
Magdalena Download By Apunkagames



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About This Game

The mind dissolves in the surrounding darkness like pain dissolves in wine. Remains of memories crumble and rapidly leak like sand through fingers. And only one name stuck in the throat filled with fear. Magdalena... Minutes feel like days while waiting for something to happen. So the shadows become longer when the day dies.

The light will direct your path

You play as George, who got through bloodcurdling events. The light will help you to find out these events.

Recall Everything

In order to gather a complete picture, you need to find all the fragments of memories and piece them together. What's hidden behind the room's door you can't open? Restore the chronology of events and find the last element of the picture — a key to the room that's been locked for years.

Explore the World Around

You can move and view every object in the house and outside it. Search for the clues that will lead you to the truth.

We were inspired by the Edgar Allan Poe stories while developing this game. We tried our best to create the same oppressive atmosphere of desperation and horrifying plot.

When we were creating the game, we wanted to fill it not just with graphic, but the plot as well. That's why the game has that much of the text. In this case the game may be considered as visual novella, rather than adventure. But we have some gameplay here. To make the player easier to understand how to play this game, we put that disclaimer here. At the end of every note there's a short hint of where you should go to find the next note. It might be any item in any place. Discriminating reader will be rewarded by complete and chronological story. But the game does not force you to play linear. You are free to explore the map and to find the notes circumstantially. Enjoy.

Title: Magdalena
Genre: Adventure, Indie
Developer:
MagdalenaTeam
Publisher:
MagdalenaTeam
Release Date: 22 Feb, 2016

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Minimum:

OS: Windows 7

Processor: Intel Core 2 Duo 2 ghz

Memory: 2 GB RAM

Graphics: Nvidia GT 730, minimum 1280x720 resolution

DirectX: Version 9.0

Storage: 4 GB available space

Additional Notes: Minimum system requirements guarantee a steady 30 frames per second in HD resolution

English,Russian

LOST DIMENSION

ロストディメンション

If psychics with MATERIA venture into a mysterious tower to stop "THE END", an agent of the apocalypse.

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NAISU game !!!

Why i buy this game ?

- Support potato PC/laptop i try this game on my potato laptop... Check my profile if u want to know my specs
- Have a nice co-op gameplay
- The girl looks like pretty, but she is still a ghost... wait, i can see her pants when shes flying ???
- Nice graphic and sound... Very creepy
- No light or lamp in this game ? Nah, its good for me. Makes the game more scary

Score : The best score for this game maybe 8/10

But...

- No communication in-game ?? Looks like a crazy 4 man finding a dolls and trying to burn them in a creepy house
- No advance graphic setting (just got 20-29 fps cause the graphic standard too high even its low setting)

Need improvement in..

- Add a advance setting graphic please... It helps the potato laptops and PCs to find a match setting in this game
- This game need a communication in-game.
- More maps please...

. Great bullet-hell twin-stick shooter with broad customisation of the player's ship, and a variety of unorthodox enemies.

Pros:

- *Modular ship system; hull, engine, etc
- *Modular weapons system; ammo type, payload size, etc.
- *All ship and weapon components are upgradable
- *Large variety of enemies, including melee-dependant
- *Using obstacles & friendly-fire are viable tactics
- *Multi-player, both co-op & PvP

Cons?:

*Soundtrack variety is sparse. So... this game is a trainwreck. It takes on average 4 minutes to load. It has no training mode. There's like maybe one or two songs in the game. It's a very huge mess of a game that probably has no business being released.

But why the hell do I recommend this game? I know there are folks out there who have played fighting games long before Street Fighter IV came out, long before the idea that "balance" was a big deal and the need to patch and make adjustments here and there to overall make it "competitive" or what have you.

Sango Guardian represents a time period where none of that was a thing. You just find some weird fighting game while browsing the internet, you sat down and played it, and you find the most brokenest thing that you can, have a lot of fun trying to figure out how this game ticks, and you just roll with it. For many, this was a weekend filled with hours of fun, trying to make sense of stuff like "Holy crap, this guy's crouching light kick has barely any pushback and it's spammable for like 15 hits" or "Wait what, this guy can combo off of normal grab into super and do like 50% of their life?!"

If you got local friends (because this game has no online) who are into random janky fighting games, then honestly you're all set. This is perfect for those occasions where otherwise you're playing some random anime fighting game that isn't BlazBlue or Guilty Gear, or maybe playing some old arcade fighting game off of MAME, or maybe you finally found out what the heck Dong Dong Never Dies is. And even by yourself, this game has quite a bit of things to keep you entertained, possibly leaving you appalled every time you find something new.

And it's not that this game is unplayable either. It's very much playable and not sluggish at all. Sure, it has optimization problems from what I understand, though I haven't really ran into these issues. But for the price you're paying? You can't really do any wrong here. Save yourself the money from buying another soulless Street Fighter V DLC character and just put it towards this. I'm sure you'll have a lot more fun.. Dollhouse is one of those indie games with amazing looking concept visuals, and so you think "Hey, this could be really good". And I think the developer's intentions were good, but after creating the base story of the game there came the harsh reality that this is a GAME. If this were a movie it would probably be very good, but like another high profile indie game, We Happy Few, this game doesn't deliver in the gameplay department.

It has wonderful visuals (in the cutscenes at least), a promising scenario, and terribly boring gameplay.

You get a sinking feeling when the game lets you out of the first room into what appears to be a hedge maze in the dark. Then you read the 'Discussions' forum on Steam and see that the developer claims the single-player is 6-8 hours long, but PROCEDURALLY GENERATED so it's got some replay value, and will differ from person to person.

I can't think of too many games that do procedurally generated levels well, but either way this game is definitely NOT one of them. You go rambling around the hedge maze finding generic items. I imagine after I finish the 1st maze I'll get a cutscene of the woman's life, and then I'll get thrust into another hedge maze. Rinse and repeat until the game is finished. I'm not sticking around to find out though -- returned.. Buy this game and have the feeling of wasting your time in a bad way, only for 9 dollars. 0/10 would not waste my time again.. you can't on people.. I'm not sure how I stumbled across this game, but I'm extremely happy that I did.

It was a rather enjoyable time. It reminded me of the movie Fantastic Mr. Fox in a way, although that could be due to "HOW" I was playing it. The characters are rather enjoyable, the story was very easy that anyone could follow along.

Although a little short, and the game has a few flaws, I think it leaves you with a sense of happiness and a smile on your face.

Here's my voiced play through.

<https://www.twitch.tv/videos/426906094>

"From here to there, be righteous Everywhere" - SimplyRed. The main problem I have with this game is that the smaller factions, clearly deemed less important by the developers, have really awful unit variety. Whilst Rome for example, has loads of different units, and unit progression to allow for completely different army setups, factions like the Iceni don't. This makes it hard to replay the game because only some of the factions are interesting to play as. The factions that have the same culture tend to have the same unit roster which is just laughable.

The second problem I have is the DLC. If you were to add all the DLC it would cost \u00a390 - that is never justifiable. Whilst I understand charging for additional campaigns, charging to add major factions - like Sparta - which most people would be excited to play as is a disgrace.

I do enjoy the varied battles, and I think the game is beautiful. However, a lot of the maps are the same and I think they have been lazy when it comes to this side of development. I also don't appreciate that certain features aren't available for those playing on Mac. You don't get the ancestral update for example, but the price is the same? How is that not illegal? Surely there should be a Mac edition with a separate store page that is discounted?

Is the game worth \u00a330 (It's current sale price) - No.

Would it be worth \u00a330 with all the faction packs, unit packs, and the Blood & Gore DLC - Yes!

However, I doubt CA will change anything as long as morons continue to pay for it. And Game Developers wonder why some

[people choose to pirate games.](#)

[How are working class, and those less fortunate than others, expected to pay \u00a3120 for a game and all of its DLC?](#)

I've looked for some time for a game to enter the Total War franchise. My first game was Rome II, but I didn't understand almost anything, and stopped playing it. My second game was Shogun II, and that time around it was a little bit better, though I still didn't know what exactly I was doing, and was quite surprised with the consequences of my decisions. Then I bought this game, and all had clicked into place for me, and I have a wonderful time in Total War now. I have finally understood why so many people love it. Also one more small thing: the intro. Usually I don't watch any intro more than once, but I watch this every time at full length. It's just perfect, it's a masterpiece of the acting.. its amazing. This and Doll City are the only VR games I've ever uninstalled. They are also the only VR experiences I've ever played that induced stomach-churning, walking-with-a-20-degree-list-for-45-minutes-afterwards motion sickness.

I love the surreal and bizarre... whether it be books, movies, games or art in general (think Philip K. Dick, Dali, Burroughs, Lynch, Cronenberg, Magritte, etc.)... but these games are just bad. Bad-bad... not good-bad. Bad controls. Bad graphics. Bad sound. Bad.

. This is a really great game. I had lots of fun making my own ocean scenes.. looks good on knife and big guns.

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