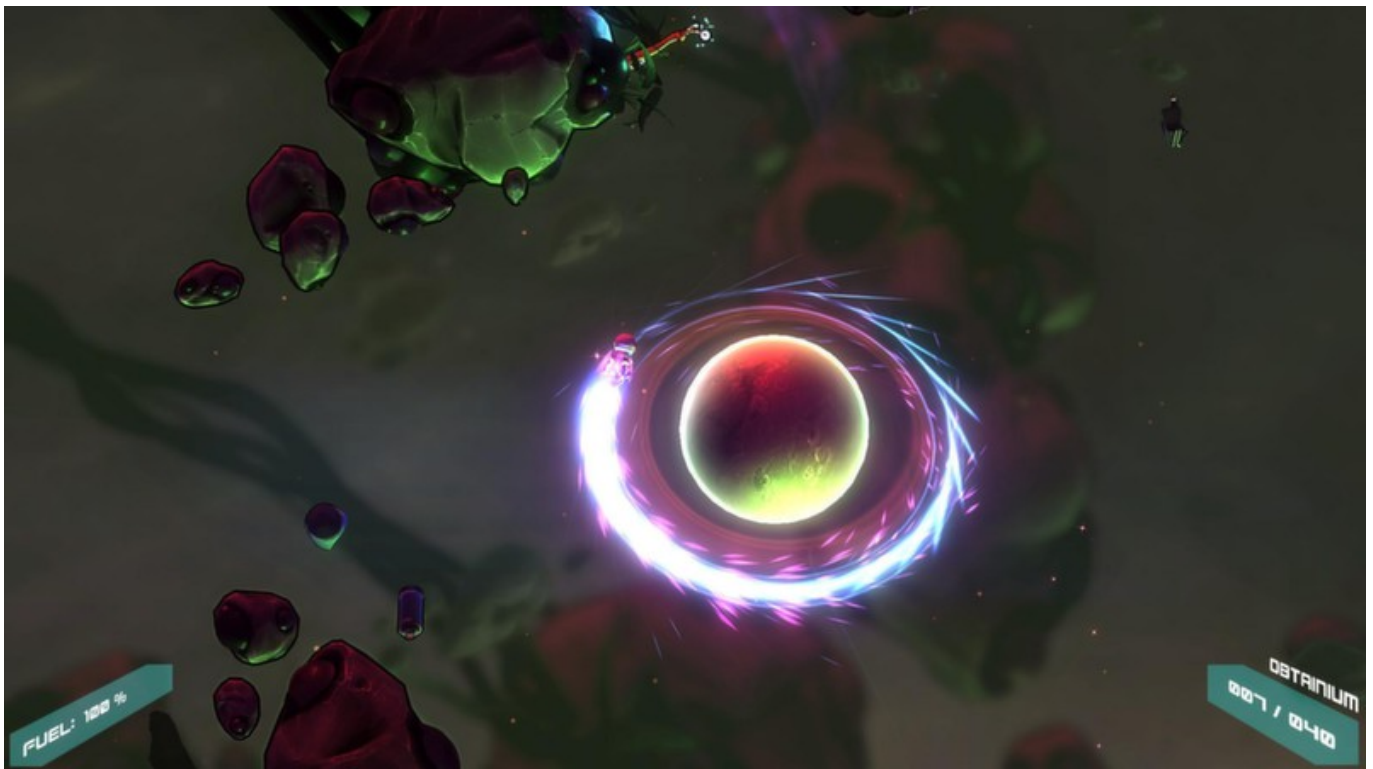

Fidelity Download Setup



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

About This Game

To play, simply search the rooms for the flaw, when found click to continue to the next, tougher problem.

.....

Controls:

Left click to select objects

Right click or Arrow keys to move the camera

Scroll to zoom.

Best played in full screen (F1 on desktop)

Quit game with ESC

.....

Stuck in an endless loop, you begin to lose touch with your reality. Is your mind playing tricks on you? Or is it this place?

If you can break the cycle maybe you can find freedom.

.....

Fidelity is a reality bending puzzle game where you must break free from your loop by finding all the flaws in your surroundings.

With progressively difficult stages and a random selection system, no two playthroughs will be the same.

.....

Title: Fidelity
Genre: Casual, Indie
Developer:
Megamini009
Publisher:
Megamini009
Release Date: 6 Mar, 2019

a09c17d780

Minimum:

OS: Windows 7

Processor: 1.2Ghz

Memory: 500 MB RAM

Graphics: On board chipset

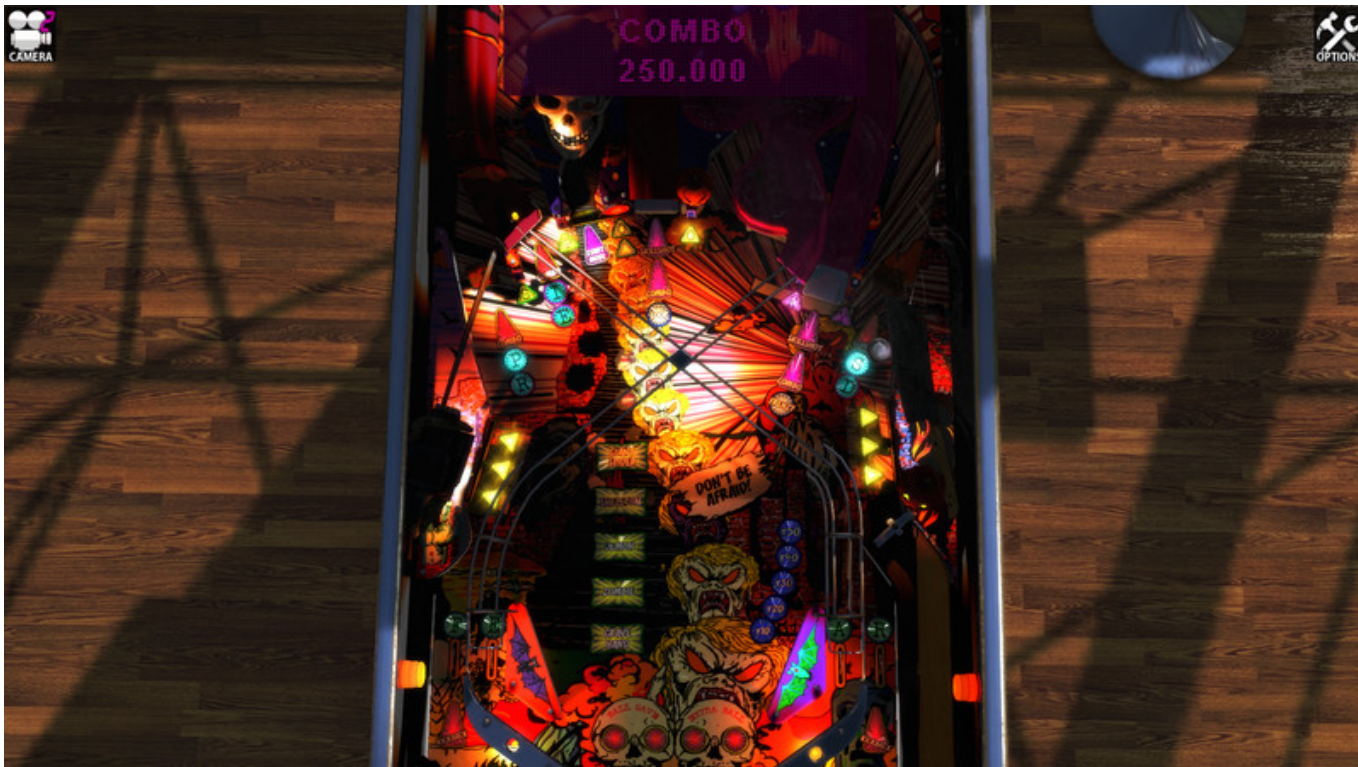
Storage: 100 MB available space

Sound Card: --

English







I love making my own maps. This game is fun in the beginning but kinda becomes repetitive.

By that I mean. I have to build up my 200 stars. ohh god let me tell you that gets tedious after 50 stars.

If you know how to splice files they are easy to slice into.

pros

build you own map
they have cheats
easy to slice into
simple map not too complex
easy to learn after you get use to it

cons

I feel the ai cheats. come on I own 50 stars and he owns 7 and he has more gold then me?(on easy)
its better to cheats\splice the game to enjoy (lol I know this is odd since this is a good reveiw)
when in controlled combat the control of combat is crapy. (your better off doing the auto fight and not load into the fight.)
The ai is so anoying(by this I mean you have advance tec. as in your ufo as they are stone ages. OMG enof with every round all 103 people trying to contac me for my tec. Every turn they call and you can't end your tune untill you veiw their trade and refused or accepted.

Good game

I wish you could block the races from calling your cellphone allday every day lol (metaphore). No controls work for me. I can't create objects and can't even close the menu. The only thing that works is teleporting.

When the controls do work, others have said they are horrible.

I tried the community hub to get help from a dev regarding my issues. No response. Devs should be ready to answer questions the day their game comes out. Only thing left to do is leave a negative review.

. There is not much fancy stuff about this game, but it is more of positive then negative. Visual part is mostly fine, apart from projectiles(they seem overly bright and contrasty). Sound is ok, but it appears to live a seprate life from the game. Gameplay tries to mimic classic shmups and absolutely lacks innovations. Some may regard it a plus though. The levels lack ground targets. Separate word should be given to the difficulty. Difficulty setting does not seem to affect anything, but the shield capacity, so the easiest setting will be a hell for a player who is not good with this type of games. Concluding, i would say that the game left more or less positive impression and i can recommend it to all fans of shmups.. The 80's cheese is real in this, and that's a good thing.

You have this plot straight out of a classic B-movie action flick, complete with an arrogant, cocky lead, the standard damsel - and the comic relief of the goons that sometimes break the 4th wall.

Also - this is a VERY story-heavy game. You don't really need to read it , the story doesn't seem to help you figure out what to do.

what to do

Don't die.

Get from point A, to Point B.

Collect optional thingamabobs.

There are even bosses.

But How Does It Control?

Very nicely, as the dev explained to me " more of a Contra feel " that was also a nice clue that I could shoot directly UP and DIAGONALLY. you NEED that knowledge. You can also shoot, and punch in the air, while jumping, after sliding and jumping, etc.

You have a sprint meter which is tied to an Oxygen meter in the top left. And, just like Super Meat Boy; you can activate the " running " mid air to close gaps faster (required skill, actually)

You don't have unlimited bullets. The enemy does.

You can also punch (the default button you shoot with, also punches when you have no ammo - but it does have it's own button mapping for punching)

But Is It Fun?

I think so. It's also highly challenging, you have very intricately timed elements staggered throughout little gauntlets (with checkpoints smattered here and there)

You have free reign to challenge any level you want after clearing it, but you can also just play every level back-to-back.

If you go to the map, you control a little rpg-esque avatar to go to each level, where it tells you the stats of your completion, and allows you to retry it.

Cons?

Yeah, but only if you plan on capturing the game footage with Nvidia Shadowplay (Share)
It won't capture the game with it due to a way the in-game text was coded.

There is also no windowed mode for this very same text-related reason. (and your mouse gets locked in the center at times)

Not exactly deal-breakers. The game content is very, very good. And the dev is a good chap, so support isn't an issue. Replied almost instantly to my questions.

I absolutely recommend this game. It's got a good amount of charm.. So far it feels like a hybrid between a twin stick shooter and a fighting game, with mechanics that remind me of Furi in a very good way.

Recommended if you have the time and dedication because it is hard as balls.. Very well made VR experience! This is nothing that is overly long or filled to the brim with interactivity. It is rather a very well made small scale experience that can be enjoyed for at least an hour!

So if you have 5\$ to spare I can definitely recommend Kismet!. Your struggle begins on a day which will live in infamy. You race to scramble a handful of fighters and to activate a few AA guns. This meagre force is overwhelmed over battleship row by the swarming hordes of Japanese bombers, but you fight on because every enemy plane you splash saves lives.

A few hours later, Japan invades the Philippines. Your forces there are rocked back on their heels by the unexpected Japanese assault. Your front line is forced to execute a fighting retreat, valiantly striving to give your army time to evacuate men, equipment, and supplies from the rear.

You find yourself pushed back to the Bataan Peninsula. The situation is dire, as the Japanese just won't stop coming, wave after wave of tanks and infantry. Your men hold their ground as well as any force ever has, but are inevitably pushed back - until there's no where to go. With the sea at their backs, they dig in their heels and make one last stand.

The war rages on and on, never seems to end. The U.S. forces slowly turn the tide, getting back into the fight until they are finally able to take the initiative. The Marshall Islands. The Coral Sea.

Midway.

Your codebreakers discover the Japanese are planning a major invasion there. You organize your forces, hoping the element of surprise will be enough to give you the edge over the massive fleet sailing your way.

Guadalcanal. New Georgia. The list goes on.

Ultimate victory over Japan can only be achieved by leading your men on the ground, at sea, and in the air, in a desperate, life or death struggle against an enemy who would rather die than surrender. You'll need to plan, and then to fight and claw your way to victory.

War in the Pacific is all hell.

10/10.

I highly suggest this game. I had my doubts when my friend suggested this game to me. Once I got into it and learned it a bit I started to love it. The game is amazing. The gunplay is perfect and gun modules make it better. There is always something to work towards too! If you are craving some PvP. Hop in. This game will keep you busy for hours on end.

Please try this game before shooting it down and giving it a bad review because this game deserves a lot more than what it is getting. +1 to you devs keep it up.. I bought the trilogy of this at 50% off and I'm still playing the first FREE episode after more than 14 hours. Totally engrossing, it has blown me away. Yes the graphics are dog turd but the gameplay and story progression together with the large open world put the majority of more modern RPGs to shame. Also the difficulty and balancing are spot on and I am told by reliable sources that Eschalon only gets better with each chapter. AAA developers could learn a lot from this. Highly recommended.. Void is a detective thriller type of visual novel game. It reminded me somewhat of Sickness only I found that game to be more interesting and fun to play. The game does feature branching pathways but there are very few choices to be had and the ending I experienced was so abrupt and lackluster I felt no desire to slog through it again. At first I thought the game had crashed or that I had encountered a bug, but nope it just suddenly ends. On the positive side the visuals were very well done even if I found the rest of the game to be disappointing.. Thumbs up but barely. Overall it's pretty fun but I would recommend playing on easy as the game has stunlock which can kill you quite fast if you're not careful. According to the dev its a feature from making the game too easy, if you ask me it was irritating, annoying and unnecessary (see below). Also, you get a pistol then very shortly afterward you get an automatic rifle but then no other upgrades for you main gun- until you get to almost the end (and it's partially hidden too and easily misseable). Special weapons work fine and are fun but the ammo is way too limited. Controls are slightly awkward as you move with the left analog stick and it also lets you jump too. I would've preferred a dedicated button to jump instead.

Started on normal and got to the last boss. After beating the boss I couldn't get past the last section. I restarted the game on easy, skipped all the cutscenes and plowed through it in about an hour and a half. My first run took about 4 hours Btw. So you may want to try easy first.

On the plus side there's some nicely done still cutscenes which keep the story going. The music is also fantastic...i was expecting some generic metal/rock but instead it was ambient synth, (think the first terminator movie). Whoever did the music did a really good job I think.

5.5/10. The multiplayer doesn't work.

Its a middle of the road game. I am giving it a thumbs up because its worth a look and play through if you get it for sub £5

Its not bad. Its justmediocre.

I enjoyed playing it , it had a nice wee story but the missions feel like tutorials. I played what 5-6 hours? and I have done the game. I expected so much more. there was potential for so much but its like a damp squib. It had some interesting ideas. (I liked the tavern/hostel so you could buy in workers on short term contracts to cover job vaccancies that was an inspired game mechanic).

Everything (bar the story) is functional....not noteworthy just acceptable

Graphicsfuctional.

Sounds.....fuctional.

UI.....fuctional.

But in the grand scheme its a bit of a let down.

Wasted potential.

Its a cliché to say.....if you like " A" you will like this.

But this is a case where if you like city/village builders you will find a few hours of fun, but the game is never going to convert people to the genre.. This game is♥♥♥♥♥♥your pants Scary

And thats comin from a guy who is very experienced with horror games and played with a friend.

The sheer ♥♥♥♥♥en ability of this game to separate you from your closest mate, and then torment you with a thousand baby giggles will continue to blow my mind.

Also God Help your sorry♥♥♥♥♥when you have one doll to go, you best get running

First one to review this game, i get a prize right?. I played the demo a while back and was very interested in where this project would go. So far I am very interested in the world thats been presented and I will gladly pay for any future chapters if they keep up with this content. Im a bit into the game right now but I have no idea how long this first chapter is so I cant give an estimate to how long this game is. As of now I only have three complaints.

EDIT: 5 minutes after this review I finished the chapter lol. Right now theres not that much content, i'd say you can finish it in 2-3 hours if you spend time clicking every little object to read it's description. Even though it was short I would deffinetly say that I am very happy with what I bought.

1. Misspelled words - I understand the Dev's mother tounge isn't english but sending the script out for proof reading would be nice. None of misspellings are that bad and honestly just seem to be typos.

2. Seemingly no way to change resolution - I have a 1440p monitor and its unfortunate to say that a lot of the amazing artwork is a bit pixelated/blurred. I would suggest adding a setting the puts it at it's native resolution, but with black bars to fill in the rest of the screen. Enter the Gungeon has this setting and it seems to work great, but idk if it would conflict with the game in anyway.

EDIT: I realised that I can go into windowed mdoe to help with the resolution but the window is so small it becomes hard to take in the artwork :(

3. Arbitrary options - The parts where you get to choose what happens seem very lack luster/meaningless. For example most Tell Tale games give the illusion that you had a choice in but in reality the same outcome happens later in the chapter no matter what you pick. I understand how difficult it is to make a game where choices like this have a large impact but I feel like I should there should be a little bit more to the choices or make them more meaningful.

P.S. - For the love of god make a soundtrack for sale, I absolutely adore the music in this game. While I did quite like this game and the story that it had to tell, I unfortunately wouldn't recommend this game considering the price and short length. I think you can even just play the chapters online if you looked it up! It's neat how the game puts together the narrative with the gameplay, which will give the player a hint on how to progress, but other than that nothing much about this game is very praise worthy. It really is a Pretentious Game.

Pretentious Game focuses on the story of this small cast of characters represented with colored squares that slide along the ground with no walking animation (just like all those crappy horror games the internet loves so much!). The story centers on the conflicts of relationships and love, and it serves its purpose of invoking emotion in people who actually pay attention to the story. It's nothing groundbreaking or special, really, but it's unique in the way that it gives a single hint in the form of a sentence for the players to continue on.

Though that's where some of the game's faults can be found. In one part, in which you expect the narrative to lead the way, you have to somehow figure out there's invisible platforms to get to the end goal of the chapter's level. As much as I hate invisible platforms, it was made way worse when the narrative doesn't seem to have anything to do with how the level should work.

The fourth chapter has to be one of my least favorite chapters, really. It kind of repeats characteristics for these two characters, adding nothing really to the story. Yeah, I get it, they're very close and help each other out. This chapter was also the hardest in my opinion. Yet, it seems very unnecessary, like it was just the creator running out of ideas and having to fill the space with this whole chapter. Not to mention that it leaves players on a "cliffhanger" of sorts, teasing for another chapter which still has yet to be delivered. The other chapters didn't even have this cliffhanger before, and they felt complete on their own. This one, however, has all this filler just to have the last part of the chapter actually add something to the story.

Anyway, I would not recommed buying this game on Steam. It doesn't even have any achievements or any added content to make it more enjoyable. Just look it up and play it on your web-browser if you want to.. While I love these mediocre point/click games I have to say this was done pretty bad. The storyline was meh if you could even call it a storyline, I don't expect it to be best seller writers telling the story but I do expect it to at least interest me. The puzzles were completely nonsensical most of the time; never used hint as much as I have in this game in any others I have played, literally no way to even guess what they wanted you to accomplish bar spamming hint and trying out all your items. I also encountered a bug where I was able to bypass an hour or so of the game which I must say I am not complaining about. The warning sign as you load up set it up

so that everyone who played it would be disappointed, I don't think I even noticed it being eerie at all. Worst of all is that you could completely just spam click the hidden item sections and finish them, in fact it was generally faster to do that than to search for items that blended into the background so well that they actually were part of the scenery and the only way to see them is with hints, not good.

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