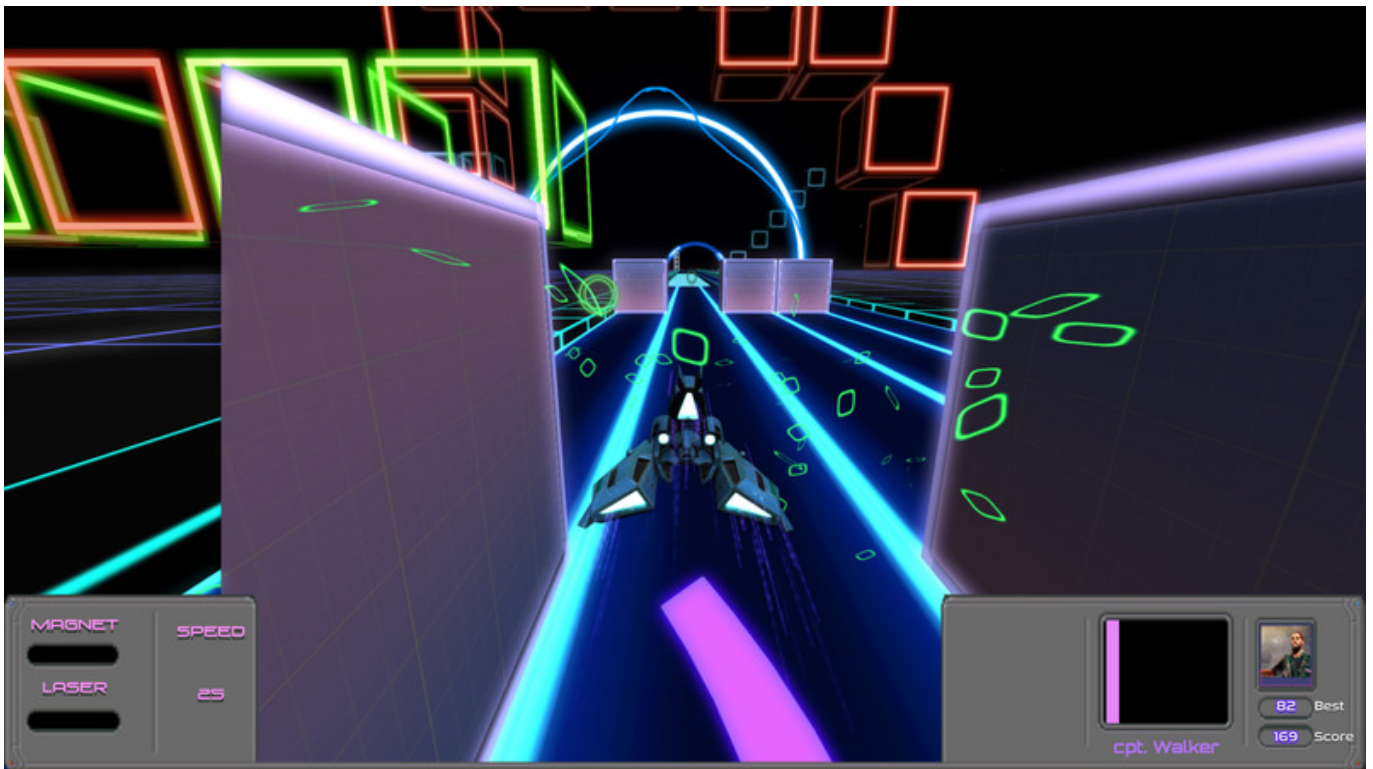

Demetrios - Artbook Torrent Download [Xforce Keygen]



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About This Content

The official Art Book for Demetrios - The BIG Cynical Adventure!

In this 88 page PDF, you will find lineart and artwork from the game, and also exclusive pictures from the **original version of Demetrios created in 1999**, but never released! Also included are comments from the game creator comparing the two versions.

IMPORTANT : The PDF will be downloaded to your Demetrios Steam folder. You will need to open the game directory and find the "artbook" folder there.

Title: Demetrios - Artbook
Genre: Adventure, Indie
Developer:
COWCAT
Publisher:
COWCAT
Release Date: 14 Jun, 2016

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English







Always nice to have a little mystery, this is space after all. It adds more to the atmosphere.. This is a really huge amount of artworks and stuff.

If you can buy it during a sale: It's totally worth it.

Especially if you are interested in the development.

I wanted to support the developers, so I bought it.

And I'm definitely going to leave a positive review.

I enjoyed this game and everything it had to offer.. Really fun game, unless the pirates single you out for half the game and the other half is a NPC launching nuke warheads at you literally every 30 seconds for 3 hours. lol Needless to say, I lost that game. However I had loads of fun and would recommend this game!. This game has some of the most ingenious mechanical and puzzle design you will ever see. It somehow manages to have metroidlike progression, where you see treasures and routes you can't take yet, but will on later visits, despite having no unlockable player abilities. It achieves this unprecedented feat by teaching you new and non-obvious mechanics as you progress through the various stages, which you can then use to solve other challenges you passed earlier. This teaching happens organically as you solve puzzles; there is no text or spoken dialogue in the game.

Toki Tori 2 is an under-appreciated gem and one of the best puzzle games ever made. 10/10. There is no legit reason this shouldn't be in your library.. After some initial problems running the game due to an unknown OSX bug, this game REALLY comes into its own. It's super-fun, easy-to-grok, and fantastically-well-made. Kind of wish there were an iOS or Android port of the game as it seems like it'd be a great way to pass the time on a short train-ride. Highly recommended if you're a fan of the DOS game "Starship".. Edit/Disclaimer: It's come to my attention that the dev has fixed the brain death bug and I've confirmed it myself! Also he's introduced a tutorial and made a number of changes to the game improving it and the UI has gotten more responsive. As well as some balance changes to dwarf needs along with a tech tree of unlocks so you don't get instantly overwhelmed by all the items and rooms in the menus which makes it alot easier to figure out. Still drag and drop everything though but it's not nearly as clunky now.

I still can't justify the \$30 pricetag however. We'll have to see what the end result of Early Access is like but he's showing no signs of slowing down content updates and bug fixes so this might one day be worth the price.

Stories of Wasted Potential and Comas.

I'm just going to straight up say it. I only got this game because I wound up getting the 30\$ from a friend in real life. To me it was basically free at that point and it did honestly get my interest. It looked like it could be something. Something worthwhile even. I mean come on, dwarves, goblins, fortress digging, combat, crafting, fancy bits and bobs, and from the trailer promises of combat and tears when everything ends horribly. My dwarf fortress sense was tingling but I couldn't tell if it was good or bad yet.

So let's get into the concept. You're to take a group of dwarves, diggy dig a hole, mine out valuable metal bits, make your place spiffy and keep your dwarves healthy, fed, rested, and working. While thats going on you have to deal with goblins who like to stab your little bald friends deader than dead. So you give them swords and other sharp, pointy objects of death to kill goblins and protect your little hole in the ground. You will probably not survive this. As a dwarf fortress player I loved the idea. All I needed was a screw pump and some magma!

Then I got into the game.

The game mechanics feel clunky in the worst ways possible, everything is more or less done with a click and drag interface, everything. To even get started you have a modest sum of gold, the ability to buy a variety of tools and dwarves (yes they cost money, 5 a pop) and after dragging the tools into the game world you have to open another menu (there's alot) you get your fresh dwarves to pick up the tools by dragging and dropping a dwarf with a job onto the game world. One of your minions will then walk over to the tool, pick it up and walk over to the shadow of the final stage where he just becomes what you wanted. That's right. Getting a dwarf with a profession is a three step affair of spawning one, buying his tool, and then making him actually get into his profession.

The UI could be fixed, heck its EA thats the nature of things right? Well heres where you've probably noted I have less than an

hour in total on playing this. Heres my reason.

The AI. Is. Pants. On. Head. Stupid. I cannot stress this enough, they will for all intents and purposes work themselves to death when the AI is working but at random intervals your dwarf's brain will suddenly stop working. Period. I have not figured out a single way to fix this beyond simply killing the poor thing (yes the dev actually included a suicide keypress for this) and make a new one. The thing is, all the cost of making a skilled dwarf is there again. They won't drop tools on death. And they always ALWAYS eventually go braindead. My first attempt was grinded to a halt as I ran out of gold entirely and my last miner went into braindeath.

As far as I can figure theres a glitch in the orders system that causes them to stop taking new orders as you put them down. It's odds increase as you stack on more jobs for them to do. And even better trying to make a building without it's required raw materials will almost always trigger a braindeath. The dev has NOT fixed this issue over multiple updates.

Of what I could play is odd to say the least. Some of it follows a chain of logic, a forester chops down trees, the carpenter uses them at a sawhorse to make planks and you can make things from the planks. Then you get into other things like taking care of your dwarf needs. This is where things get weird. Dwarves under the mountain are lazy. They'll refuse to eat anything unless it's been set on a table by a butler in the dining hall room. Yes thats right you need butlers to feed them because they're too lazy to pickup the dang food themselves and even more troubling for you they'll refuse to eat anything unless its done like this.

I couldn't progress much farther than that thanks to braindeath issues enraging me. I kept having to cycle through dwarves as they suddenly went into waking comas left and right. I've been poking the game each update but still no end to this issue in sight. And since its game breaking...yeah not a good sign.

The game has a concept, a goal, and really really REALLY wants to meet it's and your expectations but falls flat on its face as your dwarves constantly stop doing a damn thing. Not only that bug the bugs slowly accrue with each update.

So as you stare at the 30 dollar price tag and ask yourself is this worth it? Not by a long shot. Wait for it to drop to a more sane level or a lighting sale slashing the price down to 10 or so. In it's current state this is just not worth the money.

My advice? Look up Gnomoria, Alot cheaper, and more importantly your gnomes only sit around doing nothing if you let them do nothing! Or if you're feeling hardcore download dwarf fortress and see if you can learn to strike the earth.

TL;DR Gamebreaker bugs still under the mountain. Buyer Beware. Much funner stuff out there. It could be good if he gets his act together but he hasn't at this date of posting.

Fun, simple game for a \$5 purchase. I enjoyed it. The game is all about finding the right combination of units to defeat the levels. The survivor mode is fairly good until you figure it out and live forever. For instance, I maxed out the first level at 117 minutes and 255k in score (I only started with 500). I only died because I left it running and did something else for a time.

Good for an afternoon distraction. This is an underrated game, built more for a niche audience and only providing short bursts of play before getting tiresome. Space fans and those of the gaming community starving for a true successor to the Homeworld series might find some value out of the overly simplistic space combat.

Technically a rogue-like game a la Oregon Trail or Rogue Legacy, Weird Worlds' item collection and map generation keep you entertained for a time before you realize that each play session varies little compared to the next. The small amount of items and ships don't help it.

If you're starving for a good space combat sim, keep waiting.. A ridiculously fun, very difficult twin-stick shooter. I highly recommend it.. I really wanted to give this game positive review, I played it and kept saying '5 more minutes, maybe it'll get better soon'. Well it didn't.

Toki Tori (previous game) was the game I enjoyed playing, levels were interesting and difficult as hell, graphic was cute and pleasant. I thought Toki Tori 2+ will be similar and give me more hours of brain exercise. I feel quiet screwed because it's nothing like Toki Tori.

I don't recommend this game for people who expect puzzle game. Maybe if you have a children they might enjoy it.. Very cool RTS game for VR. The game is simple. You can manage a simple space war in VR. Select planets, choose % of ships and move them to other planets to conquer a huge solar system.

CONS: After playing few games, this can be repetitive. Maybe adding more complexity like multiple type of ships, planets with moons, types of planets (earth like, gaz, etc.) could improve this game and add other challenges.. Whilst the gun does a decent amount of damage per hit, its rate and capacity is cripplingly low and seems like a poor version of a magnum. The part is pretty poor too.

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