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About This Game

Welcome to the futuristic and dangerous world of Glasswinged Ascension! As skilled operative, who possesses rare gift of so called Skepsiathy, you are to venture through top secret mission in goal to save innocent lives and uphold order.

This hardcore game doesn't leave you much room for mistakes, and creates checkpoints only in the very beginning of each mission. Stealth and caution are your best friends here, as enemies require just one shot to kill you, there are a lots of deadly traps around, and even environment itself may become real problem if you will not proceed carefully. Obviously, not all rushed actions will become fatal, but they may still weaken you increasing chances to fail. Enemies are stronger, and once they'll spot you, they'll act fast and without hesitation, so what you will need to do is to outplay them tactically. Stay out of their sight, use sneaking stance to move around without making any noise, or turn off the lights to limit their visual detection capabilities. You will have both lethal and non-lethal weapons at your disposal. Kill enemies, disable them for a short period of time, or even sneak around without firing a single shot - it's fully up to you how to deal with the threat.

Game's missions are not linear, so you will always have alternate routes. Keep in mind that all tripmines you've disarmed along your way can be used to destroy weak walls or floor, while exoskeletons will allow you to lift and move heavy objects or even pass through hazardous environments unharmed. Each mission pushes the story forward, so be sure to read all dialogues you'll encounter. Even though dialogues themselves are pretty linear, they are helping to build truly cyberpunk atmosphere, and give you some interesting themes to think about.

Title: Glasswinged Ascension
Genre: Indie
Developer:
Sergey Kalmanovich (aka Red Spot Sylphina)
Publisher:
Sergey Kalmanovich (aka Red Spot Sylphina)
Release Date: 18 Jan, 2017

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English





June 18, 2255, cool. Late evening, and top secret mission started just an hour ago. I was to test the unique prototype of innovative communication device developed by US&D engineers. Hard to believe, but this little gadget can amplify some of my telepathy abilities and allow me to communicate with someone, who has a special receiver, using power of my thoughts. The true telepathy is about to become reality.

GO ON

SKIP



TLDR:

I really am sorry that I have to say, because there never is enough cyberpunk games, but this but this game is bad. Really, really bad. Don't buy it.

Longer explanation:

- *it looks like it should be a platform arcade, but there is a more text than in children's book even before first mission starts*
- *every few steps you make, you get interrupted with several pages of texts that might seem fine in gamebook, but in this type of game it would be more than sufficient to say "to jump press spacebar" and "to break a glass, jump through it". And btw, I really would like to see the devs jumping through a wall of glass like that, because I once encountered a man who tried something like that. He was missing almost whole arm.*
- *graphics look quite nice at first. But then things start moving and it looks like... hm.. paper frame by frame animation? really not nice.*
- *controls are... clumsy at best and combined with that so called "animation" it feels really unresponsive. not to mention that it really does not feel natural at all to push UP to take out holster gun, while SPACEBAR is used to jump.*
- *there is no meaningful in-game tutorial. and no that visual novel text is not a tutorial at all. For example the game says "this is nice place to hide" but no info how to actually hide. When player crouches, he still is in front of everything and his upper body part is clearly visible, but guards don't mind and pretend they don't see that. Same goes for taking out the very first enemy - you are supposed to use some skill on him, but I have no idea how. So. that's it. Enough of self-inflicted suffering. Too bad I bought the game really long time ago, otherwise I would request a refund without a second thought.*

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