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## Inner Voices Crack Pirates Bay



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## About This Game



The game is about the Head of John Blake - the tortured man dwelling in a trap... that only you can guide him out of.  
You will never know whether what you see is true - and you can be sure, that even after you've escaped the trap, not all had been discovered...

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You will be constantly searching for a way to escape the randomised maze of rooms, you will be haunted by new voices and you will be the one deciding... who dies.

Meet John and his past in possibly the only adventure game with a non-linear plot, procedurally generated user path and (more than) a pinch of the atmosphere of your favorite horrors.

# Meet John Blake



*The sun was burning my back... I spent an eternity watching my shadow grow taller in front of me... what... what happened there...?*

# Save John Blake

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- NON-LINEAR storyline.
  - Intriguing, disquieting gameplay due to the ever-changing randomized maze.
  - Unique, dark atmosphere inspired by the works of H.P.Lovecraft, E.A.Poe and S.King.
  - An amazing experience thanks to the moody soundtrack and audio design
  - Addictive story full of plot twists and choices that may lead you to one of 5 different ending
  - A possibility of enjoying the game in 4 different cinematic languages: English, Polish, Turkish and Russian
  - Engaging puzzles with different levels of complexity

Are YOU scared?



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Title: Inner Voices  
Genre: Adventure, Indie  
Developer:  
Sigma Games  
Publisher:  
Fat Dog Games  
Release Date: 10 May, 2017

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**Minimum:**

**OS:** Windows 7 or better

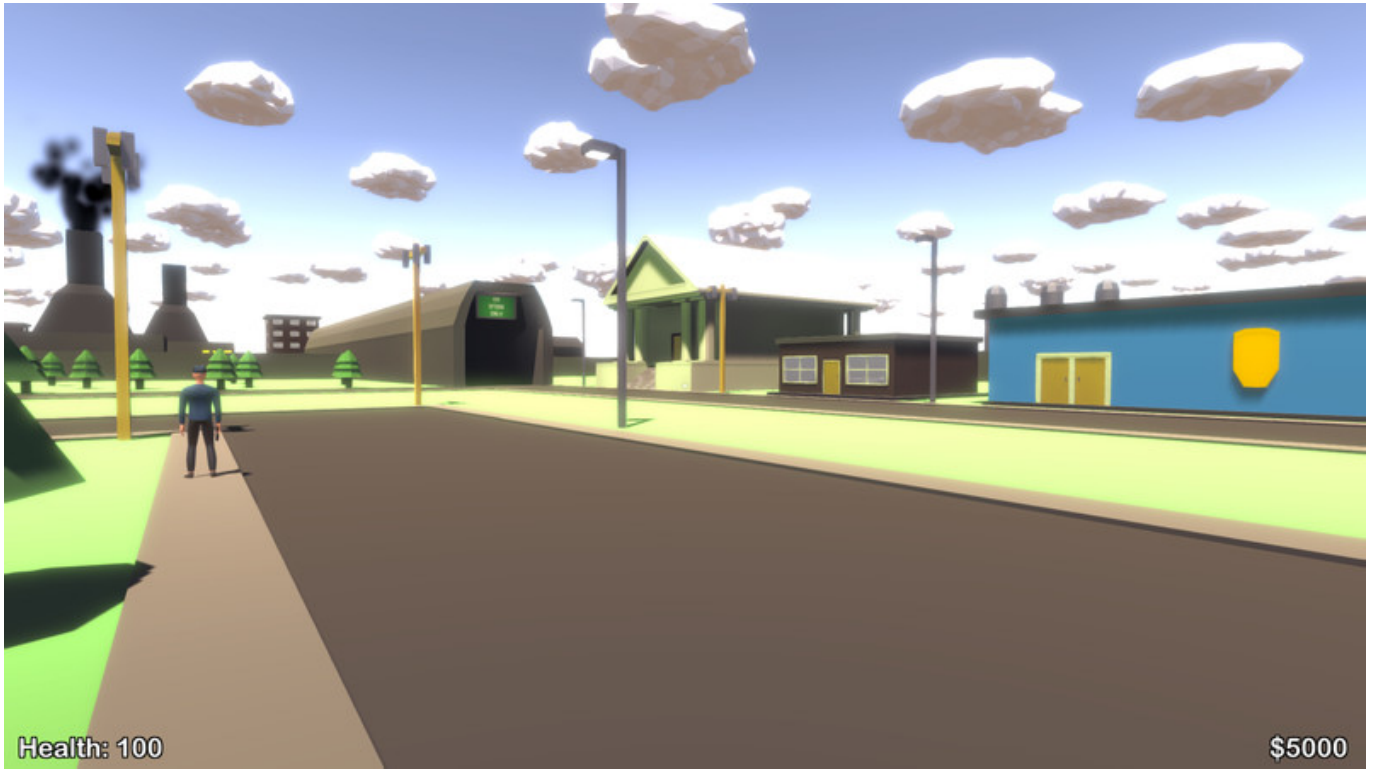
**Processor:** Intel Core 2 Duo or AMD, 2,4Ghz or faster

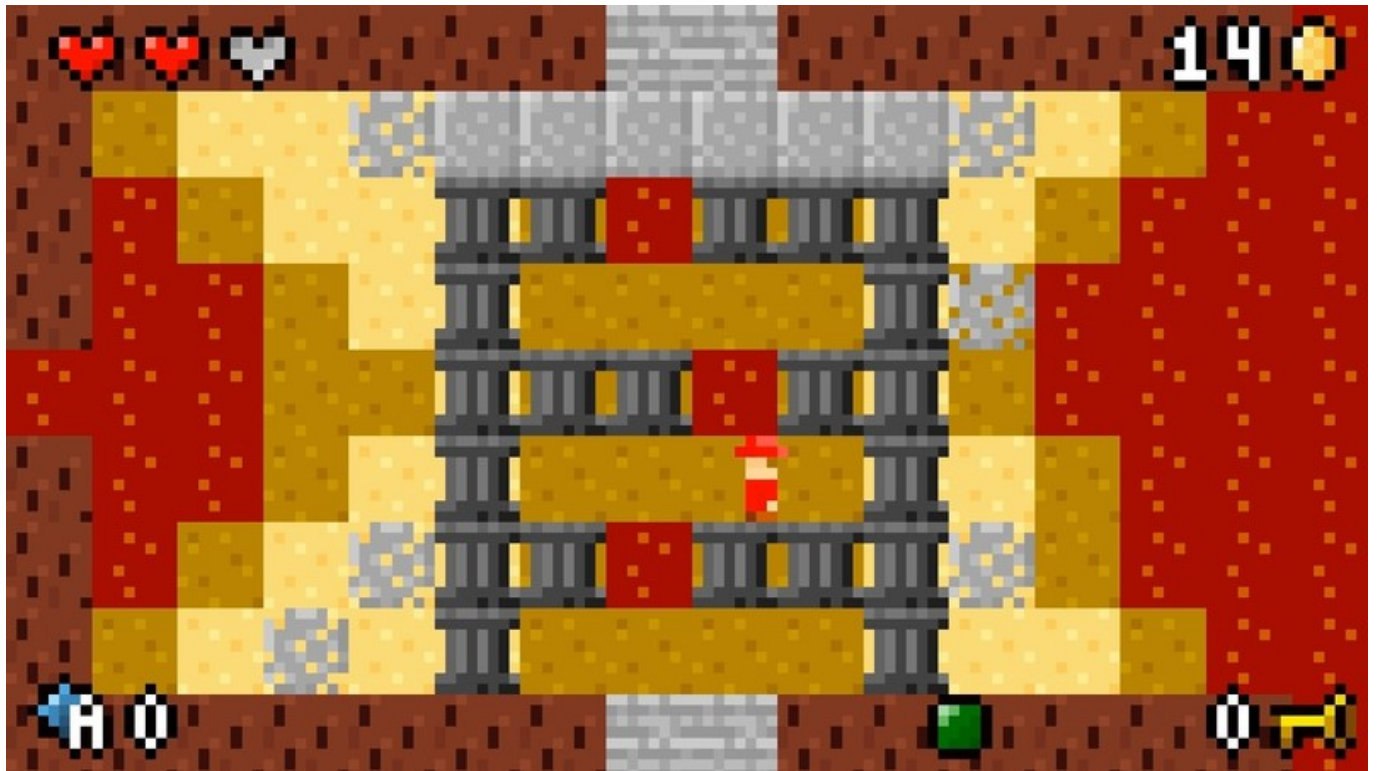
**Memory:** 4 GB RAM

**Graphics:** Nvidia GeForce GTX 560TI or AMD Radeon HD 7850

**Storage:** 10 GB available space

English, Polish, Russian, Turkish











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**TRAITORS, SOLD THEIR SOULS TO ANOTHER PLATFORM!** This is a really great choose your own adventure.

Real flaws exist though. For example, several times in my first playthrough there have been options which have nothing to do with what I've chosen and the path my character is on. They are sort-of spoilers, because I can see how other choices could have gotten to these outcomes, but I basically learn new (spoiler for different path) information from the possible choices I have, which is nonsense. Choosing these options (when I don't necessarily even know what they're talking about) seems to have decent outcomes as well. This also means that I'm now on a path that has nothing to do with decisions I've made previously.

The thing is... I still recommend this game if you like choose your own adventure. It really has some depth, but that is betrayed by the (very few but very obvious) flaws. It really is better than most of the games of this type that I've played.. Great bus sim game.. Awesome game. Improved from BA1 (also a great game) by including skirmish mode. Gives the game unlimited replayability. This game is a hybrid of Panzer Corps and Battlefield's outstanding Combat Mission games. No brainer to pick it up if you're a fan at all.. Its ok but repetitive, passes an hour..... On the 6th of April game went f2p. I ve backed the game since last september through steam. Now i am here for good. Started playing 3 days ago on the 10th of April. At start it can be hell rough but if you give it time and you are not one of those instant gratification theme park people then you are gonna love it. Community is really friendly and we help new people a lot with giveaways. Also on today's update on the 13th of April there were some major QoL updates like inventory slots going from 16 to 24 and bank from 16 to 54. Having 3 banks across the cities and ofc the chests in your plot are no excuse for people saying "omg this inventory sux". L2manage your loot. Simple as that.

Game got hammered by 0.3 hour reviewers that dont even get through the first quest and ragequit.

Game has insane progression that feels rewarding once you manage it. Lots of skill trees with even more coming in the next 2 updates. Also best part is there is a player to player economy like old UO where you depend on other people's crats. Ofc you can go jack of all trades but that would take time. The no auction house part means you can get to know people/bargain with them/change mats and ofc get orders for crafting and gathering.

Game is still in pre-alpha stages but the dev neojac is making the best they can to ensure we get constant updates. They are also really talkative and helpful on Discord of the game.

Overall if you like to be part of a good community that is on the first stages of becoming a good mmo then get in game and start playing. Once you are in the starting area use /say to talk to the town based chat and have others talk back to you or even help you. There is a world chat planned to come along so us the veterans can help the new players easier as well.

But yeah 40+ hours since 3 days ago can tell you if this game is worth it or not. But if you want to listen to steam's charts and 0.3 hours reviews be my guest.

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It's sick!!

The guns/abilities are super fun.

The fights can be long when you're not facing bots(which is awesome).

We need to promote this game so they can get rid of the bots though!. Well, its a simple game.

you're a rabbit... commando...kung fu.... thing.

you fight other rabbits/creatures. defeat all of them on a level, you progress to the next level.

knives, pole arms, swords, etc.

controls are simple, yet... pretty clumsy. button masher feel... kinda automated.

if its dirt cheap and like... cheap. on sale. etc. yeah.

I wouldn't pay full price for this or have any grand expectations out of it, however.

graphics... are fairly decent. not amazing. sandbox/over the shoulder fps feel.

Does this game stand out? not really. lacks a lot of ... presence?

I think it might be the really... dull... however atmospheric soundtrack.

kinda boring b/c of the music I think. maybe that's what drew me away from it?

kinda gave me a bit of the old Karateka feel, except, without any real control over fighting moves.

or, at least thats how it felt first time through.

I will say, It was decent enough that I can't give it a bad review.

Will I still recommend it? Actually... yes. I couldn't find any extraordinary features about this game to call it "Bad". all around, simple. to the point.

Praise worthy? not particularly. But you can't hate on it either. It is what it is.

cheap game. cheap time killer. cheap. Graphics are pretty decent though. for how cheap it feels.

however, I will give it the benefit that it had no problems installing and playing right off the start.

(unlike a lot of other games on steam where it takes like an hour of troubleshooting config setting, drivers, etc just to fire up the game).

5/10. its passable cheap 3d run around fighting.

also, did I mention you're a bunny?. Kinda fun casual game! It's free and you can tell. Still pretty fun.. my base got wiped by a single man. this is by far one of my favorite little games, way more challenging then the newer titles. Used to play this game for hours back in the day! So glad to see it back and better than ever! 10/10. Fun detective game, a little short, but the original story it's based off of is too. I hope the devs make more Poirot mysteries.. PROS:

- great looking pictures and animations...
- happy ending, but maybe not so happy if you played Fox Hime first
- touching story
- loveable characters
- easy 100% achievements
- amazing soundtrack
- voice acting for the fox girls
- HDR10+ compatible (at least my TV screens shows me so)

CONS:

- ...but AA is missing out and "just" a resolution of 1440p. (2560x1440)
- some spelling and grammer errors

NEUTRAL:

- A prequel story to Fox Hime
- almost 4 hours read time (I'm a slow reader, so don't nail me down on playtime)

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## RESULT:

I highly recommend this Visual Novel, it's one of the best ever readed. It starts with an amazing soundtrack, sound effects, paired with great drawn backgrounds and goes on with well animated and drawn pictures of characters. The characters are not just flat actors, but have a very deep going character, no matter about which one to talk. The new voice acting give the character an extra bonus in credibility and let you even feel with the slightest change in mood. The story it self tends to be more serious, then it was with Fox Hime. But still you have a lot of laughters, but there is a huge part of tears to shed for sure too. For achievement hunters, I can recommend it again, because the 100% are guaranteed with one single run.

But there are some letdowns, like in this part, the AA doesn't work, at least for me. The resolution is also locked to a maximum of 1440p instead of native 4K, but it kinda nullifies this negative with HDR10+ support. Another thing to mention are some spelling errors like "Mori" always gets called "guy" and other late game typos like Ruli gets called Luili. Else there are some grammer issues, that you can figure out, even you're not native english speaking like me.

## EXTRA NOTE:

Normally I don't write a section like this, but I highly recommend to buy Fox Hime too. In which order you play them, it's up to you. But if you can and have the choice, I'd go for Fox Hime Zero first and then move on to Fox Hime. The story of Fox Hime Zero is directly settled before the happenings of Fox Hime. Don't want to spoil the story, but it basically starts after the ending of Fox Hime.

## SHORT VERSION:

I can highly recommend it, because the story is perfect told with very loveable characters. <3 (∩/). Dream Pinball 3D Review - Raymond KT

Dream Pinball 3D fails at reproducing realistic physics, rendering it pretty much useless. Even if the player was given a sense of the weight of the ball and the flippers reacted like they should, you'd still have some pretty generic tables.

The table collection in Dream Pinball consists of a bunch of clichés and one ambiguous fantasy game. You've got your medieval table, your monster table, your dinosaur table... They're well thought out with the usual secrets, combos, and special modes, but they aren't inspired. The one machine that isn't easily described is Amber Moon, which appears to be a mishmash of sword and sorcery themes. A sexy witch/vampire lady adorns the table's artwork, but the standout sound effect is a bird call that doesn't sound mysterious or supernatural at all. Weird. Overall, the sound in Dream Pinball is pretty well done. Each table has its own soundtrack, appropriate sound effects, and a voice over giving you commentary.

The first thing any pinball wizard will notice about this effort is the flippers are terrible. They aren't governed by physics at all. There are simply two flipper modes: up and down. Flipping them doesn't result in any movement; they are transported from a resting position to an upright position. This denies the player the ability to finesse their shots with varying degrees of strength.

Also disappointing are the ball physics. The orbs don't feel like they have any weight to them. Each table has a "ballchange" feature that switches the material of your ball from steel to things like marble or walnut. The manual claims this will alter the weight and handling of your orbs, but in practice they don't feel any different. Sometimes it doesn't even feel like the ball is making contact with the flippers.

. This game has potential.

I know it's not supposed to be a "A" class game and all, but the blur and post processing covering the "poor modeling" is too much. Yes i know it was made to portray the drunkenness, but in my opinion it still too much.

I also had to play 2 or 3 times to understand the story. Maybe it's my English, maybe the history telling is not very well constructed. I don't know.

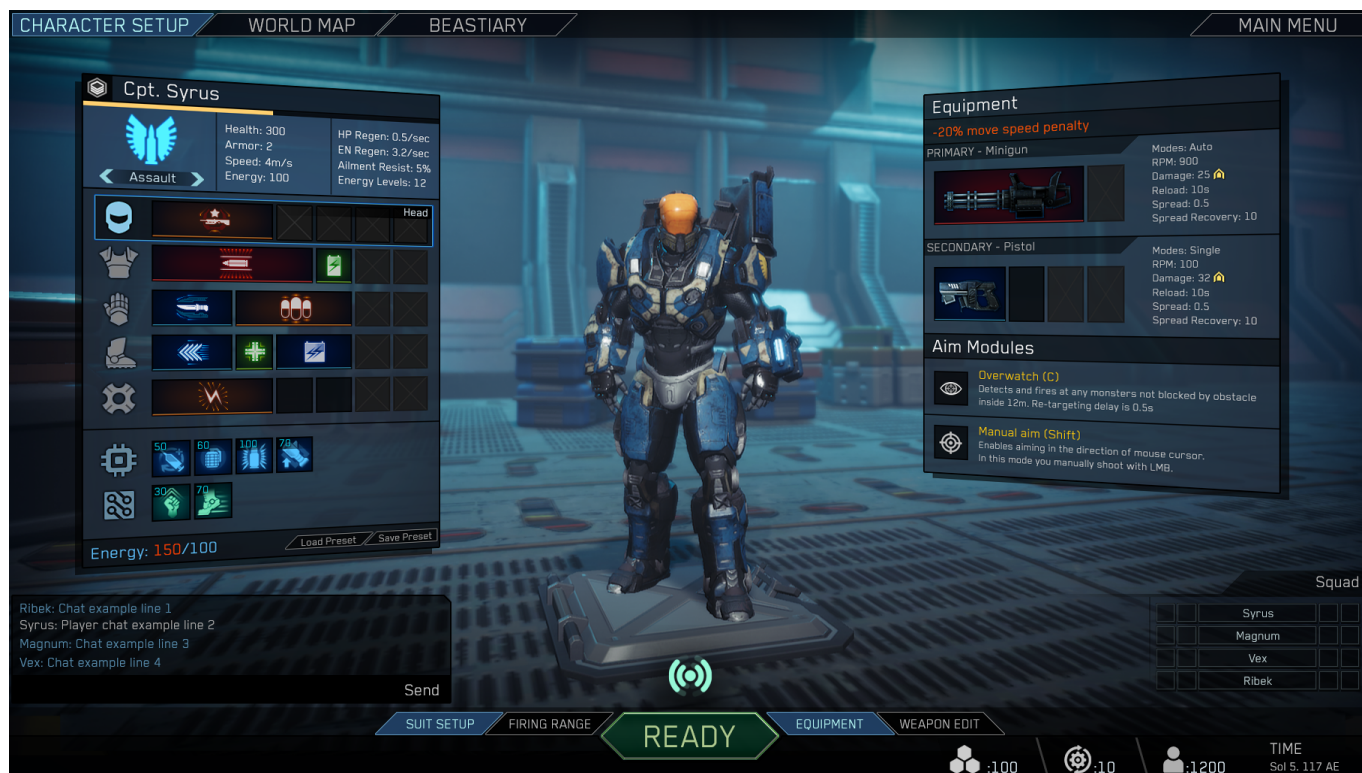
I think it needs to be polished a little more. But they are in the right track. Keep up! I'm willing to give a good recommendation in the next sequences!

Rad Rodgers - Radical Edition The Red Solstice 2: Survivors **Teaser unleashed!**:

<https://youtu.be/E4g3hJ2-nrA>

Dear people of The Red Solstice,  
after months of hard work, shaping The Red Solstice 2 into a game we are all proud of, we are very excited to present you a little slice of what we have accomplished so far. Moments ago we have uploaded our first teaser trailer for the game. It should give you a bit of the feeling we are going for. We hope you like it.

Here are also some screenshots of the systems that are being worked on:



**Armory** is of course where you customize your marine's equipment and weapons before sending him into action. This time around you'll have much broader scope of customization options. You'll be able to pick different firing modes for your weapons, choose to pick more passive abilities at the expense of some active skills, pick one very powerful system instead of few weaker ones, or perhaps just leave more room for ammo, explosives and other items. You'll probably die anyway, but at least you can give some monster a bit of indigestion with the right setup.



**Strategy layer** is a new feature in The Red Solstice 2. It allows you to choose your missions and play in a more campaign like way, capturing and loosing territory, securing resources, and joining up with your friends in order to crack those hard missions. You are fighting for entire planet now.

We are starting to do regular mini updates on our progress on Facebook, so if you want to be updated regularly, join us at: <https://www.facebook.com/TheRedSolstice/> or come chat with us at discord: <https://discord.gg/Fd7x7us>

Join us and give us your feedback and suggestions so we can shape this game into a masterpiece.

Ironward. **Big update!**:





Dear community,  
we have some bad news and some good news.

Let's start with the bad. Solstice Chronicles: Survivors is no more. We killed it, cut it to pieces and fed it to a pit of angry zombies we keep just for such occasions. But there are good news also, bear with us for a bit longer.

When we started working on the Solstice Chronicles: Survivors it was because the community asked for a multiplayer mode in the Solstice Chronicles: MIA and we were unable to provide that with the original game. It was supposed to be a standalone multiplayer game built upon the expanded MIA framework featuring more open gameplay similar to the survival mode.

Guided by our previous experience with the Unreal Engine and some great new talent we were lucky enough to acquire, we started peeling back layers of old code, improving old assets, playing with new gameplay elements, and the more we worked, the more we liked what we saw and more ambitious we got. But the more we worked, more often we got "wow, this is so The Red Solstice" moments.

The turning point happened when we started experimenting with the controls as we felt the pure twin stick scheme just did not feel right in a big open map. It felt somehow static and tiring and someone half jokingly suggested we try the The Red Solstice like RTS type controls. We actually tried it, and after a few days of intense discussions and multiple further rounds of testing we decided it was actually much better. It was then we finally said, "This is The Red Solstice 2!".

[https://store.steampowered.com/app/768520/The\\_Red\\_Solstice\\_2\\_Survivors/](https://store.steampowered.com/app/768520/The_Red_Solstice_2_Survivors/)

So it is our great pleasure to officially announce that we are now working on a full fledged sequel called The Red Solstice 2: Survivors. It is a tactics oriented shooter game made for multiplayer squad tactics but fully playable in solo mode. Basically all that The Red Solstice offered, but improved by years of experience our team has gained, combined with the perks of a modern Unreal 4 engine.

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Game



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