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About This Game

A rabbit's house is being attacked by reptile menaces from another dimension. With advanced portal technology, they can achieve conquest of the entire planet! In retaliation, the rabbit has decided to gather carrots to exchange for weapons which may allow him to fend off this threat. Will he be able to succeed in his mission and return home?

Further details:

- avoid the reptiles and gather the carrots
- pass through enemy portals to close them
- save the world by using the weapons, and then you can finally return to your home
- first-person perspective immersion places you in the heat of the fight, use your fighting instinct to win the fight

Fun for any age, and a challenging game!

Title: The Return Home Remastered
Genre: Action, Adventure, Casual, Indie
Developer:
AL-GAME
Publisher:
Displacement Studios
Release Date: 29 Jul, 2016

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Minimum:

OS: Windows XP, Vista, 7, 8 or 10

Processor: 2.5 Ghz or faster processor (Intel) / 3.5 Ghz or faster processor (AMD)

Memory: 2 GB RAM

Graphics: 1 GB RAM / Widescreen

Storage: 800 MB available space

Sound Card: optional

Additional Notes: These specifications might cause a slow loading time.

English







the return home remastered

I can only recommend this game to people who are extremely patient, forgiving of an uninteresting plot that has been done countless times, want to play either as a mage or fighter, and have absolutely nothing else to do with their time.

The majority of the time I played this game, my character was walking. Endlessly walking and walking and walking. There are a few fast travel points in the game world, but only a few, and you will frequently find yourself fast traveling back to town to heal or sell items only to spend ten minutes walking back to where you were. Enemies and loot don't respawn, so the trek back is just boring.

When night falls, everything is pitch black, and unless you have a light source, you end up blindly clicking around hoping that your character is moving somewhere. You can't just wait for night to end, because time only progresses when your character moves or performs an action. You could try resting to skip through the night, but if you're in a confined area when night falls, you might not have enough room to pitch your tent. There's also a chance that you'll get ambushed by bandits while you're resting, which is really a problem when you rest in order to replenish your health and mana.

You can't use maps unless you put points into the Cartography skill. One point in Cartography lets you draw crude outlines of trees and buildings. Five points in and you can finally draw roads and water. Unfortunately, your maps don't retroactively update when you put more points in Cartography. You have to walk over the same area again to redraw the map. If you use a potion or spell to temporarily boost your Cartography skill, once the effect wears off, the fine quality map you had becomes overwritten by the crude map representing your actual skill. In other words, in this game, Cartography isn't the skill of drawing maps on paper. It's the skill of memorizing maps in your head.

It's not viable to make a character who uses a bow and arrows as their primary weapon. Enemies take a large number of arrows to defeat, causing you to constantly go back to town to buy more arrows. This means that you're constantly broke, as well as annoyed that you keep having to fast travel to town and then walk back to where you were.

I completed the game using a mage type character. In the beginning of the game, mana recharges very slowly, and fights with minor NPCs take at least ten minutes to finish. Fighting in this game involves kiting around an enemy waiting for your mana to recharge before you can cast another firebolt, hopefully killing the enemy so you can get on with your life. Kiting is necessary because you only get so many health potions in this game, resting might cause you to get ambushed, and fast traveling to town to rest is annoying on account of how long it takes you to get back.

When your stats are high enough to support a reasonable mana recharge rate, combat is still boring. I ended up doing the same thing every time - apply buffs, close in on enemy, swing axe until it's dead, repeat. Cast a healing spell if I lose health.

I'm only speculating that it's plausible to use a fighter type character to complete the game. When magic isn't involved, fights are basically statistical matches. If you have better stats and equipment than your opponent, you'll probably hit harder and more often than they will and win the fight. So a fighter is probably destined to either win or lose every time they enter combat.

A fog of war covers each section of the world map, and you have to walk through every square inch of it to see what's hidden beneath. You never know where anything worth investigating is until you've wasted lots of time slogging through empty space.

Locked chests and doors can be broken into with your weapons. I actually like this feature, but there are a couple of problems with it. The first problem is that in many situations, your weapon will only inflict 1% of damage to a locked chest or door per hit, and your weapon loses durability as you use it. In other words, you could spend two minutes trying to break through a chest and lose your weapon only to find an inferior item within. Magic can also be used to break through chests and doors, but since mana recharges over time, you're always guaranteed to be able to break through a locked chest or door if you spend enough time pacing back and forth waiting for your mana to recharge so you can keep casting destructive spells. There should really be an option to tell your character to keep doing that until they've broken through, and skip that amount of time. As it is, it's just an enormous waste of time.

Another mechanic of the game I liked is how light affects hit chances. If you or an enemy is illuminated, they're easier to hit, and if you or an enemy is in darkness, they're harder to hit. It's possible to position yourself so that an enemy has to stand partially in light, while you're concealed in darkness, thus giving yourself an accuracy advantage.

The time progression mechanic (time moves when you move) is also pretty cool, and lends itself to better strategic planning during fights (even if it's just figuring out the best way to kite around an enemy). It also lets you take more time to think about what your next move is, or even take a break.

But these few positive notes aren't enough for me to consider recommending this to anyone. I personally wish I had those 49 hours of my life back. I could have been doing something better. Like reading. Or knitting. Or wrestling an alligator.. Obviously very early on in development, the game has a lot of potential and is a lot of fun.

Currently, it only really seems to have one finished map but it looks like the second one is almost done (just missing cameras).

The goal of this game depends on what team you're on. You're either one of the coppers or a robber.

As a robber you try to get away with a successful heist. You win if you get to a getaway helicopter with 40,000 buckaroos or if the police mess up and shoot a civilian. You lose if you get shot or time runs out (it resets when you pick up money).

As a cop, you try to catch (shoot) the conniving culprit coveting your banks currency. You win if you shut down the thief before they escape and complete a successful heist and you lose if you lose both your lives in the attempt or lose your job after shooting a civilian (this part I find unrealistic. The facing consequences for your actions part).

Each of these team roles has various abilities and in the cases modifier masks on top of those various classes.

Modifier masks change things like jump height and armour and will reveal your intents to be malicious upon their donning. They are modifiers so while they are neat and add variety, they add nowhere near the amount of the class roles offered.

The various classes actually change the way you play completely. From the spy as a copper where you can pretend to be a civilian, hiding in plain sight and flipping the script on the nefarious nerdowells to the hacker robber class, letting you see through the various cameras the bank thought would be antithetical to the act you attempt to commit.

Balance wise, some classes seem vastly more useful than others (the Heavy class for instance has a helicopter rescue that doesn't seem all that useful on current maps), but I imagine they will all find their places when the game gets more maps finished.

As for cops vs robbers balance, Im still undecided. At first without really paying too close attention to how the mechanisms worked, it seemed almost impossible for the robber to get away successfully, but once you get to grips with how things work, Id almost say thats the easier role.

As for player base, currently, if you're playing at prime time for your region, you might just be able to find someone to play against 1v1, but obviously being a brand new game, that's clearly not finished, its best if you at the very least buy it for yourself and a buddy where it'll be good fun for quite a while.

Some other small thoughts about the game: While given its rather light on resources aesthetics, it performs excellently probably even on a toaster (though Im running on a 1070V7700k both oced), has the minor problem of not allowing me to switch to my other monitor with the dual setup that I have. It seems to lock your cursor in even when out of focus.

Another small annoyance is that the button to change team chat to all chat (which the game has (text chat), also opens up the chat window which is just sort of cumbersome.

Otherwise, even if the game was to stop being developed today, right now(2018-06-17) (though it doesn't look like that'll be the case), id say its easily worth the price of a couple bucks for the amount of fun you'll get out of it.

Be sure to play through the tutorial or you'll wind up confused butting around with the controls for longer than you really need to be. The tutorial is so short you'll feel like a muppet for not having done it first.. Beautiful and simple puzzle game. Difficulty

pacing is very well done, with new mechanics being introduced with a lot of thought and care.

Art and Audio are amazing, a real pleasure to sit and play. Really looking forward to additional content in the future, and best of luck to the developers!. I love it! It's not only much cheaper than the competition, but MUCH BETTER too. How much better? This software was made by someone who knows about visual novels. This software WORKS for the intended purpose!! IT WORKS! You can create with it. \u3088\u304b\u3063\u305f\u3044

Visual Novel Maker, on the other hand, is a scam from beginning to the end.. IS THERE ANYWAY OF SAVING YOUR PROGRESS???PLZ HELP???. I think this is a great game. I own it both on Switch and PC; countless hours wasted and enjoyed!

Its turn 38 in the Great Northern War and my PBEM opponent playing Karl XXI, the young king and a genius at war, have been steamrolling his way deep into the polish heartland, pushing away any opposition with ease. Now however he is starting to feel the sting of my scorched earth tactics as he grinds his way towards Ukraine. Crappy roads, russian winter and infrastructure will wither his invincible forces down. It isnt glorious but its the only way I can win this. Loving it! True warfare!. Had game since release, some actions tied to default keybinds do not work for custom binds. Still no patch for that but trying to sell DLC ?? the part I could play was ok but I'm not changing keybinds every time one of these actions comes up. Bought on PC to use kb+m not play controller first interface design. Waste of my money until patched. 10 year old games get keybinds right, pitiful. If you use controller or default binds go for it, for me it's NO.. Fun wuld be alot better if you could turn of the HUD.. This game runs so slowly that it is unplayable. You need to click several times on any item for the command to be taken into account. Every tiny single action takes litterally ages.... really nice and cool game its pretty fun but kinda hard xd. The game is simple in design and concept, but winning will only come after a lot of practice. It's some of the most fun I've ever had failing repeatedly in a video game.

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