
A Five-day Tour In The Morgue Torrent Download [Patch]



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About This Game

We created a horror scene based on VR, where you can experience unprecedented fear! In the game you should always be vigilant, occasional slack may be fatal, because "they" may now be coming to you, you need to find the best place to hide, to avoid detection! "They" may also hide in a dark corner, or suddenly turn around after leaving! When looking for something with a flashlight, please pay attention, because "they" will find you with the flashlight light source!

Introduction to Play:

"A five-day tour in the morgue" Is a sneak and puzzle-solving horror game, players need to avoid the sight of monsters in order to move smoothly in the game scene. Different monsters have different AI attributes, so players need to use their own experience to judge the next behavior of different monsters, in order to smoothly launch the next activity. In different game levels will provide flashlights or pistols and other game props, these props can help you smoothly conduct investigations and hunt monsters, but may be inappropriate use of props, and let you become the target of monster hunting, so you need some experience in the use of props. Game time is five days, every death is one day. On the fifth day, you still haven't found the exit. After you die, you will need to start the game again.

Have a nice trip!

Title: A five-day tour in the morgue
Genre: Adventure, Indie, Simulation
Developer:
Cancer Studio
Publisher:
Cancer-VR
Release Date: 30 Apr, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7/Windows 8/Windows 10

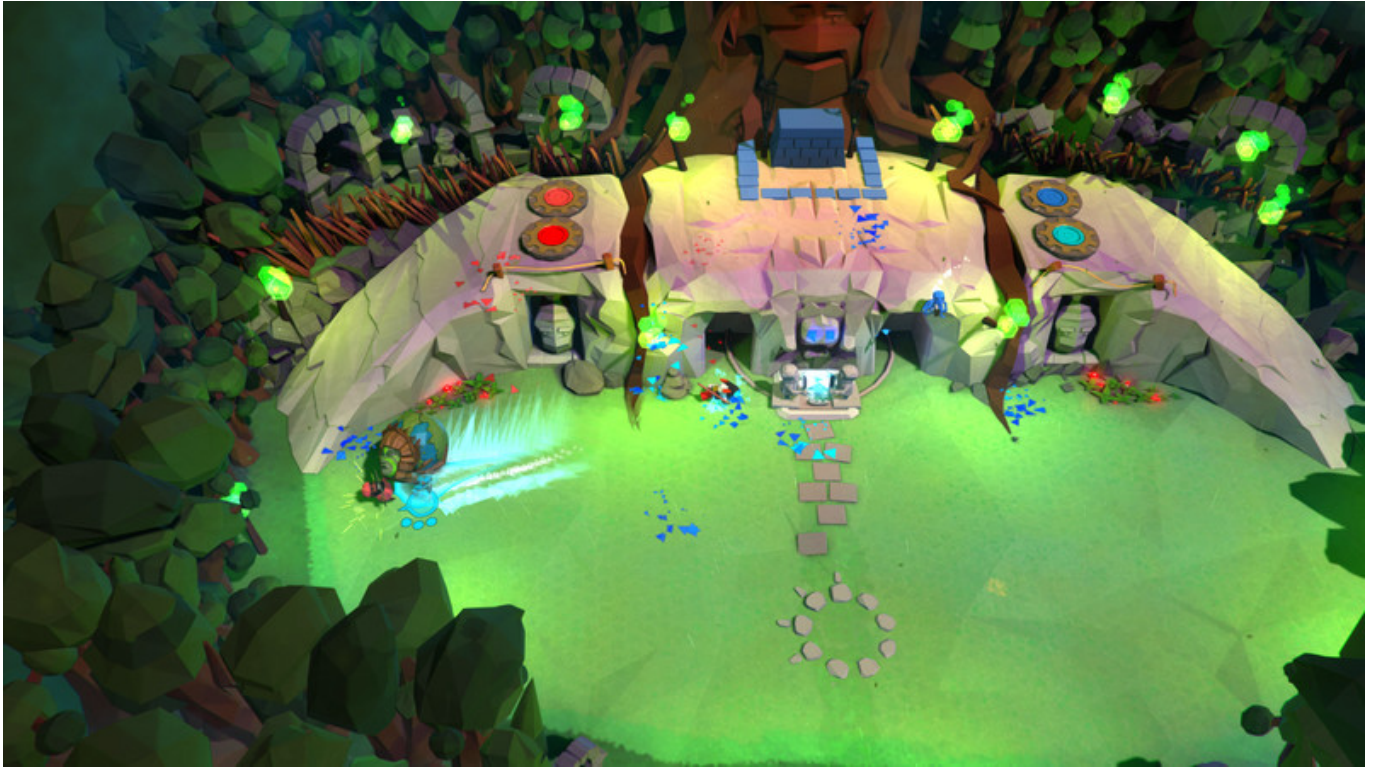
Processor: intel i5-4590, AMD FX 8350

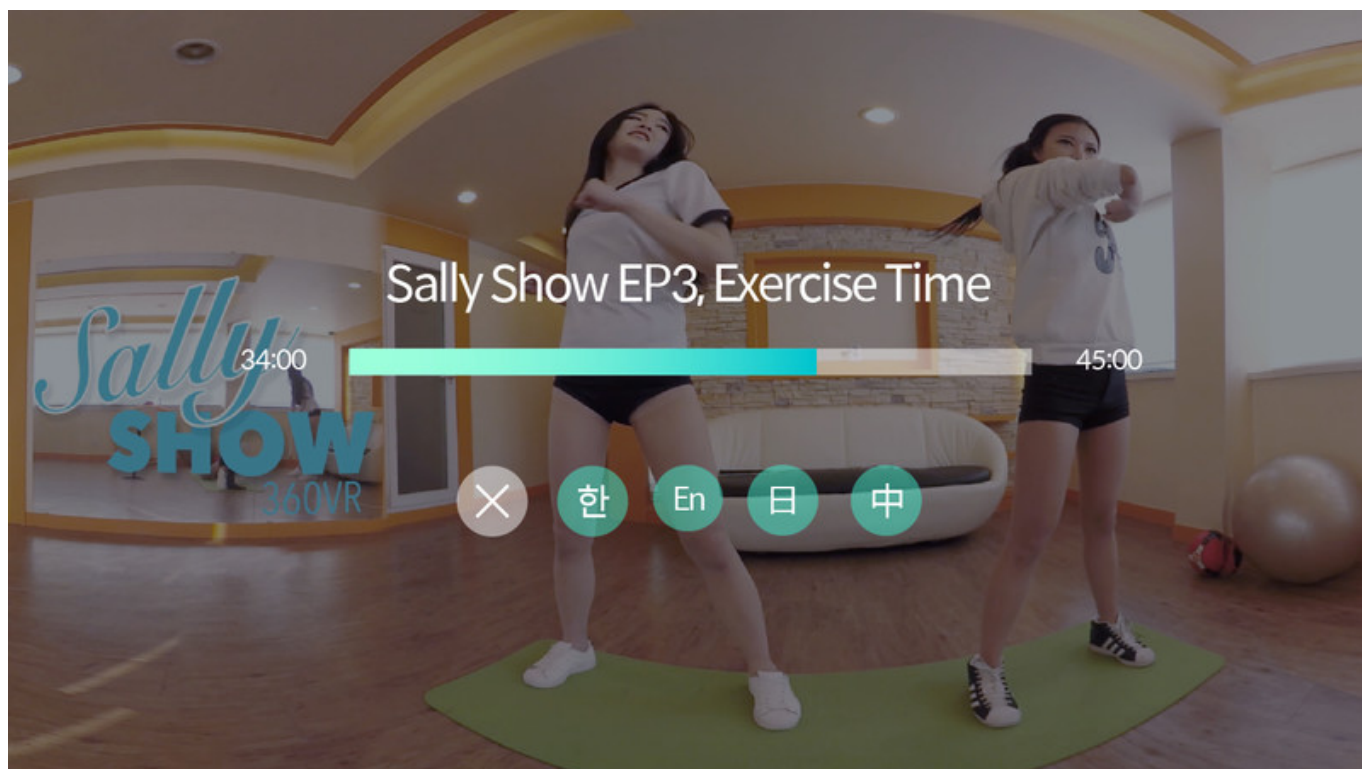
Memory: 4 GB RAM

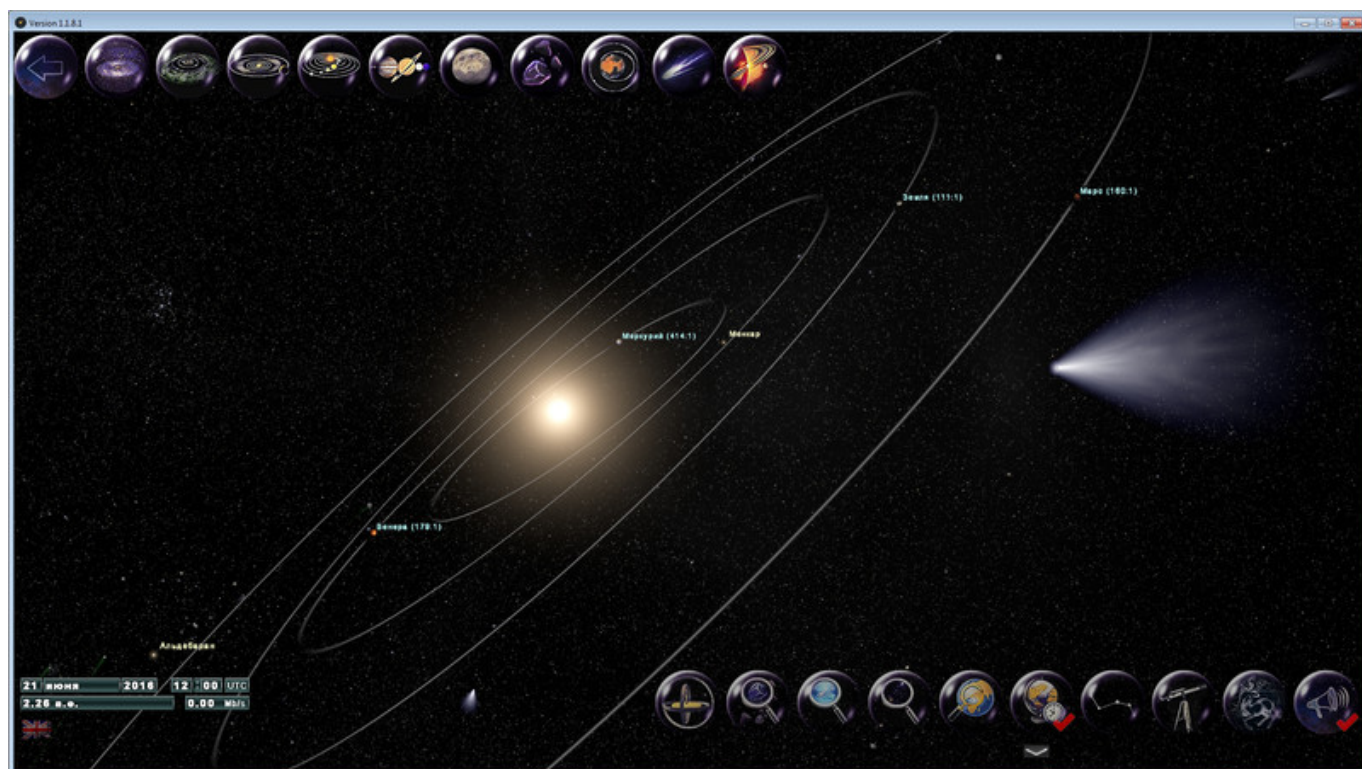
Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290

Storage: 2 GB available space

English,Japanese,Simplified Chinese,Traditional Chinese







How to Survive Barricade! DLC Review

Explore all day and defend all night, How long will you last?

Please note that this Review may contain spoilers from the Base game

Some key points that this game add on has to offer:

- 1.\tNew game mode: Barricade!
- 2.\tUnique crafting recipes.

Replayability:

How to Survive Barricade! DLC is fun, when played co-op with a buddy; chances are if you have one that enjoys this game as much as you do, the two of you will be taking this mode out to test your skills in the all new defensive game mode. It has access to all the DLC content that the game has to offer, so you can truly put your skills to the test to see how long you can hold out against the undead.

MGRza\u2019s Conclusions:

How to Survive Barricade! DLC is fun with a buddy, alone it kind of feels like a drag, it is boring and not very inspiring to play, but then again this game mode isn\u2019t really meant to be played alone.

Keeping an already injured survivor from being attacked by hordes of Zombies while keeping yourself alive is a two Zombie slayer job. The game mode can be played at every difficulty level the game has, yeah even on Kovac\u2019s Way, once the game started you will start in a small camp on Santa Barbara Island with Henry being on a stretcher; Your goal is to prevent him from being attacked and killed, if Henry dies it is game over.

Looking at your screen; on the top you will see the timer running counting the seconds of how long you\u2019ve been holding out and at the bottom you can see Henry\u2019s health bar.

During the day you scavenge for food and materials; small sectors at a time grabbing everything you can carry back to home base, it is here that you will notice that certain new items can be found such as planks and steel plates. These items are used to construct barricades which can be built to funnel and redirect zombies to your play style or strategy, along with these barricades you can also build turrets that can help you keep the zombies off of Henry, provided you have ammunition for them to fire.

Much of the Island is closed down either by foliage that you have to chop down or burn other areas are blocked off by barricades that require explosives to destroy, as you scavenge by day picking up materials you craft and improve your arsenal to better protect your little camp. As you manage to open up more of the island, so does the amount of materials you can scavenge increase.

Scavenge and explore by day, defend by night that is when the horde attacks\u2026 As the days goes by the Zombies start getting stronger and stronger, the amount of Zombies that attack you also increases and at the end of every fifth wave a boss attacks as well.

As I mentioned, this game mode can be fun with a buddy, but solo I do not recommend it, it is a bore to go at it alone, a few things that could of made this a more fun and unique experience; instead of a static location we should of had a few randomized locations that are available to defend from, Henry cannot be healed, so every life point he has is precious. There is no completing this mode, there is only you holding out until you eventually die or until Henry dies.

The Digits:

New Look (Does this content offer something new besides for character and missions, such as new areas, new enemies): 6V10
DLC Content (Does this DLC offer enough content to make it a worthy DLC): 6V10
Quest line originality (Main quest plus side quest lines originality and enjoyment): 6V10
Enjoyment Scale (Overall enjoyment of the game, scale of maps, time of missions, is it fun or a drag): 6V10
Value for Money (Is the price worth this content): 7V10

By: MGR
Overall Score 62%

Additional info:

Platforms: PC: Mac: Xbox: PlayStation
Genre: Zombies: Indie: Crafting: Tower Defense: Survival
Tag Line: There is no Escape, only holding out.
Censor Rating: Mature
Age Rating: NVA
Developer: Eko Software
Publisher: 505 Games
Release Date: 20 October 2014

MGRza Steam Curator:

<https://store.steampowered.com/curator/32364038/>

Full reviews here:

<https://mgrza.wordpress.com/>. Morning Sun is a nice addition to the Pacific campaign and lets you take Japan on the tear through China in the early stages of WW2 the units are accurate and the supply system is top notch this is a add on i defintly recommend.. Played this for the first time at Play Expo and I was instantly hooked. classic retro concept ramped up for the modern era. Great for pick up and play. but don't make the mistake of thinking that you can 'just have a quick game' it's got a serious hook and you'll quickly find it's an hour later!

Great soundtrack. cool visuals and above all fun to play.

. I like the rooms and atmosphere. But i missing somehow an introduction story who explains me where i am. who i am. what is going on and what i'm supposed to do. I also think to add some ambient sounds/music could really enrich the experience.

After running a while through the mysterious rooms i met a demon and after entering a room i fell somehow through the floor (a bug?), respawned in a room and finally ended up being stuck.

So i not really get what "Clockwise" is about and lost motivation to play it again.. Slice is a must play for any puzzle lover. With its minimalist design Slice concentrates on the spirit of puzzle solving. This game offers unique and intuitive mechanics. There are many simple and satisfying levels along some frustrating ones. The greatest lure for me was its meditative atmosphere and the calming effect Slice had on my mind. In my opinion this game is underrated.. \udb40\udc21

(Random Guy Called me a ♥♥♥♥♥♥). its cute... im sure you can find better things to play online (especially since its flash based), not worth the 1\$, but i got it in a 43 games for 1\$ bundle... and got cards from it... so its fine...i guess, one of the better games on that bundle, shame its unstable and only has 3 levels, i enjoyed them.. Very clever game, I wish it was longer. It last around 5 minutes. What a charming and unique game! It is a hidden object game that tells a very heart-warming story of a little boy and his younger sister who falls ill. They use their imaginations to help her through the scary ordeal. I have not finished the game yet but am really enjoying the fresh art style and animations. Kudos to Artifex Mundi for producing something refreshingly apart from their standard hog's.. \u041e\u0434\u043d\u0430 \u0438\u043c\u0435\u043d\u043d\u043e\u0439

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