
Urban - Episode 1 Free Download [key]



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About This Game

Story:

A Dark, Psychological and Philosophical Story, which will blow your mind.
About different Gangs fighting for Power in an extraordinary City.
With Vastly Different and Interesting Characters.

Combat:

Truly Unique First-Person Fights, unlike anything you've seen before.
Buy and Use Different Items to strenghten Yourself and weaken your Enemy.
Learn and Unleash Combos to gain Advantages.

Visuals:

Stylish Monochrome.
Told in Innovative Manga-Panels, directly from the eyes of the Protagonist.
With Font and Visuals inspired by Japanese Calligraphy.

Title: Urban - Episode 1
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Burakku
Publisher:
Burakku
Release Date: 28 Jun, 2018

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Minimum:

OS: Windows 7

Processor: Intel i3 or equivalent

Memory: 6 GB RAM

Graphics: Intel HD4000 or equivalent

DirectX: Version 10

Storage: 3 GB available space

English







Gorgeous Minimalism. Impatient souls beware Slow turn ticks.. What a cute adventure i loved it and very nice retro graphic hehe took me around 4 hours so not too short!. A professional never blames his tools, so the old saying goes. Problem is that Osteya developed by mainly a single Russian developer known as MetalBear <http://metalbearstudio.com/vosteya.php> is really unmasked to be Akim Kasabulatov <https://www.linkedin.com/in/kasabulatov> who used the 'Construct 2' game engine to create Osteya which prevented optimization, achievements etc. Instead it was decided to eventually remaster the game using Game Maker and present the remastered version in the near future as an update on Steam which everyone is still waiting for.

Strange thing is that it already has been remastered and for sale as Osteya: Adventures for well over a year as an app. So where is this future update Mr Developer? Where is the delivery on all the public statements you made way back in feb 2016 to your so called valued customers?

Make no mistake about it, this is an unfinished product. It was originally envisioned to have many more levels just as Osteya: adventures does, level editor and more. Problem is that this casual platformer finishes after level 40 and moves you to a cloud level which is a small preview as to what levels 41 onwards may have entailed if the product was ever finished.

The objective of the game is to simply miss the spikes (I hate spikes) and the various little critters that move back and forth and collect 4 keys based in each room to unlock the door and move onto the next level. While the casual feel to the game being basic in nature thanks to having unlimited lives and a super power which allows you to transport through walls by pressing shift is somewhat welcoming, after 2 hrs you will be finished with the game with nothing more to entertain you.

So in final let's look at what we have here. Osteya at normal price is \$8.00. It is blatantly NOT finished for well over 2 years. The app version will cost you \$1.50 and even the remastered version is only \$4.00. Looks like Akim is more than just someone who produces empty promises. With all this in mind, while I enjoyed the game, I by no means can recommend it. Even the current sale of 50% is not enough justice.

Below is full game to settle your curiosity...

<https://youtu.be/B500rmZ-PAg>. The game development is stalling in regards of features. And now the devs decide to take away the only way to have multiple Dinos on one server to play with your friends. Don't like your trike on one evening? Tough luck either you throw away its 7 hr grow time or you will not play anything else. Of course you can take a different server, but then you might be seperated from your friends. Mind boggling decision and I'd say stay away for now as this looks like just a cash grab to make people buy additional copies of the game.. High-Low solitaire is my favorite type of card game. It's relaxing and great for casual gaming. Bonus is the trading cards (which are not working lol) and achievements.. I think this game has more potential than people are giving credit.

The atmosphere is pretty good. I like the ambient sounds. I made a video of how it runs on my pc with specs told in the video. This game dose need work. but, its a good start. its cheap, give it a try. dev please keep updating and fix the issues.

<https://www.youtube.com/watch?v=NiRmnCScBds>. Not a bad DLC, get a nice new faction based on stealth and new options to pillage and spy on other empires.

BUT it feels not alot of content for \u00a310 tbh, feels more like a \u00a34.99 or so DLC for what you get with it.

Buy it when its on sale. I dont recommend its full price like I paid.. It's playable... I guess. The visuals are pleasant enough but the soundtrack, gameplay, controls, bugs/crashes, and general unpolished nature of this overpriced debacle will have you wishing for death.

This feels like an unfinished product in almost every way. It has potential but needed to left in the oven a lot longer.

This is an underrated game, built more for a niche audience and only providing short bursts of play before getting tiresome. Space fans and those of the gaming community starving for a true successor to the Homeworld series might find some value out of the overly simplistic space combat.

Technically a rogue-like game a la Oregon Trail or Rogue Legacy, Weird Worlds' item collection and map generation keep you entertained for a time before you realize that each play session varies little compared to the next. The small amount of items and ships don't help it.

If you're starving for a good space combat sim, keep waiting.. Probably not worth the install though. I played it once got the only achievement and uninstalled it.. I've always heard of the Hindenburg disaster, but I never truly thought about the mechanics of the airship. This title allows you access to every inch of the ship and even has models standing at their posts just like a real crew would. Comprehending the complexity of maneuvering this machine was an amazing realization, and ultimately increased the dread I felt putting myself in the shoes of the crew and passengers that were present during the disaster.

Excellent narrative gives you an incredible amount of info on the ship's history, operation and other cool info. There are other experiences outside of the exploratory narrative. You can witness a reenactment of the disaster from ground view (very sobering experience). You can stand alongside it in the hangar to get a sense of scale. You can even pilot a little RC Hindenburg. It does some pretty unique stunts that I don't think the original crew could duplicate. :D. If you are looking similar like Super smash bros, this feels like a good way to do it. This game does not deserve all the hate it's gotten.

The story is good.

The gameplay is good.

The graphics are really good. The SOUNDTRACK is AWESOME.

The effects and animation are good.. Had an issue with steam controller early on, but was patched the same night by the devs. Fun game. Would highly recommend for anyone who enjoys nonsensical party games. Would be great on a big screen with a few friends.. You really need the class 31 if you like the early-mid Diesel era.. Not a very enjoyable game. I can somewhat understand it being OK on a mobile device when you have some time to kill on the bus or train but it is a bit silly to run it on a pc.

First of all, there is not really any music to accompany the robot, which I think is a bit sad! The little guy is on a mining trip, he could atleast whistle a merry tune!

The mechanics are a bit simple and dull. There is a prize somewhere that you need to find but there is no real challenge of getting the prize. Yes, you run out of energy and equipment but is super easy to just hop back to the surface and replenish everything instantly without any cost.

As long as you keep a lazy eye on the energy level and can count to 9 (amount of ladders to get back up again), then you can beat the game quite easily. The levels are just a matter of time then. I did not play a whole lot of it, as I got bored with it within 5 minutes of playing this. Not a good sign for a game, I feel.

Not a very enjoyable experience, I'm sorry to say.. This game seems to use the 2 hour timelimit to make it so you finish the game right around where you wouldn't be able to return it.

Played it for about an hour, the game had multiple bugs, somewhat shoddy controls, the voice chat in-game was so low we had to use a third party app in order to talk to each other. At one point a EAR PIERCING screech from someone on fire shrieks in the one players ear trying to be horror but more just a way to damage your ear drums.

I like the fact that they're trying to be a horror "We Were There" type of game, but dislike the fact that it doesn't feel like a finished, polished product like the original We Were There (Which is free) was. Along with the puzzles were glitchy/broken.

For example, the second puzzle, after solving it can be re-activated and inavertly breaks, which ruins the game until you restart. The puzzle afterwards seems to not follow the clue it gives, then shoves the other player in an almost empty room aside from an extremely loud wailling body on fire that chases you, which can be thwarted by positioning yourself inbetween 2 garbage barrels.

Overall, good attempt at something that could be a worthwhile co-op game. However the many game breaking bugs and overall

unfinished feeling of the game makes this game fall short of being something I can recommend to people.. Really interesting but you forgot the main part. Where is it?

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