
Wooden Floor 2 - Resurrection Free Download



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About This Game

"Wooden Floor 2 - Resurrection" is a first person horror/mystery adventure game. Just like the prequel this game is pretty much an one man project by me (Pheenix93).

The game is telling the story of Andrew Winter, an alcoholic living in a small cabin near the woods. He keeps having nightmares about an abandoned place that seems familiar to him. You have to reveal the dark secrets that are hiding in the abandoned mansion on top of the hill in Blackdust Field.

Are you able to find out the truth hiding in the deepest insides of the house?

"Wooden Floor 2 - Resurrection" is the sequel to Wooden Floor, telling the other side of the story and completing the puzzle.

Features of Wooden Floor 2:

- Multiple endings!
- Different playthroughs as the game changes upon choices you make, your behaviour and at certain points randomly
- More interaction with the world
- Secret riddles in game that may open up new possibilities for you (if you are able to reveal them)

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- Improved story telling in comparison to Wooden Floor
 - Different locations
 - Useable items
 - Big improvements to graphics and gameplay!

Besides all this there is still potential to add more content to the game once i feel like its about time. So there may be more to come...

Title: Wooden Floor 2 - Resurrection
Genre: Adventure, Indie
Developer:
pheenix93
Publisher:
pheenix93
Release Date: 11 Jan, 2016

a09c17d780

Minimum:

OS: Windows XP

Processor: Dual Core (~3,2 Ghz)

Memory: 4 GB RAM

Graphics: Geforce 240GT

DirectX: Version 9.0c

Storage: 2 GB available space

English







wooden floor 2 resurrection. wooden floor 2 - resurrection badge

i played this game when i was young and ive gotta say nothing. You ever wonder what it would be like if they took a tablet game that made use of gesture controls and made it for the PC crowd and a mouse and keyboard?

Wonder no more.

It's decently well done, but GOD...I used to have a lot more freetime\disposable income back in the day.

Have fun catching the flies with chopsticks!. I once had vegas 13 and it would freeze for up to three minutes every time i would skip ahead on any decent size media, This to my surprise vegas 14 does the same thing. not to mention after only almost an hour trying to fix the problem i tried uninstalling and reinstalling the software and now it says i don't have a license to launch this program.. I've always wanted to control a mech in VR and this game turns my dream into a reality, and it does it perfectly!

I won my first match flawlessly, turns out I'm a great mech pilot!. For the price of the game and the concept. It is a really good game, as it just came out it has very strong potential and long future. There is a few things that ned to be added in as soon as possible like a save feature, a multiplayer feature where you can explore and destroy or even trade with other planets.

More things that should be added for futre updates, more buildings, defenses and other items. More customization options like make your planet bigger, change the colour of the platforms and stuff like that. But this game is really good for the money. I would buy again.. - Fly to a new planet

- Click through all 12 fields on the planet. You can choose to ignore that but I can't find any reason for that except to avoid clicking which you have to do a lot (and I see no justification for so much clicking).
- If you really want this planet you can throw in a few tech items to terraform it to good conditions and try to colonize it.
- Gather your reward after colonization and move on to the next planet.
- Occasionally be attacked by space pirates which you can't defeat, just retreat after taking much damage.
- Add tons of clicking in all windows on top of that.

That's basically the whole game.

I really like the idea and I'd really love to play it more but it's too repetitive and I have too little influence on what happens during the game. Very nice event descriptions but I quickly became bored to read them.

Ok-ish but definitely not the best UI on top of that.

Great Concept....alot of Potential in a Game like this OneGames that come to Mind ..911 Operator..That is on a Rise ..The Reveiws are pretty Clear on the Issue's....on { Police Tactic's }One Come's to mind on the CSI ..interveiw process ..Micro - Manage AspectAlso when you Hire the officer's ..for what ever skill needed..Like example....SWAT / Riot / Patrol / CSI / Investigator /ect ..make sure..that they are highly skilled in the skill bracket ..when You Hire Them ..Then keep upgrading the skill Needed..on the officer ..you will have to ..keep notes on which officer's..you want ..for each aspect of Duty ..SWAT / RIOT / Patrol ..ect ... If you need some \$ for the City ..This Should be easy ...Think of your Corperate Street Light Ticket Camera's ...LOL..you want to get those Camera Ticket Vans Placed.. ASAP...

Over-all..Police Concept ..Games are big Money for the Developer's in my opinion ..Maybe too Political..LOL..Come -on Now Police Tactic's in Co-Opt ..or Multi-=player ..Like SWAT or CSI..Investigations ..or Catch the Seial Killer ..Maybe ..?....Swat vs The Bank Robber's or Terrorist ..Taking Hostage'sChoose Your Side ..Ect ...Ect ...It's Endless ..Tacticswith Total Chaos..for a Option ..Come -On Now ..FPS..or a Similar Updated Version of SWAT 4Great Concept Gamewith ComedyMy Point is ..The Tactic's and Idea's are Endless ..with Great Potential ..Let's get Back to some Great Gaming Again ..

. Pacing? Pacing? What's pacing?. Even though it is early access, it is a well made game full of features.. dont buy this game. the audio stuttering is game breaking enough.. Awesome looking Hotline Miami-esque arcade game, fun and fast paced time killer, without a doubt worth the 5 dollars

With more updates, Akane could easily be a style defining game. Not a bad little racer! Colorful, sharp graphics (though shadows seemed to be bugged) and catchy, simple music/sound effects. The controls are quite easy to manage, so it would be a great first racing game for kids.

I bought it on a whim, so I'm pleased that it actually ended up being a decent title.. Starts off strong, repeats certain missions frequently, this is broken up by advancing the 'story' and getting more equipment and vehicles. I got to a mission where my FF had to carry a guy down the turntable ladder, but instead kept appearing at the bottom of said ladder and climbing up.

Buggy.. The game crashes every couple minutes. I have a new computer, and it still crashes. Very disappointed.. I see very few reviews here, all very different, so think my report could be useful. This is my first review.
I've played non-Steam Dawn of Magic for a long time few years ago, and now bought a Steam version to play again on 64-bit OS (Retail version protection cannot run under 64 bit).

(IMPPOINTANT) This game is basically an addon to an original Dawn of Magic and is actually the same game, just modified and with a different and quite short storyline set in a much smaller world.

About an original game

(WARNING: Original game (story, some monsters, most of maps) is not included in this Steam version):

It says that it's an ARPG, but it's only partially true. The "Magical killing sandbox" is much closer to the truth, I think.

There are hordes of monsters everywhere, and on most locations you will take a bloodshower just trying to run from A to B. The monster killing is the core of the game, but unlike many other games, this one makes this process a real art.

12 (!) BALANCED (!!!) schools of magic and the ability to make crazy spell combinations make these poor hordes of monsters your specimen.

Saying about spells variety, it's the only game I know where you can effectively "eat" enemy corpses, explode them with bones or fire, make them a source of plague or resurrect them in 3(!) possible ways.

Killing is no more routine - it's an experiment. Knowledge and skill give you more power than just upgrading spell levels - even on first spell levels some not-at-all-obvious combinations of seemingly useless spells create an extremely powerful weapon. Also, leveling up some spells changes their effective behaviour (difference in numerical values sometimes makes qualitative change).

And i'm just speaking about the spell system itself, without influence from other systems!

The real treasure of this game is its art. It alone costs multiple times this funny steam price. This pretty much unique dreamy horror style, beauty and harmony in common human figures, beauty even in dreadful monsters and locations, beauty in strange city architecture (I really have no idea how designers made these), wonderful atmospheric music... Really, in such an atmosphere monsters are just a part of a harmonic gorgeous nature, life and death cycle. The graphics can seem technically dated, but the art itself is a masterpiece, and the concept behind is very deep. You will probably never see something like this anywhere else.

Long story short, let's make some lists:

ORIGINAL DAWN OF MAGIC (again, NOT included in this Steam version)

pros and contras

++++Amazing artwork and atmosphere, elaborated to the smallest details. All or almost all dialogues and random npc strings vary depending on your character and moral alignment. Dialogues themselves are often quite unusual.

+++ Complex and entertaining spellssystem.

+++ Ability to be really EVIL! (and to be verbally and not verbally kicked and abused in an incredible variety of ways by NPCs), have a really evil campaign, kill innocent people and so on.

++ multiple equipment and character upgrade systems (many upgrades are not trivial):

1) Alchemy

2) Material adding

3) Incredibly wide range of runes

4) Runic spells on items (most with unusual effects)

5) Tattoos (not removable of course)

6) Perks from learning magic

7) Item sets, some of which change spell behaviour

++ Non-standard in details storyline. You know like remakes of old tales in an unexpected manner.

++ Non-linear in details campaign.

+Large enough world with many things to look at.

+Challenging (usually) boss fights.

+Crazy mob fights (mobs use magic ALOT including resurrection and so on)

+ Many consequent difficulty levels (very escalating) and an ability to make a new game with an old character (with all exp and items). Adds much of replayability (also some things are not supposed to be done on first dif. levels)

+Short range through-walls teleportation skill to feel like a mage :)

+ On slow machines or in very heavy scenes the game itself slows down instead of skipping frames. Very good neuron-saving feature.

+Ability to play as Mortal. Death is irreversible in this mode, you'll need to start over. For maniacs.

(neutral) mobs generally do not respawn. Oh, don't worry, they won't deplete completely unless you're a maniacal inquisitor. They're just too many. You can still try...(PURGE!!!) but I guess, that'll ruin ecological balance.

- Monsters are a bit too dense sometimes. If the map is big and you need to cross it, better use teleporting skill and try to survive in the air boiling with mob spells between jumps.

-Minor bugs like very rare inactive mobs, rare incorrect resurrection and strange npc walking routes when in a very limited space.

-Monster population could be a bit less homogenous on most maps... Maybe a bit more monster types (even more)...

-The main outline of a plot could be less generic.

DAWN OF MAGIC 2 (please remember that it's only an addon)

Differences:

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- +Sweet movie scenes.
 - +more comfortable UI (not much changed, but still).
 - +New feature: element parts that can be collected and make an item to give you a concentrated power of one school including Skill.
 - +Different starts for different characters (4). The campaign details also differ a bit, but only a bit.
 - +Seemingly improved campaign rewarding system.
 - +In retail versions often original modified(inc. new UI and element parts) game is also included.

(neutral) Fewer difficulty levels. (only 3)

(neutral) Monster continuously respawn on some maps during some campaign events.

- Shorter storyline.
- Much(!!!) smaller world. (You cannot visit most of cities and places).
- No more Alchemists' guild.
- No more bards. (funny guys)
- Much less quests.
- No evil campaign or passive hatred from citizens (you can still kill them though)
- Very linear campaign. (In original one you could, for example, alternatively kill some characters or even kill key figures not obviously supposed to be killed.)
- Fewer tatoos.

NON-RUSSIAN VERSION

Differences:

- Less fantastic voice acting. No voice acting for citizens. (Atmosphere changes a bit. Less warm.)
- The translation is... Well, they tried to conserve an original style. They tried.

STEAM VERSION

Differences:

- +++ low price, esp. on sale.
- +Feels more ironed out.
- (-) (IMPORTANT) No original modified Dawn of Magic included!
- No russian version (really, if you understand Russian, get a russian version of this, otherwise you miss a chunk of an atmosphere).
- The advertismment and screenshots are just awful :) They should fire people for such a thing.

SUMMARY:

If you're new to Dawn of Magic, buy this, but not a Steam version (beware of Starforce, do not work on 64 bit!). Choose one with an original game included and have fun. Or you can buy this if you just want to see a bit of DOM for a very low price, but remember that this is just an addon.

If you played the original game, you can buy this, especially on sale, at least to feel some nostalgia.

If you understand Russian, get a Russian version, really. It's a bit more atmospheric, but beware of Starforce.

Notes:

Multiplayer is seemingly working, but there's no people.

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