Turnover Free Download Install

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About This Game

Features

- Challenge your stealth skills by using cover, remaining silent, and staying alert to avoid enemies. Utilize the clang of a wrench to distract, spray a fire extinguisher to obstruct view, and more to help you slip by.

- Stay tough! Enemies react to the environment, staying alert for noise and working together to hunt down targets.

- Look out for others by recruiting and protecting fellow workers as they disable security networks. Enlist the help of Rent a Cops to help you take down patrols.

- Find hidden perks to help you gain the edge and increase your chances of survival.

- 3 difficulty modes are available to suit your play style: Easy, Normal, and Hard.

- Available for Windows, Linux, & Mac OS X.

Free Extras

- Includes Turnover's main theme in FLAC format: "A Hostile Takeover" by Jeremiah Pena.

- Includes custom level support. Refer to *extras/CustomLevelDocumentation/index.html* for details.

Story

In near future America, the emergence of corporate monopolies has placed a strangle hold on the economy. Among a glut of mass privatization, corporations begin contracting private military security firms to protect their assets. Setting a controversial precedent, defense contractor Grand Robotics Inc. deploys a private security firm to be their "Mergers & Acquisitions" arm.

After a failed attempt to buy out competing Bartleby Automation, Grand Robotics turns to their security firm to execute a "hostile takeover" of their competitor. The firm storms into Bartleby's corporate HQ and locks the building down.

In Turnover you play Clea Holden, a Bartleby worker who becomes caught in the middle of the crisis. Coming to the conclusion that the situation is too volatile, Clea hatches a desperate plan to escape. She must find freedom, armed with only her determination to survive.
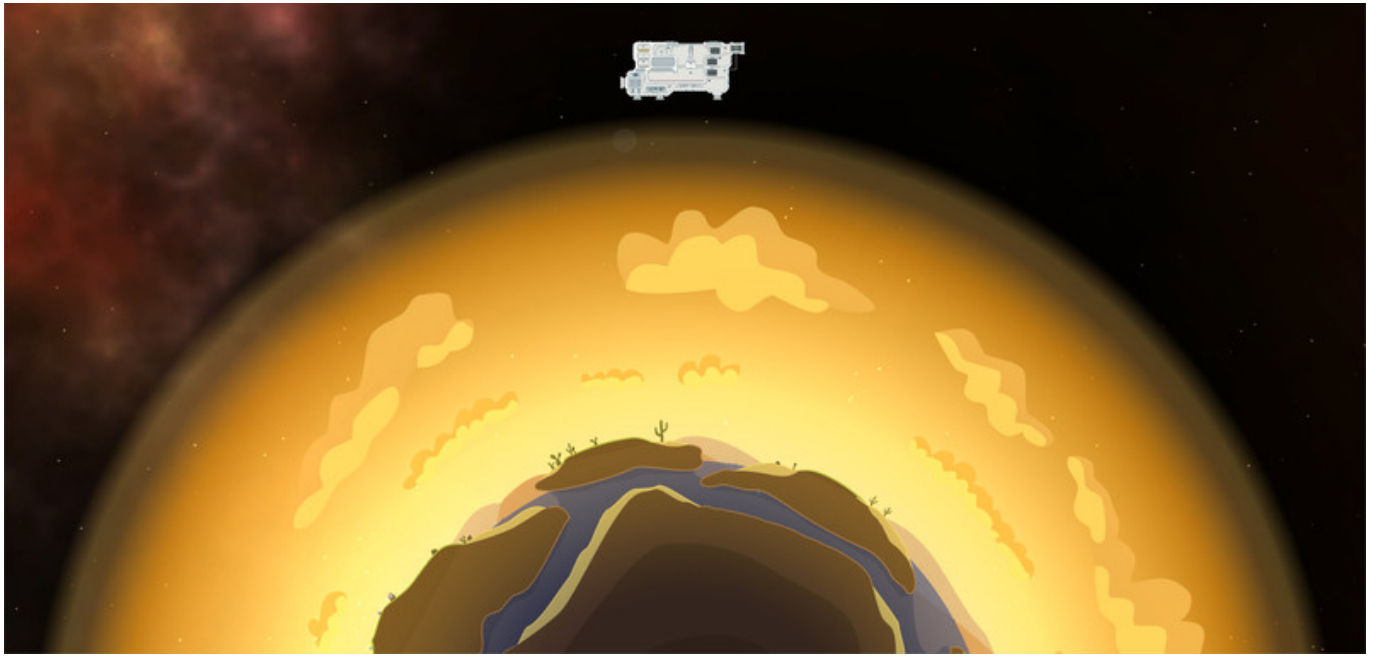
Title: Turnover
Genre: Action, Adventure, Indie
Developer:
Long Division LLC
Publisher:
Long Division LLC
Release Date: 15 Dec, 2015

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English
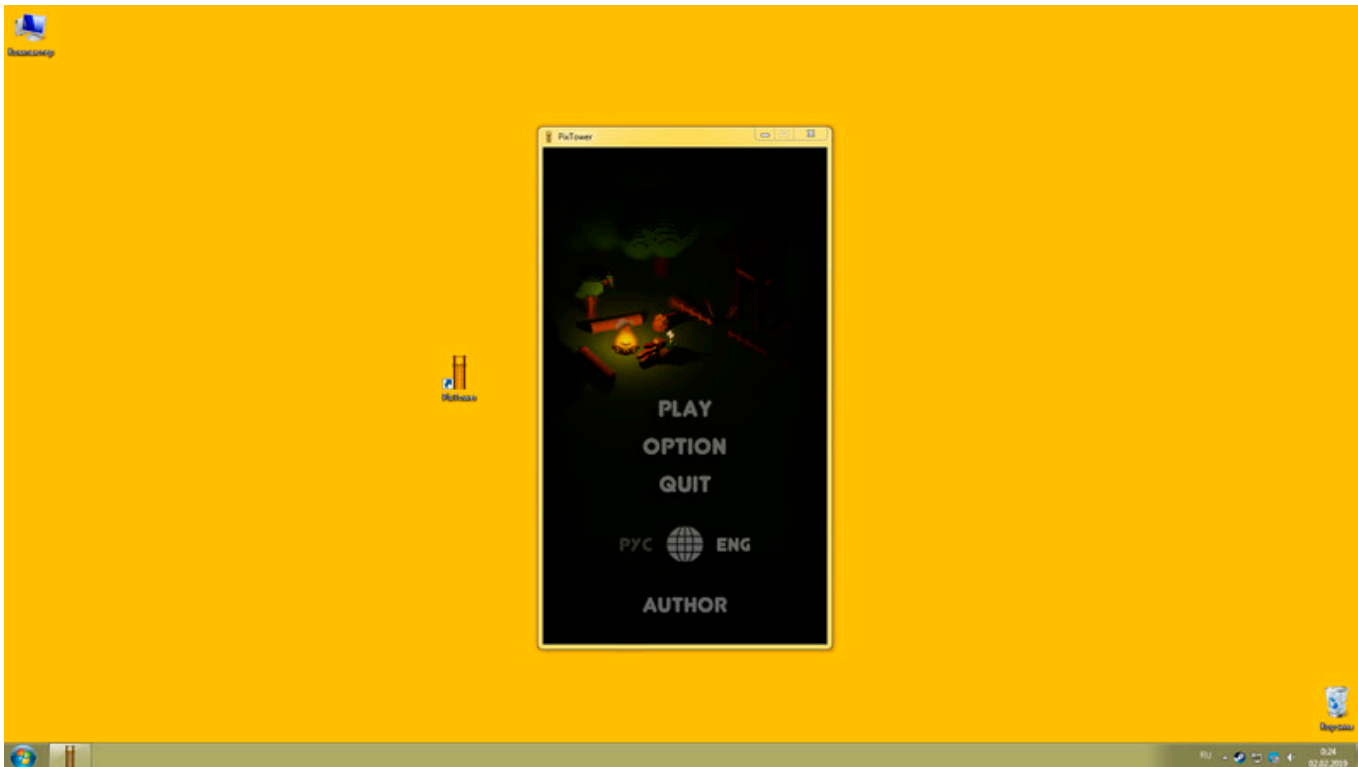
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I played this game long before i got it on Steam, it's a comic-ish style with weird/funny humor in it.
Some does like it, some not. I definitely like that.

Sadly it'll be not in Serious Sam Fusion, because the codebase is too different, but it'll come in a different way back.
(Hopefully) <3. 9\/10
I tried to be a good guy, but this game turned me into a monster.

Overall, I found this game to be fantastic. The story is really, really good, the characters are interesting, and the main character, Dr. Jonathan Reid, is very well done to the point that I felt I had seen him grow, develop and change by the end of the game based on my decisions throughout. You play as a recently bit vampire who is trying to figure out what has happened to him while also working on solving the epidemic of the spanish flu in London during the early 1900s. Upon release, this game received mediocre reviews, with the main complaint being the combat mechanics. Combat is definitely the worst part of this game, but I really do think that most people who were quick to judge this game did not finish it. I was also initially frustrated with the combat when I started playing, as there is a steep learning curve and enemies tend to be much stronger than you, especially the boss battles. However, as you level up and become stronger, combat becomes relatively easier and much more enjoyable as you are able to take on several guys at once, versus being worked at the beginning of the game.

This is where the brilliance of the game comes in. Much like Bioshock with the Little Sisters, you will level up significantly more if you are eating people than if you are not. The more you get to know a person, the more XP you will receive. While Bioshock was very doable without harvesting a single Little Sister, this game really punishes you for being a good guy. I wanted to be a good guy, but I ended up with one of the "bad" endings so that I could progress and move on in the game by eating a handful of people. Not a ton, just enough to survive, and I was always careful about who I picked and why I picked them. If you want to be a good guy, get ready for a difficult experience.

However, there are still aspects of combat that are far from perfect, namely locking onto an enemy. This is the most broken feature, as it is very sensitive to mouse movement, making you lock onto someone else right before an attack, or even occasionally locking onto an enemy that is far away, on the other side of a building, and overall not involved in the fight at all. During some boss battles this was a big issues when there are several enemies attacking. This would probably not be as big of an issue on a controller I assume, but be aware of this when using a mouse.

The environment of this game is awesome. Foggy, gaslit cobblestone streets of London, with creepy cellos and violins playing in the soundtrack, I loved it.

Graphics are very good for the most part, although facial animation was just ok. For some reason the mouths look weird to me.

Frame rate is not great. In game it is capped at 62, with no in game option to increase it. There are work arounds to this in the game's files, but I was not bothered by it that much. Although it was common for my frame rate to drop into the 30s at times in the city.

For some reason, my game crashed every time I clicked on the investigations quests tab. Tried this twice, couldn't find anything

online, so I just never clicked on it again. Weird.

There are lots and lots of dialogue to go through in this game, so get ready to listen. I play most of my games without subtitles as I enjoy a cinematic experience, but depending on how long I had been playing I found myself skipping what people said more and more. Overall I really liked this part of the game as it was interesting to get to know the people, and it really made the city feel alive, but at times I just got tired of listening.

Get ready for some long boss battles, especially if you're not eating a lot of people. You will have to take a bit of a Dark Souls approach in many cases, namely being patient, dodging, get a hit or two in, then retreat and repeat. One boss fight took me about 10-15 minutes to complete probably, but as you level up they will get easier. The last few I was able to beat in 1-2 tries.

In addition to deciding who to eat and not to eat, the game is split into four separate districts that you need to take care of. Another brilliant part of this game is the lack of manual saves, using only a checkpoint system. The game begins by saying "Take responsibility for your actions." You may regret something right away, or a decision you made may wipe out an entire district. I lost two of the four districts in my playthrough, and there is nothing you can do to go back and fix it, they are gone, so take care of your districts as best you can if you're going for that. If not, eat away.

All in all, I found this game to be excellent in story telling and atmosphere, and I would love to give this a second playthrough at some point and see what other decisions have an affect on the city. While combat starts out rough, I really do recommend pushing through it, leveling up and finishing this game, as I really did enjoy very much.. Pretty basic survival game, it's kinda short, no map, the camera angle is a little annoying at first, but it grows on you. After playing it for a bit you can appreciate the mechanics which make you just slow enough, but not too slow. Supplies are given out to you in just the right amount to keep up the suspense. The english is terrible, but it's not a gamebreaker. Just a decent survival horror game.. Some nice enhancements from the original Oh Sir. You now have a comeback meter which will slowly fill as you take damage, and can be used to add a witty ending to an insult adding between 4 - 10 points to the insult depending on the meter level.
 By far the biggest enhancement is simply more information though. You can now see how the parser is assessing the insult and the scoring for each individual clause, so it's a lot easier to understand why certain combinations are scoring higher than others.
 The core gameplay remains largely unchanged, which is not a bad thing, and the humour is mining that same satircial, python quoting seam as the last game. If you enjoyed the last game this is a no-brainer. If you haven't it's hard to go wrong at this price.. Though lacking in much gameplay variety, the Watchmen game is a fun beat em up. The puzzles aren't hard but combat is where this game tries it's hardest. It almost succeeds, yes, punching hundreds of guys as Rorshach or Nite Owl is fun and enjoyable, the amount of combat moves becomes repetitive after half an hour or so. The bosses in the game are pretty standard and nothing too special, though they should've concluded a manual save so you don't have to restart from too far back. The cape and end of Rorshach's coat are supposed to be physic-based but are often laggy when running or jumping. Overall this game does have bad qualities, it excels in it's cutscenes, taking inspiration from the comics, and when compared are quite similar..
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\u0412\u0410\u0421 \u0412\u0421\u0415\u0425 \u0412...". Alright, so I always hate to make the inevitable comparison to other games in a series, and this game really is pretty similar to the first one, but I'm going to go ahead and not recommend this one in favor of just recommending the first. If you really like the first, sure play this one too, but honestly you'd probably be better off just replaying the first one a few extra times.

The main problem I had with this game was that you had infinite lives. It gave it a much more trial-and-error sort of feel (not to mention the literal trial-and-error levels later on). This changes the pacing and feel of the game dramatically, I would argue for the worse.

The first game threw mechanics at you, and you didn't necessarily know how to handle them at first, but once you got it figured out there were no surprises. In this game, there are lots of surprises. For this sort of micro-level, optimization/speedrun platformer, that's very frustrating.

Furthermore, there's a small animation that covers the entire level for, say, the first half a second, for every level. This, too, gets very frustrating for this sort of game. (For the record, I don't recall if this was the case in the first game or not. However, I did play the first one immediately before this one, so the fact that it didn't stick out means it probably didn't matter so much then if it was there.)

While I appreciate improvements to the physics (there were a couple frustrations with the first game related to the physics), I think they went a little overboard and made it too easy. Too many levels could be completed by just spamming jump and blowing through every obstacle without having to worry about your timing.

Finally, too many of the levels were just too easy. Infinite lives means it doesn't matter if you die a couple times figuring out where things are in the level. There are no consequences. So you die a couple times, and if you take too long getting to the exit, so what, you'll get there again next life. Speaking of taking too long, I think this game relied too heavily on just having longer levels where you went back and forth a bunch. Another consequence of infinite lives, one of the few ways to ramp difficulty is just to make it harder to do everything in the allotted time. In the first game, the time pressure didn't generally act as a way to kill you before reaching the end of the level, just a way to make sure you didn't stop to catch your breath for very long in any one place.

I guess all of this is just to say that this is a very different game from the first one. I found it much less enjoyable overall. Beating an area I was having trouble with in the first game provided me with a sense of accomplishment. With this game, I just didn't get stuck period, there was no real difficulty, just took a little longer.

On a side note, the music is still cool, the graphics are alright, though I thought they were a bit worse in this one than the first (less is more).

Anyway, I would really only recommend this if you're interested in trying out the level editor, seems neat.

3/10 (just go play the first one dangit). To much♥♥♥♥♥♥in the way, at least with the speed in mind, and the control is kind a strange, not in the world worth 8€.. As i didn't play the original version before this, this review is disregarding any comparison to that version.

A.R.E.S. Extinction Agenda EX is a side-scrolling mecha shooter game, safely to say a Megaman clone.

You have 2 mechs to choose from Ares and Tarus, similar to the roles how X and Zero in Megaman series.
Each has different set of weapons and abilities and both have different storyline, though same levels and objectives.

The game technically and visually is good, however the soundtrack doesn't fit and really boring.

The story in general is generic, although it has few cool twists. But it's nothing special at all. You go on levels, destroy bots to save humankind. That's it.

You have also a human female as an assistant that communicate with you throughout your mission and develop new upgrades for you suit.

During the levels there are database cubes and upgrade units to collect, the former for expanding game lore to read and the later allow you to upgrade weapons and abilities.

Each character has 7 levels, which are exactly the same but different dialogues.
And you can beat the entire game in few hours (took me 5 hours).

Let's switch to the cons:

- Level designs: Some areas can be really frustrating, designed to hinder your movements limits to your demise.
- Unskippale scenes: This really made me mad, because checkpoints happen before a hard part, which forcing me to watch the same scene over and over and over until I successfully pass the area. Boss Battles has the same problem.
- Checkpoints sometimes are set far from each other, again due to some areas being frustrating, having to run through many rooms/traps/enemies before you getting to a new checkpoint isn't really a nice idea if you want to put a challenge in the way. I really don't like repeating the same steps for 5~10 times before I figure out a solution.
- The Ending (both endings), although are good, end abruptly. It would be better to see at least a glimpse of the aftermath.

6.5/10

A great abstract puzzle game. Many different challenges keep the puzzles unique. There is only one little issue: Some of the tutorials were more confusing than helpful (especially the one with the white circles). But all in all a nice way to spend some time puzzleing ;). Good and simple. Just like the real lawn, but without the sweet smell of gasoline.. 100% totally accurate parody of Hamlet by the 'realest' Shakespear.

10\/10 Would definitely *spolier alert* be-beheaded\/die\/kill\/be-killed\/not-be-killed\/blow-up\/be-blown-up\/be\/not-be again.. kill me please. Lol ik it free but this game actually sucks (cards game only). Great little shooter this is. Immediately upon loading it for the first time I was immediately took on a nostalgia trip back to my Amiga 1200 days. The game seems polished and flows together nicely but be warned it will take quite a bit of practice and weapon upgrading to get anywhere in this game! Recommend though!. Nice arcade rythm concept with cool aesthetic... However really lack content for the prize. I was hopping for patches with free new stuff but it turns out there are paying DLC for a one mode / one map game now.... not cool. Still better than sticker star.

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