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Shadows In The Darkness Download 12 Mb



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## About This Game

**Shadows in the Darkness** is an intense, cooperative roguelite, letting players venture down into the depths of mysterious dungeons to eradicate the darkness beneath. Play alone or with your friends to explore random dungeons, collect unique loot, and fight dangerous enemies.

## Features

- Vast randomly generated dungeons
  - Everytime a new game begins, a massive system of 21 floors is generated. Huge libraries, small hallways, and open spaces await in this underground network.
- Fully functional 4 player co-op or singleplayer
  - Explore the dungeons with friends! Create tactics to distract enemies, manage the various loot found, and dominate the final boss together.

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-This doesn't mean you can't play alone, however. The dungeon difficulty is fully adjustable.

- 4 intense boss fights
  - As you descend into the dungeons, tough bosses await to stop you in your tracks. Create a plan and figure out how to kill them before they kill you.
- Dangerous, wandering enemies
  - Fight orcs, goblins, slimes, spiders, and much more in the deeper floors. Enemies wander about, allowing for you to coordinate attacks and ambush to increase your likelihood of survival.
- Easy to learn, difficult to master
  - There are very few controls to learn throughout the game, but in order to be able to defeat the dungeon, you must learn the enemies, manage your resources, and fight your way to victory.
- Full physics-based item system
  - Physics-based items allow for a fighting system based on skill.
- Unique inventory system
  - Inventory does not go by slots, rather it is managed solely on space. Open up your pack, and place items in a fashion that allow for the maximum amount of space to be filled.
  - You have a single holster on your back for weapons allowing for quick access.
- Lots of loot
  - Find various swords, wands, potions, and scrolls scattered in chests and rooms. There are a wide variety of items to fight with or use but look carefully, as the best might be hidden somewhere in the darkest corners...

**Shadows in the Darkness** is in Early Access, so please be mindful of all bugs or issues, and leave suggestions in the Steam forums or on the r/scornz subreddit. I'll work my hardest to remove and fix found bugs as soon as possible. Thank you!

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Title: Shadows in the Darkness  
Genre: Action, Adventure, Indie, RPG, Early Access  
Developer:  
Scornz  
Publisher:  
Scornz  
Release Date: 19 Oct, 2017

b4d347fde0

**Minimum:**

**OS:** Windows 8

**Processor:** Intel i5-4590

**Memory:** 4 GB RAM

**Graphics:** NVIDIA GEFORCE GTX 980

**Storage:** 500 MB available space

English



- Home
- Inbox
- Squad
- Dynamics
- Tactics
- Team Report
- Staff
- Training
- Medical Centre
- Schedule
- Competitions
- Scouting
- Transfers
- Club
- Board
- Finances

## RYAN ADAMS

Attacking Midfielder (Left, Centre), Striker (Centre) / AM (R) - Hashtag United

FM 21 Jul 2018  
Sat 19:30

Fixtures

Overview | 
 Contract | 
 Transfer | 
 Development | 
 Reports | 
 Interaction | 
 Comparison | 
 History

English  
**26 years old** (26/9/1991)  
0 caps / 0 goals  
No youth caps

Contracted to Hashtag United

**Valued at £1.2K**

£20 p/w until 30/6/2019  
Backup

Coach Summary

**8 Pros / 3 Cons**

Surplus to requirements

CURRENT ABILITY

POTENTIAL ABILITY

**POSITIONS**

Striker (Centre)

**TECHNICAL**

Corners	4
Crossing	6
Dribbling	7
Finishing	8
Free Kick Tak...	3
Heading	5
Long Shots	7
Long Throws	6
Marking	3
Passing	6
Penalty Taking	5
Tackling	7
Technique	5

**MENTAL**

Aggression	9
Anticipation	9
Bravery	11
Composure	7
Concentration	9
Decisions	8
Determination	16
Flair	4
Leadership	9
Off The Ball	9
Positioning	5
Teamwork	10
Vision	6
Work Rate	17

**PHYSICAL**

Acceleration	8
Agility	6
Balance	8
Jumping Reach	5
Natural Fitness	7
Pace	8
Stamina	8
Strength	7
Height	180 cm
Weight	74 kg

**PREFERRED FOOT**

Right Only

**PERSONALITY**

Fairly Determined

**MEDIA DESCRIPTION**

Striker

**GOALKEEPER RATING**

2

**PLAYER TRAITS**

None

**BIOGRAPHY**

Ryan Adams is something of an icon for fans of Hashtag United. Adams, who is valued at £1K, currently has 11 months remaining on his £20 p/w deal at Coles Park.

Ryan Adams has spent his entire career at Hashtag United but has so far failed to make a league appearance.

**FITNESS**

Needs match practice if he is to be ready for the ne...

CON/SHP  
100% / 0%

INJURY RISK  
Increased

**DYNAMICS**

Highly Influential Player ( Core Social Group )

5 Positives / 1 Negative

Is delighted to be at the club

**PLANS**

No short term plans

No long term plans

**BANS**

Thurlow Nunn Eastern Senior League (South)

**TRAINING**

Striker (Centre)

FOCUS  
None

TRAINING INTENSITY TERN RAT  
Normal In...6.35

**CONTRACT**

£20 p/w

4 Bonuses / 1 Clause

Expires in 11 months (30/6/2019)

**TRANSFER STATUS**

Transfer status not set

Loan status not set

No automatic instructions set

No instructions for the Director of Football

**CAREER MILESTONES**

No landmarks have been achieved yet.

**FORM (LAST 5 MATCHES)**

None available

**SEASON STATS**

No matches played yet

**CAREER STATS**

TEAM	APPS	GOALS
18-19 Hashtag United	0	-
<b>Overall: 1 Club</b>	<b>0</b>	<b>0</b>

NEXT MATCH  
Lewes (H)



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Rarely, if ever, have I been so certain that I would enjoy a game as quickly as I was with MacGuffin. Inside of two minutes I had already purchased a copy for a friend, and we were both laughing our donkeys off!

The concept of MacGuffin is that you must break into a crumbling Japanese nuclear plant and find an item known as a MacGuffin. (Many of you are already in on the joke, right?) The puzzles are silly easy, and not intended to interfere with progress. Clearly, MacGuffin is a satire of the satirical The Stanley Parable, but infinitely funnier (which is in no way a criticism of TSP.) If you liked Stanley for the humor, you'll LOVE MacGuffin for the same reason. (BUT, if you are unable to laugh at yourself, you may find it hard to laugh at MacGuffin as much as others might.)

Pop culture references have perhaps never been as ever present as in MacGuffin, from Nixon and what I believe is the song Funkytown, to the dead-solid best uses of the international NO symbol ever created. This game is simply hilarious, and worth more than the pittance being charged. Much of the humor is hidden or subtly sophisticated(?), and is well worth your time to find.

I only have two issues. One is that there is no SAVE feature, and there are SO MANY hilarious screenshots to be posted that I found myself starting over repeatedly (which is maybe the BEST problem ever!) The other is that the gameplay locks at various points (but not menu access. This would lead me to believe that is was intentional, except that the locking has occurred in three places, one quite early.) But since the game is actually the journey rather than the destination, the locking takes away rather little from the experience.

And while MacGuffin is a short game (how short can't be determined until more info about the locking is shared by the DEVs), but for this rock-bottom price and its high degree of replayability, it's well worth your time and money.

4.5/5 or 9/10 or 90/100 or 934/1000

Thank you.. Given that this game is included with a purchase of Shadow Warrior, there is little reason not to try it, unless you have already played one of the other Viscera Cleanup Detail titles and found them to be uninspiring.

I too had my doubts when first launching this, as cleaning in real life is tedious and something I make a fair amount of effort to avoid - save when absolutely necessary. In this game though, it is ABSOLUTELY NECESSARY: blood, body parts, random items like bullet shells and katanas lying around; the list goes on. You are the cleanup crew sent in to deal with the aftermath of Lo Wang's rampage (hence "Shadow Warrior" in the title) and your mission is to cleanse the temple, top to bottom.

There is something oddly zen-like about cleaning a temple and restoring it to its previous, shining state. You will look for the most optimal routes to clean, and curse yourself when you accidentally knock over a bucket of bloody water or track bloody footprints over freshly cleaned tiles (it will happen a few times; don't kid yourself). The aftermath is also satisfying, and pride can be taken in a job well done.

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If only the real thing was as enjoyable... recommended for those looking for something new to try.

Played on Windows 10 Pro x64 without any issues.. This is a game I played all the time in the 90's. It's old style and turn based strategy game involving war, economy and overall management. I really like playing this game and still play it often. This is my most favorite computer game.

My personal variant of this game: Play against 4 other AI players and keep them alive (barely) and take all other territories. Best to keep enemies separated by your territories to keep them from killing each other. It's hard to do and usually some player gets eliminated early in the game. I build my assets and weapons to a designated level (say like 8,00,000 dollars, 8000 weapons each and 80,000 crops each). Once this is done, then the game is over and I consider that I've "won."

After all the times I've won this game, this variant goal keeps the game interesting for me.. In fact, this does not seem to be the same as the old RTS. The game is boring, ugly and also on Unity. There is no plot, no denouement, faceless enemy, faceless you.. Basically turbo pug.. BUT 3 MOTHER♥♥♥♥♥ING D. HOLY♥♥♥♥♥ THE ♥♥♥♥♥ING DEPTH TO THIS GAME IS OUTRAGEOUS.

YOU GOT SOME CUTE LITTLE HATS YOU CAN PUT ON THIS BLOCKY BUDDHA LOOKIN ♥♥♥♥♥. BRUH YOU CAN PUT A SOMBRERO ON A ♥♥♥♥♥IN CAT. OH MY TIDDIES.

6/10. its ok



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Really fun, simple rogue like. Kept me entertained way longer than it should have.. SwordBounce is a fun, challenging precise platformer that has beautiful artwork. I would recommend it to anyone who is a fan of the genre but a small warning for those that suffer from carpal tunnel or similar hand issues; it does not have controller support so it can quickly get hard on your hands. You can read my full thoughts here: <https://\whatevo.com\post\237\steam-summer-sale-retrospective>. [Best Game of 2019. This game is quite underrated. It's a fun and goofy casual game you can enjoy with some friends or even with strangers - if you're lucky enough to find a server with people in.](#)  
[The voice acting is pretty neat even though sometimes it's a bit cringy.](#)  
[I really like the cute but slightly creepy vibes, however the font they used is... um... it doesn't blend quite well with the graphics in my opinion.](#)  
[The best part is that it's free! So give it a try folks!. TL:DR: Good game, short and to the point. Sometimes too easy but worth a buy, especially if found on sale.](#)

#### Pros:

[-Great Artstyle \(If you like Papers, Please or Please Don't Touch Anything you will love this\)](#)  
[-Great Gameplay Ideas \(would love to see other game with that Switching OS's idea\)](#)  
[-Later Half of the game does a good job of switching things up on you and making the situation feel a bit more personal](#)  
[-The Mainline system did make me feel a bit badass at times \(Possible a con for some, since the gameplay for it don't change at all through out the game, i was ok with it\)](#)

#### Cons:

[-Game is too linear, just when you think you can explore a bit just for fun. You find out the devs never programmed anything that far. \(Example: You might find a website or email address, and you want to look it up just for fun but the devs never made anything for it. Would be nice to have more side stuff to hack into or mess around with.\)](#)  
[-Difficulty to some might be level of hand holding](#)  
[-You personally never feel really attached to anything as a player and the character you play as \(You don't really feel like you or your character is a part of the world and everything going on in it, the later chapters start to sort of fix that but by the time you feel something the game is over.\)](#)  
[-Like i said in the Pros list the Mainline System is the main gameplay aspect used in this game \(To hack, check IP address, download stuff, etc.\) and it can get repetative since it does not change at all](#)

[This was my first foray in the Hacker-esque type of games. I had my eye on Orwell, Uplink, Hacknet, etc. but Mainlining hit the right spot with its artwork reminding me of Papers, Please \(there might be people that hate that fact that so many games are in a sense "copying" that style but to me i can get enough of it, if done right\).](#)

[Took me about 8 hours to beat but honestly i left the computer running during gameplay many times so i would say a leisure run through this game for me was really about 6 hours. Once over the game definitely leaves you wanting more but the aesthetics of the "papers' please" type of games always has that to it \(Perfect example is the great game "Please Don't Touch Anything"\).](#)

[Difficulty was honestly easy, very easy, sometimes holding your hand easy...but for my first outing in this type of game it showed me what was possible with it and left me wanting a game developer to take advantage of it, so to say in short i kinda have a hunger for more games like this but I definitely need more challenge.](#)

[Gameplay mechanics and story was very well done, for a kickstarted game. It seems like the devs had a plan they wanted to execute, they just needed money and once they got the support they needed, they created it flawlessly. The only downside to that is the game feels very linear \(Meaning i wish there was even more stuff i could hack it to just for fun, other peoples emails, websites, etc. there's to little in this playground of a gameworld once you really get into it.\) but like i said its a kickstarter game so i have forgiveness for it, if it was otherwise i would have to say i feel like the game devs didn't want to strive for more and just wanted to create the bare minimum needed to call it a finished project.](#)

[All in all, good game, short and to the point. Worth a buy, especially if found on sale like i did.. Very addictive game! Cannot wait to see what you come up with in the future. Just beat Doorways: Holy Mountains of Flesh. I have to say, this ones a hard call. The cut scenes were complete crap and the controls were clunky at best. But, there were still some great visuals and the idea and story line once you actually got far enough in the game were good. Overall though, I don't think I can actually recommend](#)

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this game.. It looked interesting until I tried to play it...

No tutorial and it deperately needs one. The game is very frustrting to say the least. The UI is utter crap. The zooming is inverted and can't be changed. You can't scroll left or right, but must click on a planet to center the map.

Game crashed first two times I tried to play it. On my third attempt, I managed to get to the setup screen before it crashed again. Finally was able to get into the game, then you must colonize 3 planets, and then WHAT?????

I got as far as trying to setup a trade route. But since there is no tutorial, you have no idea what you're doing.

How do you actually make any money from trade??

How does upgrading a planet affect anything???

What should I upgrade on a planet?

What's the difference between the various corporations?

How do I know which coporation to assign to which planet?

How do you gain favors so you can do stuff?

How do I make money from trade routes (they're always negative)?

Why do I have to reset my trade routes every turn?

How the hell do you play this game?

There's just too many unanswered questions to to actually enjoy anything about this game.

Only thing I got from this game was a headache. The best part about it was deleting it.

Don't waste your money on this utter trash.

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