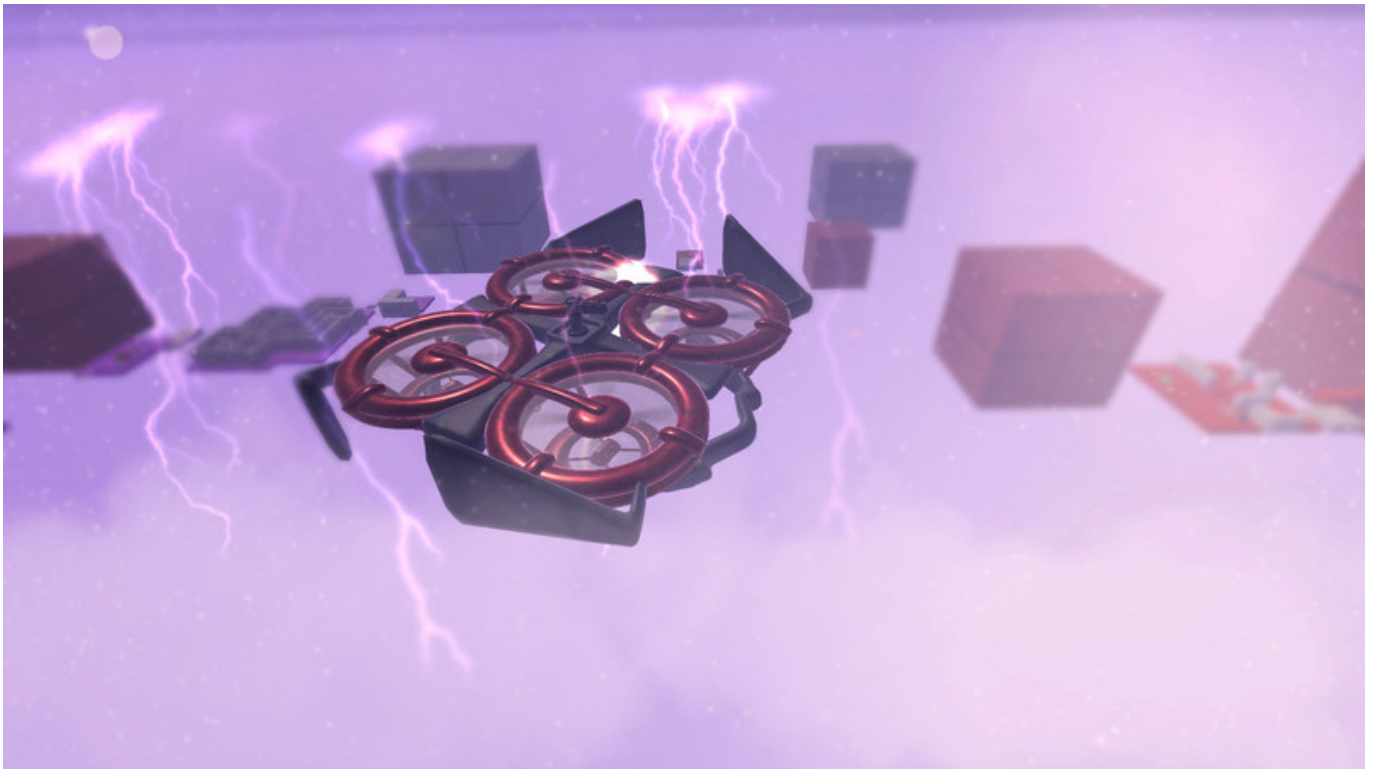

VOID Download Tn Hindi



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About This Game



VOID is a visual novel themed around espionage and revenge. You play as Arthur Woods, a man seeking revenge from the death of his loved one, forging himself into a deadly assassin. Along the way, you will meet people who may (or may not) be your allies, as you try to untangle the web of lies and intrigue surrounding your girlfriend's death.

Characters

Julie Ross, the vigilante with anger issues. Proficient in several forms of martial arts, she is a deadly adversary in hand to hand combat. Her past shaped who she is today, and she joined forces with Ciel and Arthur to achieve a goal of her own.

Ciel Blanchette, the upstart rookie trying to prove her worth to her mentor. Highly intelligent and cunning, she will lead Julie and Arthur in their mission to find the leader of The Syndicate.

Arthur Woods, a man so consumed with anger he plunged himself into the dark world of assassination. Trained by an ex-SAS, he sharpened himself into a deadly killer in just two years by his sheer will.

Features

- 10+ hours of adrenaline-pumping story
- Explore the city of King's Port as you progress through the story
- Multiple endings based on your choices
- BGM composed by Vesuvia [Ecky]

Theme Song by Vesuvia [Ecky], vocal by Rei

Title: VOID
Genre: Casual, Indie
Developer:
Vifth Floor
Publisher:
Sekai Project
Release Date: 31 Oct, 2017

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English







I'm a simple person, I see a beefcake werewolf on a snowboard doing SSX style tricks and I'm tossing money at whatever will get such power into my hands. Having spent a little under an hour playing this game to it's fullest extent, I feel as if my furry trashiness has been my undoing.

This feels like one of those 3D Groove Shockwave games from years ago like Lenny Goes Snowboarding or Santa Butt Boarding. It's primitive, bland and egregiously short. However, unlike those games from years ago at the dawn of 3D gaming over the internet, this game has a lot less going on because they under-utilize the space they have.

For each of the four levels or so I played, you had time attack and score attack and that's it. Usually games of this style would include a crapton of stuff to do like hunting down McGuffins, trick link challenges, hidden spots to find, maybe an alternate board or costume to aim for. This game does none of these things and aside from unlocking characters(Of which the werewolf was last in line, of course) which took the better part of twenty minutes anyway, there's nothing else for you to look forward to.

The level editor and user created levels are the only saving grace and considering the majority of the levels that I found were just giant bowls or straight lines with a goal plopped down somewhere presumably with the intent to grind out EXP, that's not saying a lot.

I bought this on sale for about two bucks and I can say beyond a doubt that That was about the right asking price for this. It's barely a trial game with only user created levels to keep you coming back. Unless you're furry trash like me, then you'll get maybe one or two more plays out of it once you unlock the werewolf.. El Matador is a Third Person shooter set in Colombia and centered around taking down a powerful cartel know as La Valedora. You play as a DEA special agent called Victor who quickly earns the nickname 'El Matador' due to his effectiveness and ruthlessness on the field. Victor is more of an executioner than anything and will make no attempts to arrest anyone or secure any drugs. Pretty much all you will be doing throughout the game is killing from start to end. There are hardly any moments when your life is not at risk but without a decent storyline that may get old fast for some people. Countless hordes of goons will try to take you down and luckily they are fairly fun to fight. What separates Vincent from his peers is that he used to love the movie 'The Matrix' in high school and has somehow gained the power to dramatically leap through the air in slow motion. It is a useful move for a quick retreat when you are surrounded though there is a limit to how many times you can use it.

Your ability to slow time will deplete as you use it and depletes even further if you kill a enemy during it's effect. Killing an enemy normally refills your slow-mo bar shown at the top of the screen. You will be able to toggle slow-mo on and off at will, whether you are standing or crouching and it lasts a long time. I have never had it run out and this ability can easily turn the game into a cakewalk if overused. Without it the game would be quite challenging as enemies are surprisingly good at finding cover and are excellent shots. To add to that, Victor is no superhero, he may have the ability to slow time but he is quite fragile. Taking gunfire will quickly burn through your health and while this game does have regenerating health, you can not rely on it. You gain about one hit-point out of 100 every 30 seconds so you will be there a long time if you want to be healed. Health kits are your only real option to patch yourself up and they can be found in many places like hanging on walls, resting on desks or by opening random cabinets.

Armor can also be found and greatly increases the amount of damage you can take before biting the dirt. These are much rarer than health kits and will not affect your movement in anyway. You will frequently be accompanied by heavily equipped police officers, that also appear to wear body armor but in reality they are all appearance. They are pretty much near useless and will die if an enemy so much as sneezes in their direction. I say nearly useless, since it does help to reveal where the enemy is when they get shot and they do drop some valuable rifle ammo when killed. So your allies are walking piggy banks for the most part. Your enemies on the other hand are highly skilled and hyper alert to everything around them. It will be impossible to go unnoticed and you will be gunned down quickly if you are out in the open. There is no cover system in the game, though you will definitely still want to find some cover via crouching. I quite liked the need for cover, it kept the game from feeling like a pure action game and added some tension as you pop out of cover, while diving near your enemies in slow motion, guns blazing glory.

Speaking of guns there are quite a few of them in the game and you will be able to carry all of them at once. You can't carry much ammo and many of them share the same ammo type, so it does force you to be careful with your shots. Annoyingly enough after every mission, they will take all your guns away and will send you back in with nothing but basic gear, making you

scavenge more ammo and gear all over again. It makes sense that the police force wouldn't allow you to keep random weapons you got from a raid, but in a game where you are pretty much a space wizard, it just feels like pointless busy work. Most guns are too inaccurate and under-powered to be useful in any sense, so you will want to mainly stick to rifles or even a pistol over your shotgun. In enemy hands they are pinpoint accurate, frustratingly enough. Dual wielding is pretty pointless due to inaccuracy and low ammo supply. Some weapons have alternate firing modes like being able to set it to full auto or single shots, which is a cool feature that allows more options to take down your foes. Bullets even ricochet off of some surfaces and are still capable of killing either you or your enemies. That feature isn't used much but it was a neat gimmick.

Glass also has a neat physics systems that allow them to break part by part in gunfights and it just looks awesome to see the aftermath of a battle in a setting full of glass. Your typical explosive barrels are also present but they take way too long to go off and will give your enemy plenty of time to kill you. Simply shooting him is far less trouble. Enemies dress in casual clothes most of the time and all fight pretty much the same way regardless of the weapon they have. An enemy with a shotgun will fire at you from a very far distance while a enemy with a pistol will try to rush you, it can be odd at times but nothing major. Bosses are the exact same as normal enemies and have no different patterns, the only difference being they have much more health and never feel satisfying to fight. They usually appear in the end of a mission and have no sense of importance. The missions end really abruptly, you will kill a boss and that very second you will be teleported somewhere else with no idea as to what just happened. They have no sense of flow and you will be at a loss as to what you are doing now and why. It has no sense of progression or upping the ante, the first mission felt the exact same as the last but in a different environment.

The story is so bad that it would have been better if they didn't even try. There are multiple other characters in the police force, but having just finished the game, I couldn't for the life of me tell you the name of any character other than your own or anything about them. They are just there for the sake of it and add absolutely nothing to the plot or the events. I don't even know what I accomplished throughout the game. The ending was the worst I have ever seen, in any form of media, to top it off. El Matador would have benefited from just being a bunch of levels with no story, honestly. All it served to do was confuse the player, conveniently take away your weapons every mission and break up the action for some pointless banter. To make matters worse the voice acting is horrible and the Hispanic accents they were going for, are terrible as well. It could have been used to their advantage if they had made this into a cheesy, tongue in cheek kind of game, but nope, this game is dead serious in it's narrative. Environments themselves haven't aged too badly and it does inject quite a bit of color at times, which is a nice change of pace from the missions were you are in typical warehouses or sewers.

Now here is the thing that will likely annoy or even ruin the game for some players. The shadows in this game are glitched out and randomly flick around, which not only look weird but will catch your eye due to it's movement and waste your valuable time in a dangerous gunfight. Another thing is the game only uses one CPU core for some reason, so if you are experiencing heavy slow down, just open the task manager, set all cores to on and it should now run smoothly. Moving on from the tech side of things, the music is decent but gets old fast. It has this nice techno beat and it makes sense in the first mission which is set in a club house, but that small loop of music plays throughout the whole game. Never have I been so fed up with the music of a game other than when I played The Slaughtering Grounds. Even after the bashing I gave the game in the last few paragraphs, there is no denying I had fun playing it. If it had lasted anymore than four hours it definitely would have outstayed it's welcome, but as it is, it is a decent little time waster.. terrible and a waste of money. This did not fix a big issue I had with the decisions made: Why is Brad Keselowski the only beer-sponsored driver to get his actual sponsors into the game? Where is Kevin Harvick's Busch car? Even more surprising, where is Clint Bowyer's 5-Hour Energy Car? I also agree with the other comments: it's too little too late. This was promised to us around the time of the Daytona 500, which was over 6 months ago now. We have a new game coming out in less than 2 weeks. Why make these paint schemes available at all?. Crazy learning curve. Some really good puzzles and a lot of dying...

great theme and all around awesome indie game.

I suggest you play this with a controller, the keyboard is a bit harder to control.

p.s. don't stab your bros.

sadly, I cannot seem to install it. until then I'm marking this down.. My game does not work correctly. this game is so lame i cant even describe it i cant beleave even steam would sell it they should pay me to play it. I just don't know. It's not like it's very bad game. I played it on all difficulty levels, earned all achievements but didn't had much fun. At first it was OK - upgrading skills and new units was cool until I managed to unlock it all. Then it started to be simply boring. Don't get me wrong, I'm fan of this kind of games but this one isn't much interesting. There is no strategy in this at all. All you have to do is click the best unit icon every few second and wait till they will destroy aliens. The further you are and more units with aliens appear on stage, the more laggy it gets, no matter what kind of "monster" you have as PC ;-) The graphics, animations, and almost everything - sorry to say, but some free games focused on this genre did better. The only thing I love is probably music in main menu. It's perfect!

Sigma Team! You did awesome game like Alien Shooter, for which I'm really grateful because it's one of my favorite mindless action game I have ever played. Even after all this time I love to run it and have some fun. Too bad it didn't worked with Alien Hallway.

Is this worth getting? I don't know. I did get my copy in some bundle. The best thing you can do before buying this game is getting a demo version from official site of Sigma Team. If you will get into it, buy it. If not, move along.. **DLC verdict: Don't get it OR Get it on sale**

Comment:

In the case of this DLC I lean towards the more negative side. While I have to say I liked the MP part of the game, cutting maps from MP seems like a bad move. This results in dividing the playerbase - you either play with people who do not have the maps (e.g. you cannot play the new maps) OR you have to coordinate with players so you will get the new maps. I saw a bit of the maps and they are great ... just wish everyone had them. Get it on sale if you wish but I personally cannot recommend it.

P.S.: activate this content by launching the game and typing the CD-key in Extras \u2192 Exclusive Content \u2192 Enter Code

If you liked this DLC review you can find more in my [Review Corner.. the story is fantatsic and the graphics, but the only bad thing is no English speech. This game is basically YOSHI horizontal, combined with Tetris Vertical and uses its own 3d engine.. Recommend \ud83d\udc4d. MISSING is a really short FMV adventure game, with some basic QTE - quick time events which require you to click on an action indicator within the time limit. This somewhat experimental little game is obviously planned as an episodic adventure, but there has been some time since the arrival of the first episode, and no news of the second yet. As it is, the game has real promise, yet ends out as a glorious demo.](#)

[We open our eyes, abandoned, chained and stranded in an old warehouse. The words "Play with me" are painted on a nearby door. All that we know is, that we should escape by any means necessary. Meanwhile, there is an elderly detective who's trying to discover what happened to us, as he vows that "there won't be another one". Curious...](#)

[There is literally not a single negative thing to be said about the graphics, since they are real life recordings. It is nearly impossible to say where the cinematic videos end and the gameplay starts. Everything is alive, vibrant and actual. More like watching a short movie rather than playing a game. Ambient, decor and music are excellent. For a FMV, this is one of the best yet. The acting isn't anything miraculous though and I personally think our hero seemed quite dapper for someone who's been locked and missing for some time.](#)

[The game consists of 5 really short chapters, weaved around some really basic adventure puzzles, one HOG-ish puzzle and a couple "dodging" sequences. No actual plot given, no character depth displayed, not much of an actual story presented... you spare 40 minutes - an hour if you are an achievement hunter, adore the cinematic immersion and get done with it. There is no replay value at all. Only an endless wait for this to become a meaningful series of events in the future.](#)

[I'd be curious about the continuation of the series, if there'd be at least an introduction, or a clue or two about a story! Surely, the game is pregnant with some success, but I really hope it wouldn't end up with a miscarriage, never developing the story furthermore. Take your time, grab it on sale if you are curious. In full-price, I'd only recommend it if you are interested in funding developers.](#)

[I do understand that it is a tremendously expensive and tiresome process to fund both game development and real life video](#)

recording at the same time for a small development team, thus I refuse to down vote this. I'd like to be hopeful, and wait to see what this may turn into in the future. Thus, I'm recommending the game as an encouragement. It holds promise. Please don't let the promise go in vain.

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