
Dead Activation Code Offline

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About This Game

A game about boss fights.

DEAD is a game all about that blissful, satisfying feeling when you've finally complete a hard boss fight. That feeling of a well deserved victory as you sit back in your seat and exhale a deep sigh of relief.

DEAD pits you against ten spooky, meaty, angry bosses with tight controls and a banging soundtrack!

You'll die. A lot. And you might end the universe in the process.

Game play

Dead is **tough but fair**. It is not meant to be impossible and does not rely on cheap "gotcha" moments. With tight controls the greatest challenge will be yourself. Learn the moves, perfect the fight and pummel those bosses until their dead!

Want to heal? Stand still as long as you can!
Need to recharge your dodge? Don't attack!

NG+?

NG+ comes with the ability customize your difficulty in layers.

These modes do not come down to "they have more health now" but will truly test your mettle.

Great for speed running or to experience easy bosses with a fresh coat of *hard*!

Features

- A tasty original soundtrack
- Full controller support
- "Youtuber" mode which shifts the UI around to allow room for your face or Twitch graphics.
- Achievements, trading cards, badges and all those extra steamy things

Title: Dead
Genre: Action, Indie
Developer:
Alec Smith
Publisher:
Milo Games
Release Date: 6 Apr, 2018

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English

It's Studio Ghibli flappy bird

what more do you want?. If you like party games, then this is the game for you. Whether you like sports or not, you will enjoy this game! All of the sports in one game!. **Basic Breakdown:** Leaving Lyndow, is a game developed and published by **Eastshade Studios LLC** about a girl named Clara leaving her old life and hometown to set out on her adventures. With high honors, she's graduated and fulfilled her childhood dream of joining the Guild of Maritime Exploration, this brings mixed responses from those who care about her.

With Clara leaving the nest, you walk through and piece things together about the life in which she has led.

With that been said, it is a walking simulator to relax and drift into someones else's adventure. The atmosphere, music and detail in the game make it very easy to do so.

Within this little gem holds a couple of mini games just to immerse you further into this person, re-living, saying goodbye, and cherishing the past that has brought her to this very point.

The way in which you talk to the people whom she knows, such as her Uncle, is extremely realistic and really makes you feel what these characters might be feeling, too. Props to the developers for capturing this all so well.

Graphics: First thing that attracted me to this game was how pretty it was. The texture detail, detail in physics and environments are stunning. Absolutely love them.

Soundtrack: Basically one or two tracks in the entire game with mild variations, but it does it in such a way that it's relaxing and in tune with the atmosphere of the game. It works really well and doesn't feel repetitive even after an hour or so of playing.

Menu: Simple, works well and ties into the aesthetic of the game.

Final Conclusion: Hurray for steam greenlight making games like this possible!

This is a gorgeous little gem to lose yourself within for about an hour. It's all piecing together someones life and being in their shoes when leaving their long time home, family and friends. While it's very short, it does extremely well in conveying its story. Graphics are fantastic, level of detail is superb and I'm so very happy this treasure is on steam and that I could experience this.

Secret Achievements

You'll undoubtedly get these through playing at your own pace, but, if you're a little stuck, here's what you have to do.

Master of the Beads

Play with the beads for five minutes

Tea Enthusiast

Get boycotted by the tea brewer

Do this by having more tea than is probably healthy

Songs of the Forest

Play the chimes for five minutes

. YOU'RE A PLANT.

THAT IS ALL.

IF YOU LIKE COSPLAYING AS PLANTS I GUESS THIS IS A GOOD GAME. This is the worst game I have ever played,

and I voted in 2016.

A great fun and free experience. While currently a small selection, it is very well done. This is along the quality of what I would expect from an actual museum making a VR project. I look forward to any updates. Very impressive for only 3 months by 1 high school student.. 10V10 would sail off edge of map into the dark void of space again, shedding a single tear while dying alone and friendless.

- awesome retro pixel art\glorious explosions
- a tribute to asteroids. but much much prettier
- cracking chippy soundtrack
- tight controls once you get used to them
- purely skill-based, no buying your way to inglorious victory!
- doesn't baby you with unnecessary tutorials, you can drop right into a game without preamble
- blast your friends into oblivion
- die alone and friendless again
- find new friends
- repeat

what's that? already bleached murdered all your friends in dayZ? fear not, for there is a singleplayer mode and it is fearsomely addictive, particularly if like me you have run out of people to torment during your lunch hour at work.

wishlist: online multiplayer so I can run out of friends in other countries.. I love when they remove versions of a game from the store. THEY'RE TOTALLY THE SAME Vs. **Here comes my honest review of Celestial Breach.**

[I have also posted this review on my blog!](#)

[TL;DR This game is utterly enthralling and has amazing graphics. Pick it up and play it for yourself with some friends!](#)

[When it comes to games, I tend to be quite interested in Early Access games, as they have the ability to improve and change the way they play, depending on the feedback given. With Celestial Breach, I was unsure what to think in the beginning. An arcade style flying game? Sounded fun so I bought it the week it came out and booted it up.](#)

[The game surprised me quite a bit, as I wasn't expecting the exceedingly beautiful graphics, nor was I expecting the prompt updates that the developers were pushing out. Let's start with how my first experience with the game went.](#)

[I booted up the game to find quite a pleasant menu screen, with all the options that a game would have needed. I adjusted the graphics to push my system as far as the game could \(ultra\), and then proceeded to check the keybindings. The game seems to be coded on a Swiss keyboard \(I don't know what other keyboards are like this\), as the Y and the Z key seem to be in different locations, with Y, by default, being for the flares \(I know, didn't seem intuitive\). After quickly adjusting my keybindings \(will have them below in the feedback section\), I went to the menu and pressed start. To my surprise, there was not a single server running, but oh well, it had only just been released and this is still the first week of the games release \(I believe\).](#)

[I then hosted my own server, and attempted to play the game as I would any game. Fly, shoot and blow everything in sight up. I died quite promptly and was forced to restart. The graphics were stunning though. There are some areas in which the graphics could improve \(will be listed below\), however, the overall look of the game is astonishing.](#)

[Once I figured out how to play the game properly, I had such fun. I boosted the difficulty up and flew around the skies of the maps like a madman. I then moved to my next step. I tried to get my friends to buy the game. "5 person coop" is advertised so naturally I wanted to try it \(I still haven't been able to\). None of my friends were too willing to buy a game that had so few reviews, so I resorted to the steam discussions and the discord server \(the devs had this up and running so soon in development!\). I asked around and found a player that wanted to play some Coop. We played for a bit and had a blast, with both of us wrecking havoc left, right and center. Oh boy, that was a blast.](#)

[After forcing my friends to come and try out this new game on my computer, I managed to convince two of them to buy it. After having played a few hours with them, I asked them what they thought of the game and if they had had fun. One of them was very happy with his purchase and wished to join the discord, and the other didn't respond and simply shot me with the railgun, in denial that I had proven him wrong about a game he thought was not going to be too fun in the long run.](#)

[Now here for the pros and cons of the game, but there will be no cons, simply stuff I would change/add!](#)

Pros:

- [Beautiful graphics](#)
- [Nice selection of planes and weapons](#)
- [Nice maps](#)
- [Fun gameplay](#)
- [Devs are involved with the community and respond to each piece of feedback personally](#)
- [Nice variety in mission types at this point in time](#)
- [Nice support for different types of controls](#)
- [Nice community](#)
- [Nice development pace](#)
- [Nice amount of upgrades](#)

Change/Add:

- [Change the default keybindings to: Q for special 1, E for special 2 and F for flares. That way it is more universal.](#)
- [Allow people to change keybindings whilst in a game \(I am unsure why this isn't possible\)](#)
- [More maps \(this is already in development though\)](#)
- [Make the blaster noise deeper the more powerful it becomes.](#)
- [Add even more planes \(A larger bomber that does less damage and is less accurate would be cool\)](#)
- [Even more skins for the ships! \(They are so cool!\)](#)
- [Maybe add a ripple around explosions and make the explosions look more 3D \(they look a bit flat as of now\)](#)
- [Improve performance a bit.](#)
- [STOP THE SNOW FROM FALLING ABOVE THE CLOUDS!!!!](#)
- [Balance the weapons a bit more and add more variety to the base types.](#)
- [Maybe add shields that can be depleted by constant bombing for smaller targets.](#)
- [Maybe add different effects on the planes when they take damage](#)
- [Make the enemy fighters less accurate. You can't even outfly them with the interceptor style plane.](#)

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- Allow the huge massive bomber thingy to shoot back at the players, also give it more health on the lower difficulties.
 - Maybe add a super weak high flying ship with one engine (similar to the F-16) that drops EMPs and other weapons. It'd be really interesting to see how players could use it.

Well, that was my entire review. If you read the whole thing, thank you very much for taking your time to go through all of it :). This review is highly subjective and may be overkill for a game at this price, but it's my honest opinion.

I really WANT to like this game, but the floaty controls and lack of six degrees of freedom in a three-axis gamespace really kill the fun for me. Changing direction, even a little, takes a very long time. It feels more like you're on rails with a preference towards hitting walls than controlling anything (without upgraded engines, and you don't get to keep upgrades between the one-or-two minute-long runs). Only having forward and backward is fine if the movement is responsive, but I'd only enjoy this game if it had half, at most, of its current movement inertia. Regenerating weapon energy also takes far too long for my tastes, making the game very boring since you can't fire for long, and then have to wait, and wait, and wait, which is pretty awful when the aiming is primarily spray 'n pray. Maybe I'm just used to Ace Combat (6, not the monstrosity that is Assault Horizons) and Elite: Dangerous, which have tight, responsive forward-only movement and heavy, high-inertia six degrees of freedom movement, respectively. But owning those games means this game doesn't really fill a niche that exists for me anyway. It's just...not fun. "Difficulty" was ramped up to the point of being mostly random and the mechanics just aren't good. The randomness is supposed to be part of the fun, and I get that, but the awful, floaty control takes away the fun of the chaos and just ends up frustrating. It's more like watching than playing.

I feel like it would be a LOT more fun if the developer just went all the way and made it an actual on-rails shooter rather than settling halfway between that and a 3D-free-movement style.

I can see why people enjoy it, but to me this level of quality and fun would only be acceptable in a free Flash game, not a game sold for money. But to its credit, it would be a very good online Flash game.

The Steam overlay also causes severe visual artifacts in-game if it's enabled (on my PC, at least) and had to be disabled in its Steam properties window for the game to be playable.. how can you get a refund on the game

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