Daemon_9 Download Crack With Full Game

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About This Game

Morgan Shane has disappeared, leaving a bloody trail of mayhem in her wake. But is she a monster or a victim of something far more sinister than the authorities are imagining? And the biggest question of all: Can you unravel the mystery before the same dark force that targeted Morgan finds you?

Daemon_9 is not a movie... it's not a game... it's both. It's like a horror movie inside an escape room that puts YOU in the heart of the story. Full-motion video, graphic images and challenging brain teasers intertwine to spin a deeply layered story of supernatural terror and mystery.

GAMEPLAY:
When you first launch Daemon_9 you are greeted by a message from an anonymous friend of Morgan's who is on a mission to find and save her -- and uncover the truth of what happened to her. Desperate for help, he is asking for your help. Your only tool is a backup of his hard drive. And that's where your journey begins -- sifting through the material he's unearthed in his quest for the truth. But the real challenge is to keep from falling victim to the same dark forces that claimed his friends, and by "getting involved" you may have made yourself vulnerable.

The trail will eventually lead you out onto the web and into a different kind of web -- one woven with international conspiracy and supernatural forces. You will need wits, patience, and nerve to unravel the mystery, save Morgan, and save yourself.

Title: Daemon_9
Genre: Indie
Developer:
Curio Productions
Publisher:
Curio Productions
Release Date: 31 Oct, 2018

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Minimum:

OS: 7+

Processor: Intel Core2 Duo 2.4Ghz or Higher / AMD 3Ghz or Higher

Memory: 2 GB RAM

Graphics: Nvidia 8600 / Radeon equivalent (2009 era)

Network: Broadband Internet connection

Storage: 320 MB available space

English

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-EDIT
I had forgotten all about this game, and I'm not the only one. This game is dead, and it basically always has been. It's a game that relied on a multiplayer community that never formed, and no steps were ever taken to create additional single-player content.
-END EDIT

I would recommend this game, although, I admit, I may have somewhat selfish reasons for doing so. On the surface, Spectre is very similar to many other recent survival horror games; you wander around a dark, creepy environment, with nothing but a flashlight to guide you. Along the way, you're stalked by a spirit that kills you for looking at her, meaning your only tactic is to turn tail and run anytime she gets near. Instead of finding eight items to win this game, you just need one; the camera. Find it, snap a picture of The Spectre when she's right in your face, and you win.

As this game is still in the early stages, more content will certainly be added later, but for now, the game is rather bare. I found no story elements, nor any explanation for what The Spectre is, although they may have been there and I just missed them. There are also a few issues with gameplay; sprinting doesn't work in Singleplayer, and the 'Use' and 'Open Door' commands don't seem to have a purpose yet. Again, more is sure to come, but if I were involved in the development, I'd prioritize expanding the map; I beat the game in 18 minutes, and that includes three deaths, and general wandering.

Where this game really stands out is in the atmosphere; the mansion you wander through looks fantastic, and there aren't too many indie games that can compare to it. It could benefit from a some more rooms, maybe even a whole new floor, but it's a strong foundation. The Spectre also looks pretty good, although I sometimes have trouble telling if the jerky way she moves is by design or a bug. The sound design also stands out, and while I admit it's a bit generic as far as this kind of game goes, it still does its job of setting the mood quite well.

What has the potential to set this game apart from the rest is the multiplayer feature. As of this review, I've yet to find anyone to play with, but it seems like it would be a more polished version of the Garry's Mod gamemode 'Stop it Slender', with one player being The Spectre, and the rest trying to locate the camera. To me, this seems like the game's biggest selling point, but as of right now, the servers seem to be dead, with nary a player in sight. This is the main reason I recommend this game; the multiplayer feature seems like the idea that this game was built around, but there just aren't enough players yet, and it seems like the game isn't living up to its full potential.

I've also not tried the VR mode, so if that's a big selling point for you, you'll have to look elsewhere to find out if it's any good.

So, anyone who's on the fence about this one, consider a few things:

1. Do you enjoy games like Slender and SCP Containment Breach?
2. If yes, have you ever wished you could play as Slender Man\/SCP-173?
3. Are you willing to help work out the various kinks present in all Early Access games?
4. Do you have at least two like-minded friends who might be willing to play as well?

If you answered yes to two or more of those questions, then Spectre may be worth your time.. Love the concept, the visuals and the neat puzzles. HOWEVER, if like me you like to explore freely and hate time pressure, this is NOT for you. I gave up after second stage. I simply can't be bothered learning how to race through puzzles - it takes away the enjoyment for me.. A nice, good addition to the main game. However get it while it is on sale.. The whole idea behind this game is nice, yet sadly it turned out to be abandonware.
Last post from the Devs was a year ago already.
They didn't even release any updates stating that this game is abandoned.
Buy this only if you like the concept, otherwise - pass.. Just Buy It. Fantastic game, unique genre blend. Runs ~120fps on my 4y\/o hardware. Always active servers. Players are really, really nice. Wide variety of skill levels in current playerbase.. This route is highly detailed and set in a very beautiful part of Germany. The trains included are also nicely detailed and fun to drive. Overall, I would recommend this route.. a very fine game also devs are always in contact with their player with any problem

WIEEEEEERD

. Just ran into this and bought without much think. Thoroughly enjoying it. Has a strange old school charm about it with an environment unique unto itself. Sufficiently creepy. Having a real damn good time. I'd recommend this in a second. Not a lot of fantastic games being made these days. Go for it.. Can't start when I successfully launch the game.. Really like this game.. Love this game!. Bought it the day b4 it went on sell 66 % off... feels bad man but I've made 40 cents back in cards to be sold on the market and I've only played like 40 min. So you basically get the game for 50 cents, at that point I would deffenty buy it. I've bought 2 more copy's to be gifted or traded for school skins. Oh ya ps the game is great first saw lathland playing it a year ago and wanted to buy it sense. Nailed it with the first word.. I'm sorry to be a spoilt brat, but I find this game to be an absolute pile of hot garbage! I always like to try and see the good in things but I cannot list one damn thing that I liked about this game aside from uninstalling it!

So many bloody annoying things with this game that I can't be arsed to list, it's just left me raging!

I can see the direction that this game is trying to go to, but it won't ever get there, it's just too fricken boring, not creepy or atmospheric in the least and the slow keister walking pace is enough for me to want to throw my PC outta the bloody window The camera battery drain is feeble as all hell, the way that it starts charging from 0 even if you're at 60% annoys the baps offa me! Ain't nobody got time for that!

I usually love these kind of games, but I found this one badly designed and irritating. (I shouldn't be such a salty bish because I know that I couldn't make a game myself so at least someone had a shot at it)

I only paid a few pennies for this out of my Steam wallet from my badge sales, so whatever, I'm not that bothered, I just wish that I could have gotten into it a bit more instead of wanting to pull my hair out and kick a MoFo in da nuts! :P. it keeps exiting me out