
President Evil Download 100mb



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About This Game

My name is Tony Dramp. I am a simple ranger who lives from paycheck to paycheck. One day, I found a book that changed my life. I became president of Amerika! But that book turned out to be an ancient artifact and required payment for its services...

Darkness enveloped my house and the forest. Now I need to get to the White House to save the country... That's my story.

What do we have:

- Dialogues written by the hobo hired for bottle of vodka
- Unique possibility to die. Everywhere. Seriously, if you have started playing this game and are still alive you'd call FBI cause they are likely to hire you
 - A creepy democrat ghost will be chasing after you in the forest! Online weight loss!
 - Once-in-a-lifetime chance to get lost in the forest (actually not - we have a radar)
 - Three incredible quests for collecting three marvellous items (Oh Jesus, 10/10!)
- Graphics just like in Crysis!!! (Frankly speaking not - only in case you have a really strong imagination)
 - Unity engine (AGAIN!)
- Best soundtrack by the most famous musicians!! (well, most famous among the freemusicarchive website stuff)
 - Possibility to crap your pants in real life in the virtual WC
 - The hour of wondering through the forest in darkness!!
 - Bawdy humour by our stand-up comedian!

We have been developing this game at off-work (and free from feeding our tame bear, of course) time!

All persons in this game are fictional and any resemblance is a coincidence

Title: President Evil
Genre: Adventure, Indie
Developer:
Scrap Games
Publisher:
Scrap Games
Release Date: 29 Sep, 2017

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Minimum:

OS: Windows XP

Processor: AMD Athlon X64

Memory: 2 GB RAM

Graphics: ATI Radeon HD 5770

DirectX: Version 9.0c

Storage: 1 GB available space

Additional Notes: This game have x86 build only

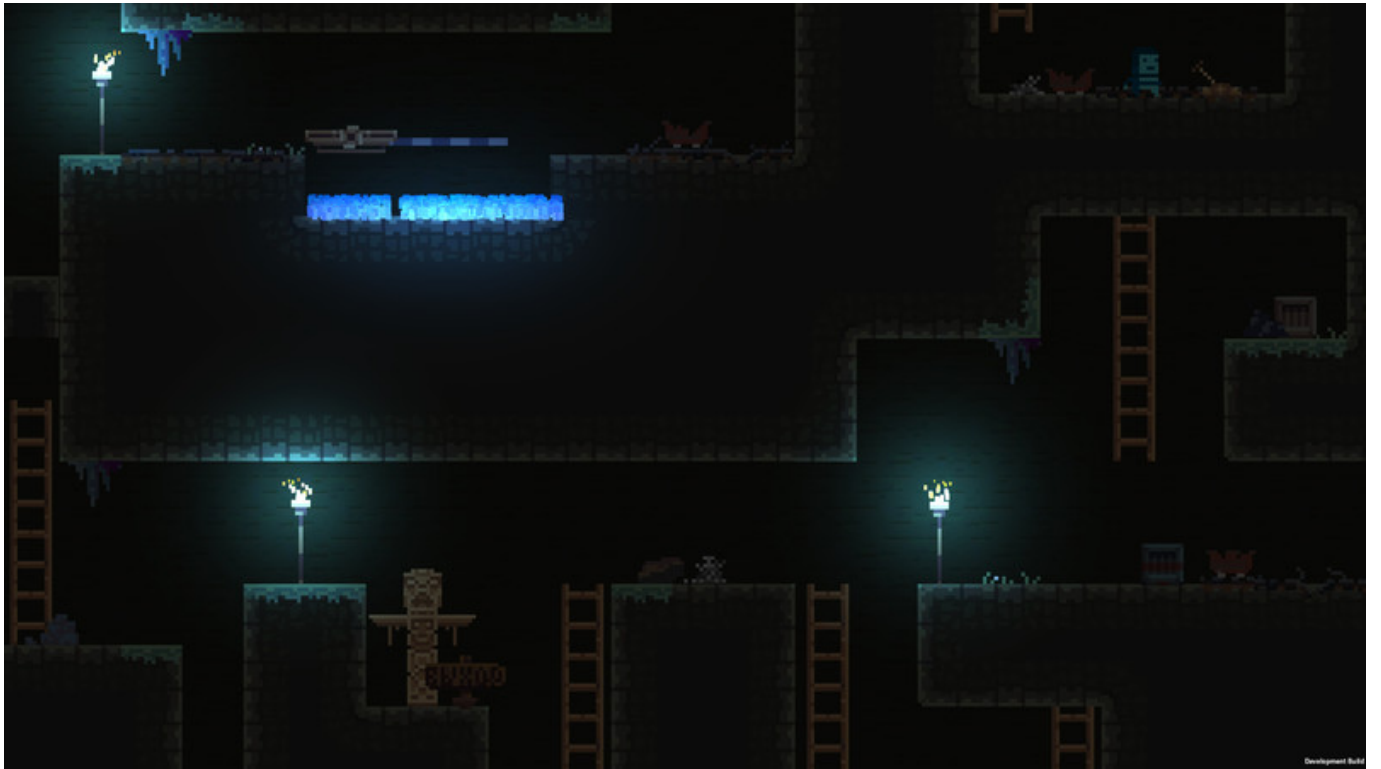
English,Russian



Cat casts Sparkle Star!



Louis	HP	621	MP	200	TP	51
Timcat	HP	766	MP	30	TP	30
Cat	HP	720	MP	65	TP	16
Ass	HP	875	MP	0	TP	23



The best purchase during the 2016 summer sale. The best example of short but sweet.

Pros:

- Beautiful Pixel Art style that gives a warm and nostalgic feeling.
- Fun puzzle and mystery mechanics that encourage exploration.
- Despite being set on a small location the mechanics and concepts give access to larger area and experience.
- Interesting cast of charecters and plot elements.
- Lots of cheeky references to some of the best time travel movies and elements of pop culture.

Overall the game is something i am so glad i didnt pass on. I would have been willing to pay 2x full price just for the expereince. Deffinitely worth it.. It's far too slow paced, for my liking, and the graphics are kind of lifeless. It all looks like a late 2000s Newgrounds flash game.. It was okay, I guess? Similar to Amnesia it spent not enough time on the actual horror. Amnesia was better tho. It basically was a friggin platformer, honestly, as half the time you're stacking boxes. Which'd be fine except it hardly ever works because their physics engine is hideously borked and ugh. Jump on a box and oh sorry it flew 30 feet into the air and exploded.

Meanwhile it CONSTANTLY has puzzles where the answer is a mechanic that is then _never used again_. At one point you have to set a box on fire and use it to ignite thick roots to enter a room, and then never again is fire used for anything.

Oh, and to top it all off, it's short as heck and the achievements are broken.

It's not great, and it costs WAY too much given its length and how many issues it has. I'd say wait for a sale if you have to buy it, ideally wait for it to be fixed or just go watch markiplier play it.

Edit: Also, how many people lived on this one extremely tiny island, exactly? Because you're constantly stepping on corpse piles etc and like, seriously, it's a mine on a small island in a village of one house WHERE ARE THESE BODIES FROM. Come on. Be consistent in your plot.. About 1996 I've played the pirated version , so I bought the copyright as I see it. The trial's music is very good, full of Mongolian style. The second and third scenario is Euroasian wide, KOEI tried with Royal Blood and then developped better version.

KOEI did developped a lot good historical games in the 1990's, wish Napoleon and the war of independence of USA would also be on the market here, those games of 2mb were fantastic.

By The Way, I regard Yuan Dynasty a Mongolian Xenocracy, which is conquerer, not native Chinese..

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????? ?????? ?????????? ?????????????? ??????????. A bit frustrating that you have to buy everything for your teammates, escpecially when you play with random people that can only have a little word come above their head that asks for something.

But in general the game is good, got it for -75%, appreciate that.

Note- It is not at all different from the original, but I say it is good because the original was good too, so just chill out with calling me fake.. OK - was on the look for some VR Space Combat with lots o' guns and not much movement. After reading a few reviews and looking it up on Youtube, I purchased Gunjack just for the fun of blasting spaceships to pieces while sitting in a turret.

The first thing, though, that really, really bugs me is that the player avatar model is MUUUCH TOO BIG! This is a freaking giant sitting in a gigantic seat with gigantic arms... WTF? Guys - resize that whole thing at least TWICE to make real feeling dimensions.

Unfortunately that really breaks the immersion for me. Everything else is really fun and so... ;-) I mean headaiming really works well, you get to shoot waves of enemies and are defending "your ship's sector".

"Yes, Sir, I can do that!"

But how good is a VR game, that breaks the immersion? Well ... NOT!

CCP - this is something you can do better! You get a "C-", now be seated and OVERWORK YOUR PIECE!

If size is proper and I get the immersion for actually sitting in that gun turret, This would really, really be a nice casual shooter for VR!. Tried a new world with Lucrative Mobs... 20 minutes in and a slime drops a jetpack. 10V10 would recomend.. For the first few hours, I was worried that the game was too easy compared to the original. But the challenge ramps up wonderfully.

The puzzle are still demanding but the clues are better written and the solutions are more reliable (I got stuck for hours in the original because I missed some trigger by a few pixels).

The invincibility that comes after getting hit doesn't protect you from falling on spikes, which leads to hilarious cascades of misfortune.

The music is fantastic, I enjoy many of them more than the original's songs. The extra art in the monster encyclopedia is incredible. The combat feels great and the bosses are dramatic.

I'd say it's better than the original in almost every way, except without the magic of discovering the game for the first time. La Mulana was unlike any game I had ever played, and La Mulana 2 obviously can't recapture that. But I fully recommend the game! And don't forget to take notes :)

This game keeps crashing and you have to restart frequently.

Highly not recommended until bugs can be worked out.. Works like a charm. The main reason for buying it was to get my xbox one controller working. And it did. Great.. I'd recommend picking other things first.

Positives:

- picturesque
- versatile cars (wagons)
- several (Pzb-enabled) trains if you don't have them: 101, 146, 155, 294.

Issues:

- too detailed graphics & too high speed => low fps and stuttering, even in the 64bit version
- the 146 slips at 10-20% dynamic brakes, depending on weather and location; must use F4 HUD and hold it 10% (plus activate dynamics separately in advance - which sometimes doesn't work)
- several 155 consists have insufficient braking effort causing Pzb emergencies
- about half of the 155 scenarios have impossible timetables
- the shunting missions with the 294 expose coupling issues and AI collision
- Pzb implementation has several issues and some tricks, making it nasty to learn; no need to be afraid of the basics, and remember to only SPAD with Pzb Override (Del) being pressed until you cross the signal and the 2000Hz illuminates
- QD routes you into a siding or two.

Part of TS 2016.. Peaceful and lovely. Like all its predecessors, it's good for playing when you want something low-frustration; I tend to play it when I'm trying to wind down before bed.. I was not impressed with this game. I will admit I didn't spend much time playing this game because I didn't think it was fun. You can only move vertically; I don't know if you "gain" the ability to move around freely later on, but for what I played, you can only move up and down. This made it feel like a sideways "Space Invaders" with enemies on both sides of you. That was OK back in the '80s, but I don't enjoy this game.

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