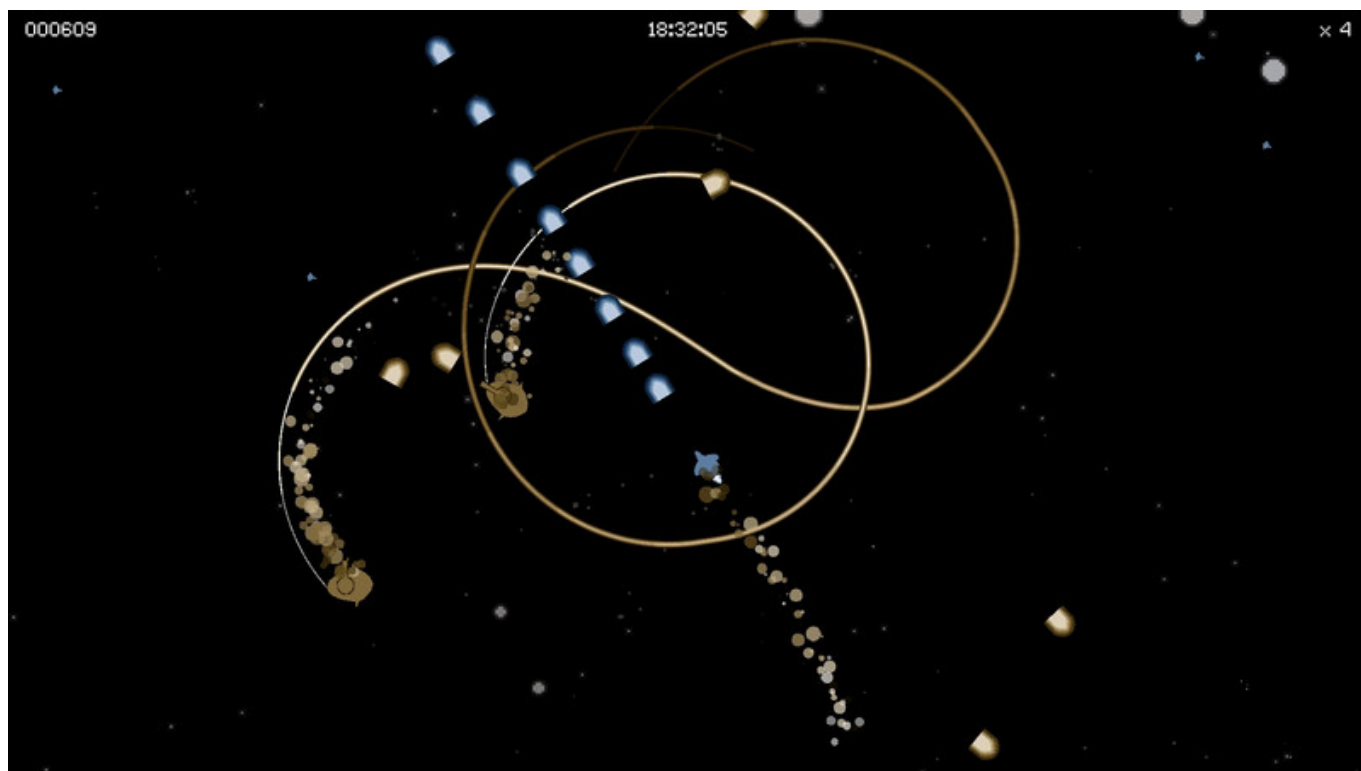


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## D'LIRIUM Torrent



Download ->->->-> <http://bit.ly/2NGxW6M>

## About This Game



*"To find yourself in a new, unknown world - it's like standing face-to-face with a monster. And so many forget: to that world, they are just as much of a monster." - the Curator.*

During the New Year's Eve, the curator of a mansion built on the outskirts of a town invites his protege and her friends to celebrate the New Year together. He gives her an unusual gift. The gift that is never meant to be opened. And only a powerful mage such as her can keep it shut. It and what it holds within. At least, that's what the Curator thought...

D'LIRIUM is an experimental 2D-shooter with the elements of a horror game. The game brings together some mechanics back from 90s classics, such as a search for the keys, non-linear levels and a lot of other things. Moreover, the game contains a lot of experimental tricks, such as random events, non-traditional controls for a shooter game, etc.

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Title: D'LIRIUM  
Genre: Action, Adventure, Indie, Early Access  
Developer:  
B52 Development Team  
Publisher:  
B52 Development Team  
Release Date: 25 Aug, 2017

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**Minimum:**

**OS:** Windows XP, 7, 8, 8.1, 10

**Processor:** Intel® Core™2 Duo E8400

**Memory:** 1 GB RAM

**Graphics:** NVIDIA GeForce 9600 GT

**Storage:** 50 MB available space

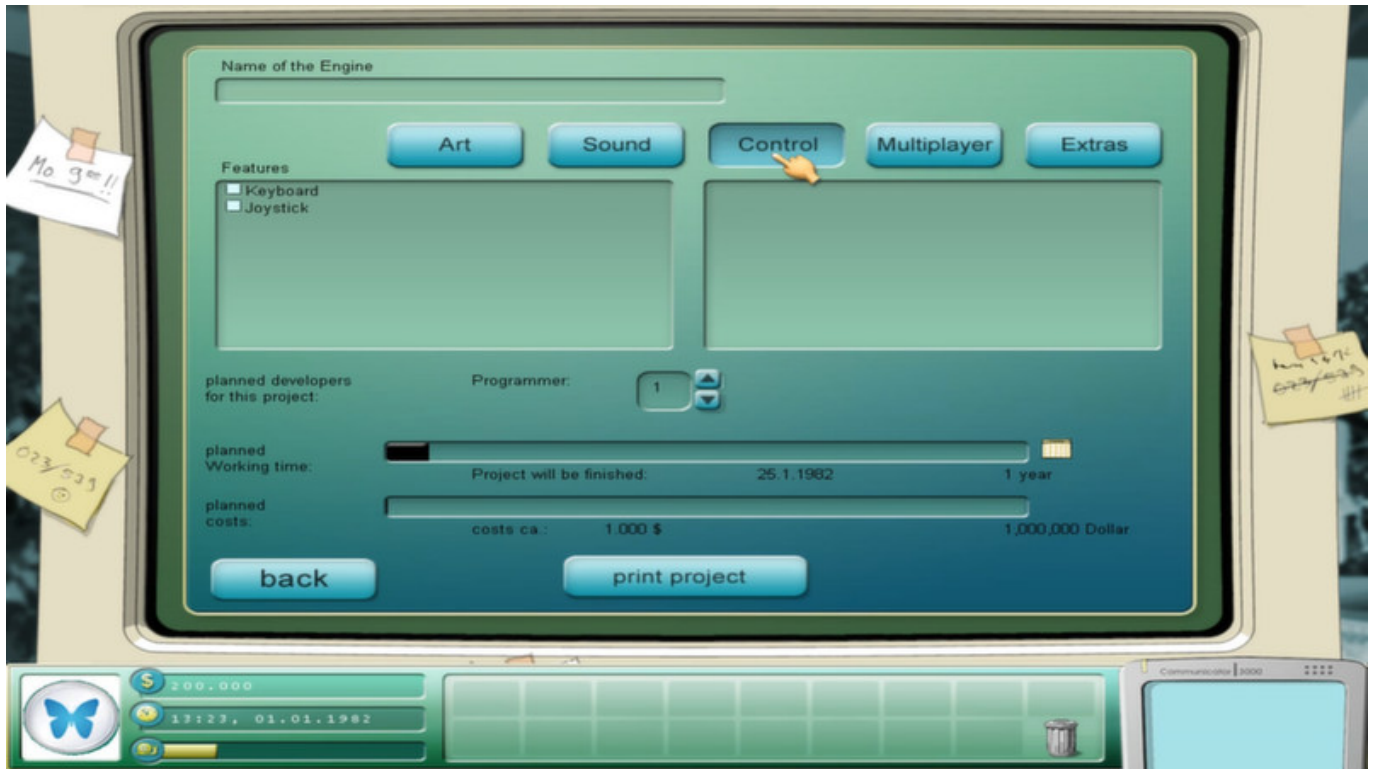
**Sound Card:** Realtek High Definition Audio

**Additional Notes:** Required K-Lite Codec Pack

English,Russian,Traditional Chinese,Simplified Chinese







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It should be first said that this is definitely a retro old school game. The graphics are only slightly better than what you would see in an 80's gold box game or 90's Master of Magic etc... So with that expectation properly in mind, I would very much give this game a hearty recommendation. If you're familiar and enjoy TBS and management games this is one of the better ones I've seen. If you're new to the genre or on the fence the dev has a free demo on their website that I highly recommend trying before purchasing. I purchased the Gold add-on which allows you to edit all the stat's of the units, which is fun to play around with. Game runs fine on Windows 10, just may require a reboot after install.. I am usually a person who waits for reviews before i take the plunge on a new game but this looked like a lot of fun so i decided to try my luck, and to me it was well worth it.

Love the music, the art is, as someone already aptly pointed out, reminiscent of Cave Story, and the Gameplay is really quite fun. Bottom line is this: If you are like me and enjoy fluid platfromers that think outside of the usual run and leap that our Italian Plumber found so succesful, then you willll like this.

The movement of walking and jumping themseleves are a bit sluggish but that disapears the moment you begin to swing and slide.

It IS on the difficult side but i find the placement of the respawn spots and how quickly you do so, to mitigate the inevitable irritation that comes from dying hundreds of times.

On the technical side of things, I have a pretty weak gaming rig and have yet to find any serious problems.

So yes pick it up and be the best hooker you can be!  
(couldnt resist making this reveiw without at least one such comment)

EDIT:

So after sitting down and really devoting some time to this Ive decided to add a few things:

One: This is not a spiderman, or flinthook type game. You will not be easily swinging back and forth like Tarzan on speed. You will die alot. Then you will probably die some more, and finally to top it all off, you will yell in anguished rage, cursing in tongues you never knew existed, as you die many many more times after that.

This is a game of Planning and Reflexes.

There is no RNGeebus here, so be sure that when you die, it will be all your fault.

Two: I want to issue a warning to anyone thinking of picking this up: the video you see showcasing the gameplay is someone having a GREAT PLAYTHROUGH.

At times you will be fighting for small sections at a time, and you will be playing the same part at times over and over again .

But therein lies the reward: Accomplishment.....the feeling that you actually overcame something challenging.

This game doesnt give out participation medals, it doesnt hold your hand and remind you how much Mommy loves you. Its a tough but fair game, and players who like games Like They Bleed Pixels, or 1001 Spikes would feel right at home here.. I wish they had made a documentary about people who made good games, rather than people who made bad ones.... This game is a real blast. The helmet and the position of the horse's head makes for a very immersive experience. This is one of those few games

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where the sides of the headset and fov actually ADD to the immersion because you are looking through the vizor of a helmet. Yet, your view remains unobstructed. It allows for both a comfort mode and a regular mode. I haven't tried the comfort mode yet, but I heard other players say it is still a lot of fun while reducing motion sickness.

The hand controls are spot on. There is just something about wielding a sword while riding a horse that is absolutely thrilling. You can control the speed of the horse based on how far you pull the trigger. It is easy to steer as well. The directional and throttle controls of the horse are identical to Hover Junkers. I didn't have any real problems with motion sickness either.

The only drawbacks: The length of the matches is too short. The VOIP is not separated out so the other team can hear your conversations with your teammates. Right now, this is not too big of a deal because you can still joke around with the other team and the matches are not so intense that they demand real strategy. Although I hope that they do get more intense with more players in each match and more complex objectives.

Right now, it's a blast to play and I can't wait for more content.. This game is great, so underrated. It's like the lovechild of Darksiders and Devil May Cry, the story is rich, the gameplay is fun, and each character is unique and, well.... has character! Sure it's a little rough around the edges, it's a game that could've benefited from more funding and a larger development team, and the voice acting does sound a little off at times, but that doesn't take away from the enjoyment of the game!. Took me a while to get a grip on the game mechanic, but with a solid tutorial that shows you what to do and how to do it, its a game i would happily play again.. okay so i cant use mods everytime I load up some mods and go to the option menu theres no mod menu what do i do, i have the delux and full version.. Ok maybe I haven't played long enough, but I can tell you that, this is really fun game!

. Greate game

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Welcome to the ancient North, once the cradle of culture and peace, but is now corrupted by magic and inhabited by nasty bandits sowing destruction in airships.

Choose to be a vicious Buccaneer or an infamous Viking and take a glider to the skies. Your goal is to drop enemy vessels and secure dominance of the ancient North. Fire cannons, help others, board enemy ships or be the captain – whatever it takes to get your enemies out of the way. The success, as well as the bitter defeat, is solely dependent on how well you co-operate with your crew mates.

Finding the right kind of battle strategy is not self-evident in the merciless winds and twisted magic of the North.... It actually sucks. Crashes. Only managed one game and that was nothing special. this game is sh#% i played for a few minutes and quickly realized it was worth nothing. Definitely a great game! A must for all people who love the middle age theme, Robin Hood saga and castles.

In case it is not running on your Win 10-computer, there is a solution: Google for "dxwnd Robin Hood" then you will find a way how to make it run.. As a huge fan of his game EASY RED my expectations were through the roof for this "fallout meets world war 2" mashup. So far I give it a 6/10. Missions are pretty fun and it has lot of potential but it does need quite a few updates. Easy red is the better game but I'm still going to keep playing A front too far and I hope the developer continues to add more content as we really need a game like this

### **Beta test announced!:**

On the eve of the version 1.5.6 release, we launch the closed beta test of the simulator. If you would like to join the beta test and help us to make the simulator better, please fullfill this application form -

[https://docs.google.com/forms/d/e/1FAIpQLScYCsaPyzmo3zMPiVcZqwFHCPKX7wV\\_YOrAaT5BqKMW4tOMUw/viewform](https://docs.google.com/forms/d/e/1FAIpQLScYCsaPyzmo3zMPiVcZqwFHCPKX7wV_YOrAaT5BqKMW4tOMUw/viewform)

At the start of the beta test, you will get access to a closed Steam group, where we will collect your feedback, and all information related to the beta test will be published there.. **Demo 2.08 Update:**

Hi all, we just updated the following in the demo:

- Bug fix: (for Steam) save function not working under some circumstances
- Bug fix: (for Playism) language selection not possible under some circumstances
- Save data system is now fixed
- ESC key deactivated in option screen
- Inversed mouse control is added for an option

Dungeons & Darkness has also been released, so please check it out before the end of the launch sale (10/7)

<http://store.steampowered.com/app/479990>

Thank you for playing Dungeons & Darkness, if you find any other bugs or have a report for us, please share it in the Bug Reports thread:

<http://steamcommunity.com/app/479990/discussions/0/350543319568177552/>

. **Supercross 2: hotfix patch:**





Hi riders, a new patch has been released to solve the problem of blocked DLCs.

The additional contents "Infinity Pack", "The Camo Pack" and "Outfit Starting Pack" are now visible and ready to be downloaded.

Have fun!

**. Try our new game - Helicopter Flight Simulator!:**

We're proud to announce that Helicopter Flight Simulator is now available on Steam for Windows PC and Mac!

Become a rescuer with your own helicopter. Prevent dangerous situations in the city: evacuate people and fight fires. Fly different models of rescue helicopters and become a professional pilot. The citizens need your help!

We'll be glad to see your feedback in comments!

[https://store.steampowered.com/app/850950/Helicopter\\_Flight\\_Simulator/?beta=0](https://store.steampowered.com/app/850950/Helicopter_Flight_Simulator/?beta=0). **ARKHANGEL VERSION 1.2 AVAILABLE NOW AT 33% OFF FOR A LIMITED TIME!:**



Greetings Winter Night Gamers!

We are very excited to announce that the long-overdue update for Arkhangel is now available with a limited time special promotion sale at 33% off list price!

So, what all is included with this update? Let's get to it, shall we?

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#### UPDATES:

- + Added full game controller support. This was a full replacement of the Unity Input System! Yowza!
- + Significant overhaul to Player navigation settings and speed.
- + Added a "Run" option to allow the player to explore at a faster rate.
- + Restructured menus to allow for easier controller navigation.
- + Inventory has been significantly overhauled. It is now opened/closed by an input key rather than a mouse over. Interaction methodology and presentation has also changed. This has had cascading effects on multiple other systems that required adjustments.
- + Visual Quality settings, Screen Resolution settings, and Controller Customization are now all handled with in-game menu interactions.
- + Updated multiple camera transitions in the game to be fades rather than movement based.
- + Updated camera positions and control perspective in the Library and Saloon.
- + A ton of small tweaks and adjustments!

KNOWN ISSUES:

- + Use previous saved games at your own risk! With the sheer amount of changes to the underlying systems of Arkhangel, we cannot 100% guarantee that loading into old save games before this update will be completely reliable. By all means, give it a shot, but know that there very well could be significant issues with player animation, controls, and menus.
- + We recommend using D-PAD when navigating through menus with a game controller.

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This update took significantly longer than we expected. Being the only Unity developer on our team, I (Zack) vastly underestimated the number of hurdles and cascading effects that such an update was going to introduce. That being said, we've had a lot of great feedback on this update. Friend of Winter Night Games and game industry veteran, James Goddard gave us some incredibly valuable advice regarding player speed, animation settings, and controller feel. When the guy that worked on Street Fighter II gives pointers, you LISTEN!

Thanks James! :-D

As always, continue to give us feedback. Your thoughts and insights have been incredibly valuable and are the main reason why we pushed so hard on this update. We knew that the controls needed some love and your guidance made us really want to focus on it with a microscope! Y'all help us grow!

Okay, with that being said, the update is now live! If you've already played the game, we'd love for you to check out the new control scheme and some of the other bells and whistles. If you've been waiting for this update to take the plunge, the limited time sale at 33% off is a great way to dive in! :-). **Update 0.9.3.1:**



Fixed issues: [\[Link\]](#)  
[\[Link\]](#)0Cube[\[Link\]](#)  
[\[Link\]](#)  
<https://store.steampowered.com/curator/33077289>  
[\[Link\]](#)597671541  
[\[Link\]](#). **Update 2018-03-16:**

Added. **Bundled up:**

Hi all,

We've teamed up with other developers to bring you this awesome bundle of strategy games. Details below:



Now Available on Steam: [TURN-BASED GEMS](#) Strategy Set!

This set brings you six critically-acclaimed strategy games created by independent studios from around the world:

[Battle Brothers](#) by Overhype Studios

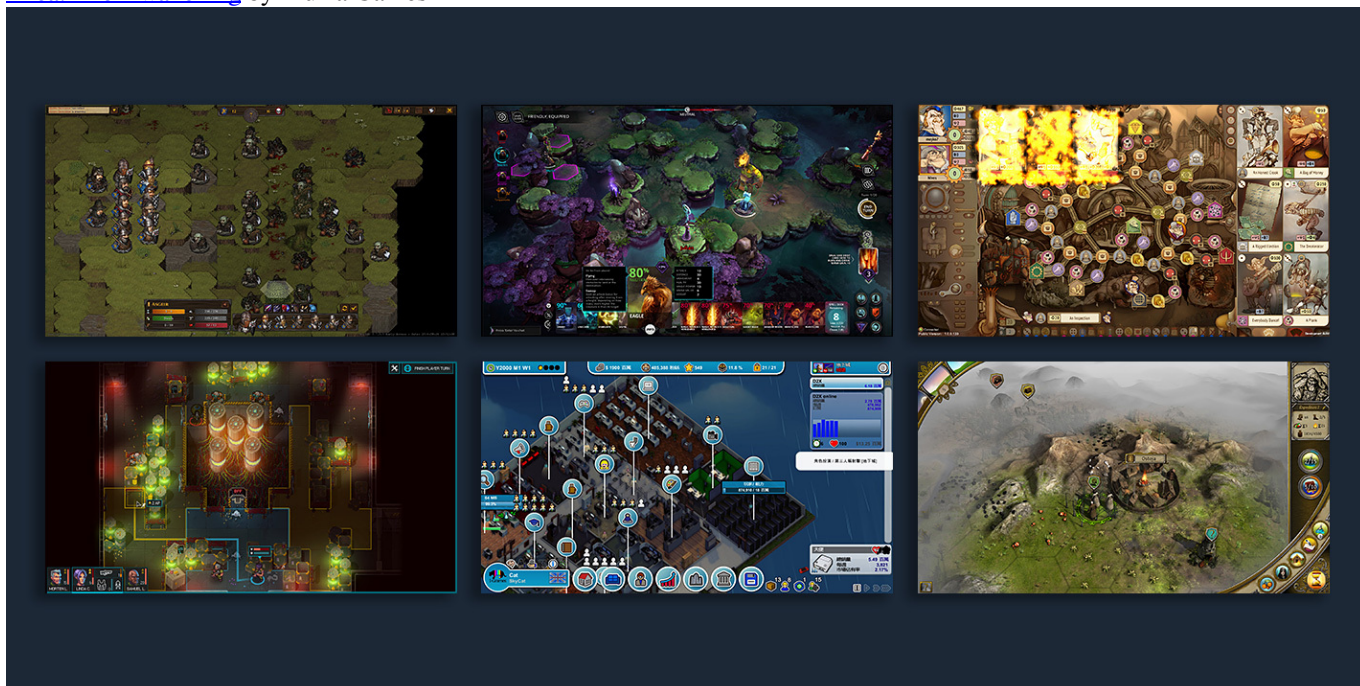
[Chaos Reborn](#) by Snapshot Games Inc.

[Gremlins, Inc.](#) by Charlie Oscar

[Halfway](#) by Robotality

[Mad Games Tycoon](#) by Eggcode

[Thea: The Awakening](#) by MuHa Games



[Complete your set at 20% OFF](#) and explore these different worlds and game mechanics! Attention: additional discounts on individual games in the set will stack up with the set's discount, so don't miss it!

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**. New Patch: 2017.11.30.1:**

We've uploaded a new patch, here's what's changed:

**2017.11.30.1**

- Fixed game locking after liberation mission completed. (Bug introduced in previous patch)
- Remove liberators' personal missions if the station is liberated outside the mission.

**2017.11.27.1**

- Fixed guard errand frequency.
- Fixed retiring a character generating an extra liberator.
- Fleshstripper no longer uses a bullet.
- Fixed Strategy Map becoming non-interactive after a liberator is killed while liberating a station.
- Fixed thruster sound playing after repeating practice mode.

If you'd like to get patches as soon as possible, the **nextversion** beta receives patches as soon as they're ready for testing.

**If you have problems with any patch or beta, please fill our our [Bug Report Form](#)[docs.google.com] to let us know what went wrong!**

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