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## About This Game

# Introduction

The day started like any other.... But then, just as you were enjoying a walk with your sister, she was kidnapped by evil space robots! You could have been taken as well but you were lucky and escaped. ...But what of your sister? Can you save her from these monsters - or will you die trying? If you're brave enough then you will have to negotiate a series of challenging physics based puzzles in a world of traps and monsters....

# What Else?

Welcome to the darker reaches of my imagination. Umбра: Shadow of Death has seven large levels of puzzles for you to conquer. On your journey you will encounter.... Ah, heck, why should I tell you what will happen? You'll be confronted by puzzles, traps, monsters and robots! You'll also get to drive a high-performance truck and shoot a mini-gun....! If you're not sure - try the Demo...

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Umbra is a 2d physics platformer that will take up a couple of hours of your time... If your hardware has less than 1Gb of video memory and you don't have DirectX support then the game may not run smoothly. The game is designed to be played using an Xbox360 controller; keyboard/mouse control is supported - but the game may not feel as good to play (using a laptop trackpad is not recommended). Steam Achievements are supported, so you can share your intellectual and hand/eye coordination superiority with your friends. The game may not run smoothly or in full screen on older / min spec hardware.

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Title: Umbra: Shadow of Death  
Genre: Action, Indie  
Developer:  
Colludium Ltd  
Publisher:  
Colludium Ltd  
Release Date: 18 Dec, 2015

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**Minimum:**

**OS:** Windows 7 32/64

**Processor:** Intel i5 or better

**Memory:** 3 GB RAM

**Graphics:** Integrated graphics card Intel HD4400 with 2GB shared memory

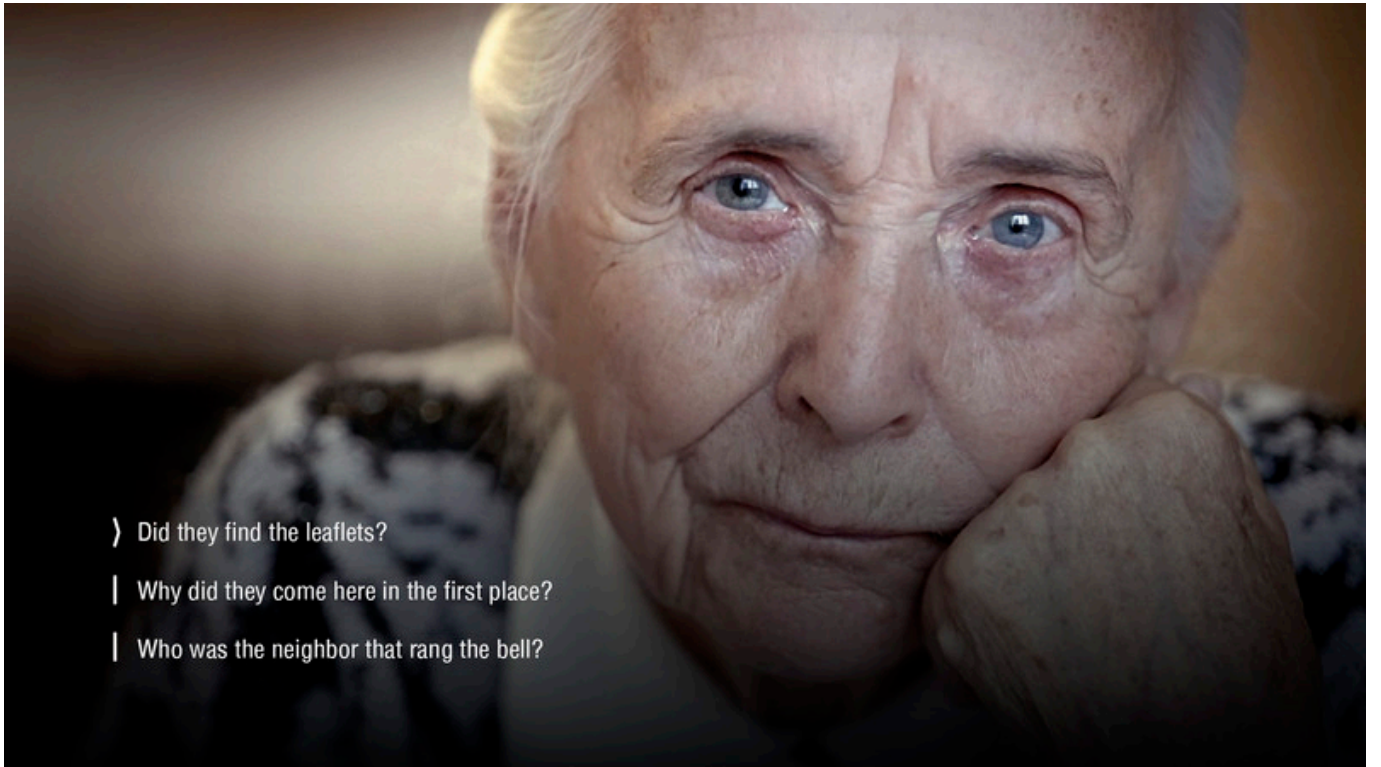
**DirectX:** Version 9.0

**Storage:** 300 MB available space

**Additional Notes:** Xbox360 gamepad highly recommended

English







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umbra shadow of death

reminds the good old gameboy like games. Pixel Survivors is a simple & mostly a short strategy/simulation-game.

Dont expect to much from the game and you will have a great game for now and then.

Pro:

- pixel graphics
- short strategy/simulation game
- villager turns into zombies when they die
- wont play it longer as like a hour, great diversion
- steamcards and achivements

Con:

- stupid AI is still stupid :D
- pixel graphics (some wouldnd like it)
- wont play it longer as like a hour, miss some longtime motivation
- if you see a zombie the game is nearly game over if you have no recources

**Rate: 8/10**

What i miss in the game:

- would like to see some more animals like deers or something
- no tree spawn without a building
- more ways to protect against zombies

Dont expect a long on going Strategy-Game, for that its just to simple if you mastered it once(its first really hard even on easy). But its a great game if you just want to look at a village and see how its growing as you wish.

I played since the Beta about 20 hours. The progress of the game headed forward and its now beautiful and mostly a stable game. Since its release you cant build everthing from the start you have to research new building and a more efficence way for you villager to gather recources. But so the game got some more deeper interaction and a long time motivation.. I have bought this for **Tripwire Interactive who made this awesome game 'Killing Floor! :Dosh: If you like this game, buy this DLC for support :Dosh: the 'Tripwire Interactive' and the 'Killing Floor'. :Dosh: Sincerely, @Atlaimond [HUN] :spacepony: I bought this and "Avatar of the Wolf" on the same day, having played demos of a few of the "Choice Of" games and having previously bought and played three other titles. Avatar of the Wolf immediately captured my attention as an excellent game with lots of immersive world-building, interesting characters, and a pretty nice plot.**

Choice of the Ninja fell a bit flat in comparison, unfortunately. The characters were alright, but only the protagonist's friends really stood out. This is - unfortunately, or else I would not have purchased it - one of those stories that ends abruptly with a

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blurb about it being one of a series. That isn't something that the game tells you BEFORE you buy it and I wish it did. There's no second game in the series released as of yet, so you get through the plot only for it to end abruptly, with no pay-off. The game set up some interesting plot dynamics, but unfortunately never got to carry them out because of the way it "ended" if you could call it that.. Wow minecraft ray tracing texture pack looks lit.  
<https://www.youtube.com/watch?v=7YX9oKZq57A&feature=youtu.be>

Amazingly cute and well designed tower defense style game where you are trying to pump up the incoming creatures on the map rather than trying to destroy them. The reason you ask? Quite simple... The incoming creatures are farm animals like chickens, cattle, and pigs being processed for human consumption! Since you get paid by the pound, the fatter these animals are before going into the packing facility, the more money you make! Don't let them die of hunger, thirst, or alien invasion before they are packaged up and you are rewarded for their weight!

Use the money earned to buy more hormone injection guns, more corn-firing food guns, and antibiotic guns as well as upgrading them all! Also money earned helps you buy power ups, farm hands, and upgrades.

It's a comical, very cute and amazingly challenging tower defense style game that pokes fun at the sad state that is our current food industry. It's all about the money in this game, and the animal caring folk need not apply here!

I'd give it an 8V10 for both challenge, originality, and sheer number of options and features... and this game could easily get even better as the game evolves through it's early access process!. All in all the game is great, continuing HerInteractive's high standards but there's a problem with one part that made it impossible for me to continue. For a part in the game, I required the lock picking kit but it had completely disappeared. I think that the Steam admin or whoever needs to go through the game and find out what's wrong or maybe contact HerInteractive.. If they just finish the game, I'm sure it'll be quite good.

Currently however, it is not finished (even though it seems to have left Beta).

E.g.

- when resting, the game will not pause so that you can cook a meal when your people get hungry (which tend to cause everyone to starve to death, despite having loads of food).. Really should have multiplayer also there are some glitches with the time trials, would only reccomend if free. The game, without this DLC, is worthless to me.

I sort of wish there was a 'maybe' button in terms of recommendations. It's cute if you don't mind these epic two anti heroes being particularly out of character.

Anywho, here we find Raziel, one-winged and gunslinging, and not amused by the predicament he has found himself in. Kain, still determined to escape the temple with his friend, brings his drama to the upteenth degree.

Okay, so it's not the post-Defiance interaction we were hoping for, and certainly not of the same quality. But it has it's entertaining moments, and I'm not sure what else we could have expected.

TL:DR-It's something. But I would argue that it's still a better spinoff than Nosgoth.



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I'm pretty sure this was made with mostly stock unity assets, but it's a pretty fun simple game.. This Nancy Drew was a lot more eventful than some of the others and it keeps you guessing. Loved it.. poor graphic quality, poor control, cannot customise control button, cannot choose mission yourself. Awesome game, love it, best of its series so far... get it... right now. Go to Store (Featured), Click on Games, Narrow by Feature (Steam Trading Cards), Relevance (Lowest Price).

Then skip to Page 9 or 10, until you find the .50 - \$1.00 games.

Add them to your Wishlist, games that are a dollar can go on sale and you may be able to purchase for cheap!

A game at .50 may give you that value back in trading cards.

Search and Install "Idle Master" which will run your games even without the game being installed.

I may or may not ever play this game, but some games I have installed and messed around with on a rainy day!

@ .50-\$1.00 it's hard not to recommend!. I purchased this game on sale for around \$9. The game certainly feels like a ported mobile game, but fans of Wizardry might enjoy the distinct "Wizardry feeling" the game has. The game itself feels like a board game, with adventures into dungeons being handled with the movement of character pieces or miniatures. Different caliber of heroes are either rolled up with earned tickets, or found while dungeon crawling.

Unfortunately, I didn't get much further in the game than that. The game constantly crashes no more than 5 minutes into the game. My system meets the posted requirements, so I assume this is a bug they will hopefully fix soon. Until then, I'd stay away from this game.

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