
Lost Girl's [diary] Crack Serial Key



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About This Game

Kinetic visual novel «Lost girl's diary»

Description

In a snowed hotel, far-far away from city hustle, a group of girls are having their vacation, alone. What would a group of girls do on a dark Christmas night? Of course, fortunetelling! Unfortunately for them, their boyfriends are not about to leave them alone and their sudden visit totally ruins their plans for fortune telling, turning it into a scary story contest.

Genre: Horror. These stories could only scare children.

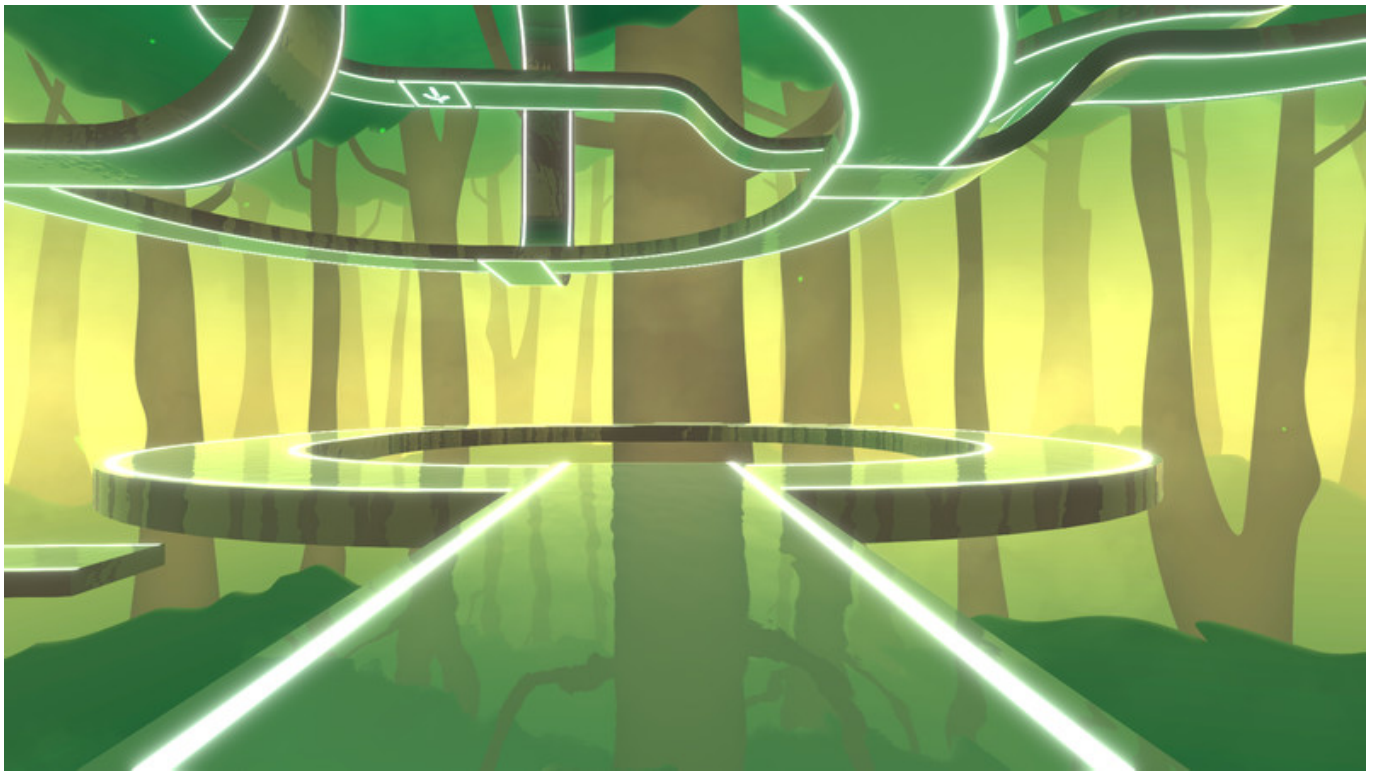
Playthrough time: About an hour

Title: Lost girl's [diary]
Genre: Free to Play
Developer:
SmoleVN
Publisher:
SmoleVN
Release Date: 25 Mar, 2016

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English,Russian







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GTX 970, Core i5 2500K, 16GB RAM, HTC Vive

This game runs smoothly on my hardware.

This game could use some tweaks. The female model your point of view is from is pretty low resolution for being the closest 3D asset to your view. Also, Vive users being able to move beyond the game's intended point of view can break the emersion. It'd be more interesting if Vive users would be able to move the female's 3D model more, or if the Vive's camera was more locked in place. Also, the audio of Abe appeared to be coming from the wrong place. I'd have to look away from Abe to hear him the clearest.

I recommend this game only because it's the only free game I am aware of that allows the user to experience the psychological fear of being held captive, if your emersion wasn't broken earlier.. This game isn't like the first, but that's not necessarily a bad thing. DW2 is more of an action horror game in-line with Penumbra than it is like DW1 which was more about reading and imagining the horrors than actually seeing them in front of you. The fact that the other-worldly entities in this game are commonly up-close and personal takes away from it's Lovecraftian feel. The writings and text were also more sure of themselves and to-the-point.

There are some gameplay issues to consider:

- Falling through walls is a problem. I did it at least 10 times trying to explore areas I wasn't supposed to. SAVE OFTEN.
- Running is clunky, walking up/down stairs is not smooth, jumping is strange. The WASD controls seem tacked on.

Still recommend it.. I love Pixel Puzzles games, I buy them all! Bring out more please!!! 9V10 :D. the game is unplayable bugs lags i dont know from where to start but its late so i say the main reason i give it a negative vote its because the dev writes weekly updates AND HE DOESN'T UPDATE IT EVEN ONCE A MONTH TOTAL SCAM AND I BOUGHT IT FROM ANOTHER SITE FOR 0,89 CENTS -O/10. good simulator with bright future i hope so. First time I closed the game since I bought it 11.1 hrs ago.. ehthhhhhh rather it be a fps. This game like so many other early access games is full of bugs, glitches, lag/rubberbanding etc. With that in mind I am enjoying my experience so far. Developers obviously had some good ideas. It is not terribly difficult as far as survivors go but it has a lot of interesting little dungeons and things to explore. The building system is decent and just like Conan Exiles you can have villagers, warriors, and vendors in your town. There is a main city you start in that you can get quests and gear as well. There are mounts, spells, and a skill tree. All though the skill tree is very simplistic and unappealing. At its current state I would save your money. But if the developing staff continue working on it this game could be really fun.

Remember if you let things like lag and bugs deter you in early access survivals then either you're extremely picky or early access isn't for you. If I had not kept that in mind for games like ARK, Conan, Rust and The Forest then I would've never gotten to experience some of the end results of those games. I am glad I gave them some time because they ended up all being great in their own right.

. Very nice game for kids.. Decent game for 10 cents

TL;DR - It's a good collection of 5 basic games that offer a nice way to pass some time but don't require a huge commitment to time to play. I will lean towards a positive rating because of the solitaire game but *ONLY* if you can pick this game up at a discount.

4/10 stars

I've only played 2 of the 5 games in this bundle, and I enjoyed the solitaire game.

PROS

I played the solitaire game and I liked it. It's your basic solitaire card game, with an option for stacked cards to be hidden or displayed. The pirate theme is cute and the background music is OK. It's a nice game to play when you have a few minutes to spare but don't want to get involved in a long game that's hard to quit out of quickly.

NEUTRAL

I played the mahjong game but thought it was average. The background music was nice, but the play modes were limited.

There's better mahjong games with more features, so I probably won't be replaying it.

I don't have any interest in the tetris, sudoku, or word games so I probably won't be playing them.

CONS

I got the game on sale for \$1 and felt it was overpriced, but that's partially because I'm only playing 1 of the 5 games. Even if I was playing all 5 games, I don't think this is worth full price (\$3.99 USD at the time of this review)

. Thats so good. Start the game up, Audio is too loud. Hit ESC to try to skip what I think is an opening screen to quickly get to main menu. Game closes.

Restart, loud audio issues persist. Hit other keys and eventually discover ENTER takes me to a "main menu" that tells me ESC closes the game, cool. Only option is to hit ENTER again to begin the game.

Some backstory and Lore.

Put into game, basic controls WASD/Shift, the usual suspects.

Game audio still extremely loud, hit ESC to try to bring up an options menu again because I forgot. Kicked back to extremely loud main menu.

Hit enter again to get back into game.

Run around following lampposts and stare down some creature. Eventually for some reason the stare down no longer works.

Creature kills me and blows our my eardrums in the process.

How do you mess something up this bad?. Basic, clunky, slow. A flash game that failed to impress. I would've enjoyed some faster pace and a more intuitive aim system. I'll give it a tentative recommendation. Nice style and music and the story's ok, but it's boring - too much slow walking, back and forth to locations, and a strict order of operations to the puzzles lead to a lot of rereading and pointless clicking. All those factors make it needlessly long for the amount of story it covers. Fans of noir or old school point and click will like it but don't pay anything close to full price. Oh and the ending is a cliffhanger for the supposed sequel, so there's no payoff whatsoever for your long dull tread.. It works good.. Another one of these games, that looks amazing and seems to offer interesting gameplay. But after you get into it and dig deeper (you know after you completed the demo and bought the full game), you notice it's was just all an illusion. That everything that there was to see and discover, you have already seen.

For a stragegic game it brings one of the most awfull and lazy AI approach. The computer opponent is dumb as a rock, and to balance that, it is usually given absurdly idiotic edge in starting resources and position. This is what's called 'fake' difficulty. A human player given such advantage would crush any opponent without problems.

I mean literally in many cases if the AI opponent just took his starting troops and heroes and marched straight on my starting city, it would just be over. Another thing that did irritate me in a campaign, are the arbitrary conditions like "capture this in x

amount of time, because of, well reasons..."

The only difference between the factions are in the units.

Overall it is not as if the game is terrible, it is just terribly disappointing.

Oh yeah, and I almost forgot, why the hell do you need to create some account to unlock further missions? I BOUGHT the damn thing already.. could have been a lot better with more interesting/funny writing and better interface.. I had played it very very long time ago, so i bought it. It is still fun.

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