
Into Oblivion Ativador Download



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About This Game

Into Oblivion is a drinking contest of ridiculous proportion. Each player is dealt five item cards each round and attempts to make one of many mixed drinks for themselves or their opponents. Some drinks have additional status effects, some will make you puke instantly, while others just leave a funny taste in your mouth.



FALLING INTO OBLIVION

Legend has it that this mysterious marvel of engineering known as the Pocket Brewer was invented by Dr. Cyrus Stansfield as a means of keeping the homeless away from his dental office's parking lot. Some say it was crafted by the government to subdue the masses of Starkham. Others say some highly motivated drunks cobbled it together when the Noose & Rafter briefly shut down for the summer. Regardless of how it happened, it has allowed the denizens of the town to easily make dangerous alcoholic drinks and hold all-too frequently drinking contents.

The game takes place in various seedy locations through the city of Starkham (prominently featured in our previous games) and against some of it's better known inhabitants. Players can customize their character as well as challenge friends online or via LAN. Bet on your matches to gain money to buy upgrade, cosmetic skins, and items from the local Shady Merchant.

Now with Easter Event mode! Only active during the Easter holiday season, the game unlocks a new drinking opponent, two

extra achievements, and arena. If you beat H.H. Bunny you keep the unlocks all year round!

THIRSTY FOR FEATURES



The game has the following features best laid out in list format with snappy phrases like:

- Face off against five different characters in story mode
- Various outfits, hair styles, and accessories
- Soundtrack by Macabre Gandhi and David Totten
- Personal and global statistics on debauchery
- Our favorite half-time mini-game Midnight
- Online or LAN multiplayer
- A leaderboard system of true alcoholics
- 52 item cards to mix, match, and drink
- 209 mixed drink recipes
- 30 temporary buffs to save your hide or sabotage you
- Drink in various locations around Starkham
- Bet against friends and foes to acquire coins
- Upgrade and unlock gear at the Shady Merchant's shop
- 36 achievements to obtain
- Halloween, X-Mas, St. Patrick's Day, and Easter Event modes



DINKING BUDDIES

The game features online and LAN cross-platform multiplayer for Linux and Windows so you can drink your buddies under the table no matter what operating system they use... as long as it's not a Mac.

HAVEN'T HIT BOTTOM



Similar to the "Street Loyalty" features of our last game, The Dope Game, there are some small bonuses for players of our other games. Mostly of the cosmetic variety. Each game played unlocks a different skin set to mix and match with the ones you have already. If you haven't played any of our previous games, fear not, you'll only have to spend a little coin to get them as well.

Title: Into Oblivion
Genre: Casual, Indie, Simulation, Strategy
Developer:
CoaguCo Industries
Publisher:
CoaguCo Industries
Release Date: 30 Jul, 2018

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Minimum:

OS: Windows 7

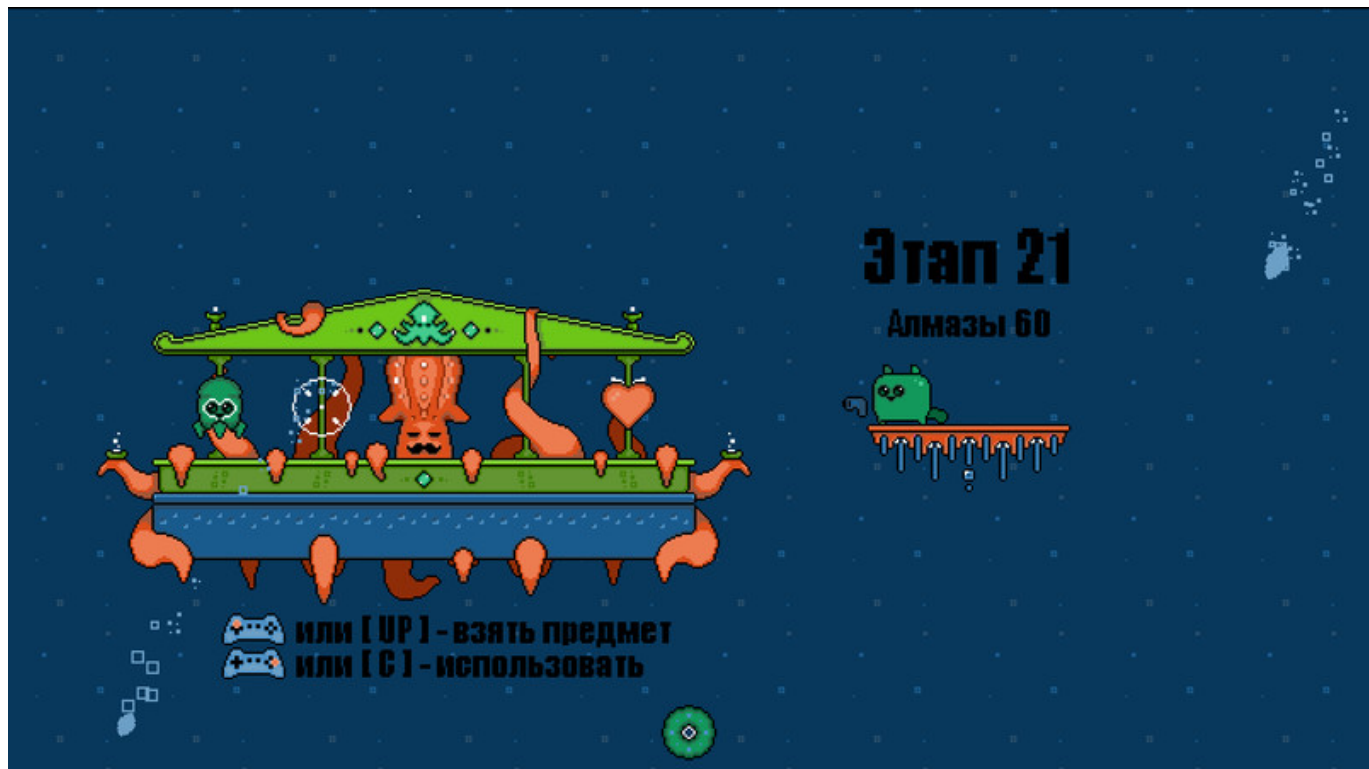
Processor: AMD or Intel

Memory: 512 MB RAM

Graphics: OpenGL 2.1+

Sound Card: Only if you want sound

English



Этап 21

Алмазы 60

или [UP] - взять предмет
или [C] - использовать





5/10

The game isn't too difficult and can be unstressful. Unfortunately, it can become quickly boring. If you manage to buy it during summer/winter sale it can be worth its price. Regular price (4,99€) is a sky-high price. It is a game from point-and-click genre. The only aim is to grow a plant and acquire seeds which are game's currency. Not an original idea.... I got over it but was it worth it?. If you like Gadius, you'll like this game. I don't have much to say, but it works nicely, it has good variation, it's not just a clone of Gadius, but it has alot of variations and unique weapons and enemies to fight. You'll also have a good bout of difficulty to deal with, although you'll quickly find some of your weapons to be absurdly broken. Regardless, I recommend this little gem. The guys behind this game and its brother game Gigantic Army are really good at their jobs.. Very fun party game, just make sure you have people to play with.. Pretty good free game with interesting storyline.. It is beast mode get it free!!!!

To be honest the only reason I bought this game was because 4 days had gone by and there still wasn't a review on the store page. I was kinda hoping for a quirky underrated gem, I guess. I was half-right; boy it sure is quirky. I mean, when the dev popped into the corner of the screen in the form of a youtube-esque facecam in a lazy costume in a poorly-lit environment recorded on a below-average quality webcam, I knew I was in for something at least DIFFERENT, and I'll admit, the gag made me laugh. The music isn't bad either, it's a bit short so the loops gets old quickly but it's nothing too unbearable.

Unlike the graphics. I don't think I've ever purchased a game on Steam with artwork this terrible. 90% of the time, I have no clue what the hell I'm looking at. Now to be fair, if I tried to make a game and do the artwork myself, it would probably look just as bad or worse, which is why I would stick to what I'm good at, and find people who are good at what I'm bad at to do the rest. The environment is a total clusterfuss of indistinguishable assets and the characters themselves might actually make you vomit. I've seen better character concepts on the average 14 year olds Deviant Art page. Water tiles are literally nothing more than 4 lines made with the pencil tool in a couple different shades of blue, it's aMAZing. The game's sense of humor seems to revolve around the idea that it doesn't actually care, at least I think that's what it's going for, I couldn't tell how sincere it was to be honest, so it's okay to be ugly as long as it plays nice, right? but it doesn't.

The controls, oh my god, the controls. So basically it's a non-traditional platformer. Your basic jump ability is a little weak so you have to draw a line from your character to the spot you want to jump and he flings in that direction, which sounds easy, but you don't get a great sense of exactly where you're going and you have to correct your course once you're in the air, but it's so hard to control because your character flies through the air so quick that it's really difficult to process what's going on. You really have to plan ahead before each jump, it's so disorienting. You'll probably be stuck in the intro for a little while before you adjust to simply jumping from platform to platform, and even though I did get the hang of it, it never actually felt natural, merely understood. You also have this teleport ability that can teleport you a short distance, but it doesn't seem to make any sense to me. It's supposed to go where your cursor is, but sometimes it would work and sometimes it wouldn't and I couldn't make heads or tails on how the mechanic functioned. Eventually I figured out which parts of the level wanted me to teleport and to where, but that was just from looking at the level design, I never actually understood it. It's like someone saying "press this button" without being told what the button does.

There's combat too, if you can call it that. You have this tiiiiiny little white line called the chow-blade, or something to that effect, which is kinda lame when virtually every enemy has ranged attacks and you practically have to hump their face to damage them. It was clear to me that this was not a combat-oriented game so I avoided the monsters, but the platforming was frustrating and didn't make sense to me so I avoided that too and got a refund instead.. If you loved DJ Max, this is a great pick up. The syncing of hitting the notes feel perfect and great selections songs from old and new. Exciting to finally be able to play a Neowiz game on PC.

With the keys switching from 4 to 6 is a nice variation (even though I mainly played 4 helps me learn 6.)

Even with 80+ songs feels like the library can be bigger holding even more from previous games. Hope for more songs adding on in the future, feel like I am finding myself already replaying some songs over and over.. Its a good puzzle game with nice artwork and music, worth the price, at the discount of course. So relaxing. Recommended? Yes!

Out of 5? About 3.5

Cyberhunt is an arcade style shooter that is ultimately an achievement hunters wet dream. 500 achievements and all very easy to do! With the hours I am on at the moment I am about 3/4 a way through to completion.

The controls can be clunky with the keyboard so I do highly recommend using a controller.

The game is just simple doesn't require any serious thought, it's just very relaxed and in the markets we have for games now this is hugely appreciated, sometimes a chill out game like this is appreciated.

Under £1 for a game like this is worth it as I assume to many 89p is nothing, great for achievements, passes time nicely DL and enjoy. :). Early unlock, unnecessary.

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