

Through The Dark: Prologue Activation Code [cheat]

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About This Game

Through The Dark: Prologue is the first chapter in our VR action adventure.

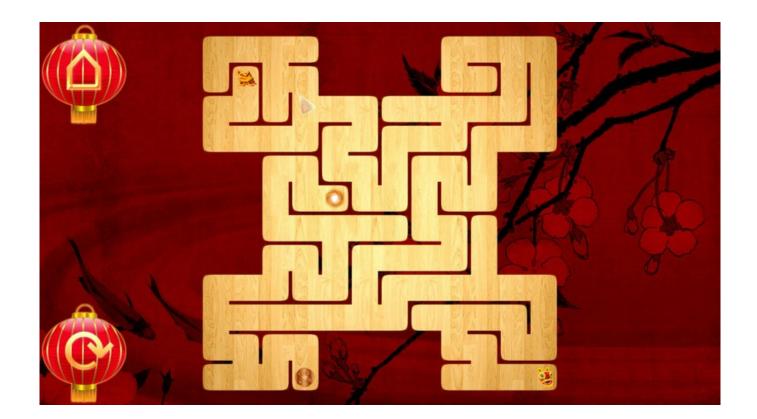
This is The Labyrinth, a maximum security prison built in an unknown location. Her cells are host to lost souls who have been incarcerated here for centuries, unable to escape even in death. The only respite they have is Liberation Day, an ironic celebration for every 100 years. The Warden will release the gates to The Labyrinth and the convicts may attempt to escape. Only one will be allowed to taste freedom.

You are convict 6W02 and today is Liberation Day.

Title: Through The Dark: Prologue Genre: Action, Adventure, Indie, RPG, Strategy Developer: 6waves Publisher: 6waves Release Date: 7 May, 2017

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English







A great game where you get tons of story then slam a bike on some dude's head.

PS: This is nothing like GTA. Anyone who compares this to GTA is dumb.. MUST READ : This game has a great potential but the first 2 developers didn't a good job at all, abandoning the game since it came out the 31 october 2013. This time the game is getting real updates, balances and fix. Don't read reviews about people $\forall \forall \forall \forall \forall \forall ing$ the old Nether version, i'm conscious the old one is a scam but it's still a game with great potential, buy it!

Review

I like survival games i played Infestation, Miscreated, DayZ and others.. Nether is a First Person Survival Action in an urban post apocalyptic city invaded by Demons

I really reccomend it the atmosphere is really creepy and monsters are fun to hunt, the city map is well done, but you have to know what to do to in this game or you will get bored:

1) Start the game doing the main quest talking with npg in the Safezone

2) Join a Tribe

- 2) Invite same Tribe members from server player list if you don't want to play alone
- 3) Take Delivery packages from Safezone to Safezones with other Tribe members while killing monsters
- 4) Learn how to play against Nethers
- 5) Level up priority: [1] Parry talent to fight Nethers [2] 250 HP Bonus [3]+25% RunSpeed [4]Full offensive tree skill
- 6) Avoid West Zone World, Stay always in the city
- 7) Keep all the trash and craft items in bank, it's easy to craft items.
- 8) Avoid to kill players with only a knife, ammos waste
- 10) Very important : you have to disable "Dynamic Lights and Shadows" to avoid performances issues.
- 11) Never stay in open spaces, always stay covered to one wall
- 12) Check roofs around you.. snipers are waiting you

Enjoy Nether!. The game really pulled me in and wouldn't let go. I played the game for hours and joined a really good guild. The game was really fun and worth every minute I played.. Very poor X-Com copy that fails to live up to even the other UFO titles. Not worth buying at any price.. Rose in the Twilitght is a 2D puzzle solving game. It has collectible items that shows bits and pieces of lore of the story that I thoroughly loved. The game's music is dreamy and immersive to the game itself. The game itself is somewhat simple and short, but it's still enjoyable.. The idea is pretty interesting, but it has a few bugs that break the game that made me give up after my second ending:

- Once the judge appeared and pushed me onto a table which rendered me unable to move

- Once the game froze while the judge appeared

- Once, after my lawyer explained one of the evidences found, and I was supposed to resume my testimony, instead I appeared in my cell without being able to interact with anything. I couldn't even summon the menu.

Aside from those:

- The game really needs an option to "wait X minutes" without the need to do an activity. Or at the very least, have more activities and in more places.

- There should be an option to skip a single line of dialog during the courtroom scenes

- You have no way of knowing how most of your actions will affect your testimony, so you basically have to go by trial and error, which makes a victory feel like it's not an accomplishment. I wanted to like this game, the trailer looks good, but it has a lot of issues.

The story is incomprehensible, the controls are clunky, so is the combat. Graphics are bland and there's no sense of adventuring. Even at its current low price of 2 bucks, I wouldn't recommend this.

Watch the full review here: <u>Review</u>. Boring. ugly, bad.

Nothing interesting about this game. Minimalist graphics, elegant gameplay, excellent music. Amazing game that enchants with its simplicity

Incredibly fun game. Holds up well if you can get past the ancient graphics and keyboard-only controls.. False Advertising Garbage.

Achievements are ALL bugged. None unlock.

As this game was sold with the Steam Achievements as an available feature, this is false advertising.

No response from the devs in months, abandonware.. Horrible performance, plagued with a slow motion game speed bug which is YET to be fixed, framerate issues, softlocked my laptop, literally unplayable for a low-spec device. Play "Need for Speed: Shift 2 Unleashed" instead of this absolute death of a simcade racer. Eight bucks down the drain...

3V10. A game about guiding a dog to his drug stash and going wild. That's the best description I can describe this addicting simple roguelike. Thank you Jeff Gerstmann for mentioning this game.. Short but fun!

(But seriously, why is the "Go to" menu placed over the right-side marker?). The game has nice art, but everything else sucks horribly.

* the engine is so bug-ridden that it took a lot of creativity to be able to finish it, even though it is very short (probably possible to finish in two hours, if not for the bugs). The protagonist gets stuck in walls, walks to the wrong place and dies or gets stuck during cinematics, quest progress is reset when leaving an area (e.g. at the beginning do the tasks required by the weapon master, leave the area and return; the guards once again won't let you leave the camp and you have to do all the tasks once more). The controls are erratic, evasive action does not work half the time.

* the enemies are boring, there is absolutely no challange in fighting them, even before obtaining the ranged weapon. The bosses take a lot of hits, but still do not require anything more sophisticated than attack-evade-repeat.

* there is barely even an attempt at creating a story, you are just told to go and do stuff and you go and do it, without any attempt at explanation or involving the player emotionally. Also, as nice as the visuals are, just throwing in a bunch of random names from Irish mythology is not world-building. The game is very short, and just stops halfway ("to be continued" - I would expect the description to at least mention that you are only buying episode 1).. Just buy the \u2665\u266

Instead we got a ... something ... how can I put it? Imagine if someone slipped you hallucinogenic drugs and forced you to watch a bad 80s cartoon about vikings and pirates who all joined some kind of aerial circus... on repeat, for five hours, until you started bleeding from the ears.

Luckily these sort of things end up quickly abandoned, and the empty servers will mercifully spare you from the full depth of what you would have otherwise been subjected to.. It takes a while to get started IMO thanks to bears and wolves harassing you every few minutes.

The leveling of every skill is a nice touch to this genre and makes the grind enjoyable.

Even better is the mechanic of one click and watch your character do the work on mining instead of giving yourself carpal tunnel just to mine one block. For what the game has in it though, I would wait for a sale.

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