
Sullen: Light Is Your Friend Torrent Download [cheat]



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About This Game

Five years ago in this forest..

A journalist wanted to go there.And (of course) he didnt come back.

Few days later,he called his best friend.He just said to him "Come Here" and line dropped.

You're the "Best friend" of this journalist.You listened your friend and you went there.

AND NOW LET THE GAMES BEGIN!

Title: Sullen: Light is Your Friend
Genre: Adventure, Indie, Early Access
Developer:
FranticDreamer, SpoNk
Publisher:
FranticDreamer, SpoNk
Release Date: 22 Jul, 2017

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Minimum:

OS: Windows 7

Processor: 2.0 GHz CPU

Memory: 1 GB RAM

Graphics: NVIDIA GT 230 or AMD Radeon HD 5570

DirectX: Version 11

Storage: 1536 MB available space

Sound Card: Realtek HD Audio

English, Turkish



MAIN MENU

CONTINUE

START NEW RUN

TUTORIALS

STATISTICS

BACK TO FILE SELECT

DELETE FILE

stats

Overall Completion	18%
Win Streak	0
Runs Won	0
Runs Lost	10
Runs Abandoned	1
Enemies	8/105 Locked, 61/105 Killed
Minibosses	0/8 Locked, 2/8 Killed
Bosses	1/17 Locked, 4/17 Killed
Condemned Enemies	6/13 Locked, 0/13 Survived
Items	3/210 Locked, 23/210 Found



sullen light is your friend badge. sullen light is your friend

Constant lag with a 60FPS lock on all resolutions. This is a good example of where the developers put all their chips on the multiplayer portion and basically♥♥♥♥♥♥on the campaign. I finished two stages of the campaign on normal, checked my progress and found that I was halfway done. The primary gun shoots like a funnel and unless you are not moving and crouching don't expect anything to hit the enemy. On the subject of enemies, I've shot a couple in the head with a high powered rifle only to see them jerk their head slightly and keep coming at me like a terminator. The "drones" or RC cars are more of a gimmick than a useful tool, most are just a kamikaze bomb. The icing on the cake is apparently the multiplayer servers are down for good. So what are you buying? Three hours of gameplay.. Cute casual♥♥♥♥♥♥with grids and random colours.. Low frames Not hd

Video always glitches out and shows some random green stuff that wasn't in the recording

Don't buy it.

~waste of time and money. If you played the second one, you'll definitely want to grab this, too. Not as good (by a little bit), but still one of the best in the genre.. Great puzzle game. Much better than many paid titles on steam.. I could not get this to run. It's a shame because I really enjoyed the first game in the series.

Half-Life: Opposing Force is basically about one of the grunts who were sent to the clean up project and he is immediately thrown into the horrors of Black Mesa. but its got abit of stuff you are kinda misslead by. for example: he dosen't have to kill everyone. infact, he sorta needs them. its got good story and enviroment. speaking of which, you learn more stuff they were working on. its cool. and its only \$4.99! buy it and its sure to meet your entertainment needs. it wont let you down sir or madam!. This game is Great fun and i love the progression cant wait to see more. one of those rare gems in early access that is already a Good game so more is just well.. more.. JiPS is a jigsaw puzzle game involving Ships. There are three types Mediterranean, Asian, and Caribbean with 10 puzzles for each type. You can do the puzzles in the following formats 6 x 8, 12 x 16, and 15 x 20. Some of the puzzles simply auto complete at 6 x 8 due to the picture not worth doing at that setting. The only issue I have with this game is that when you complete a puzzle it says complete on any setting making it hard to know if you've done it. For example I do the third puzzle on 6 x 8 when I go to the same puzzle at 12 x 16 or 15 x 20 it will say complete. This makes it hard when chasing after the 100% completion achievements since all it takes is to miss one puzzle and you got to go back trying to figure out which one you missed. It's not a game breaking issue for me since I just kept track with my notebook but I can see it being a pain in the rear if you missed one and had to go back.. Can't run on Mac -- just a black screen with spinning wheel. Other people have the same problem.. spicy but boring after a lil. So - I bought this game a while back - All I have to say is that It is bad... Not even in a "so bad that it is good" kinda way... It is just plain bad.

Here is why -

1. Confusing - The game does not give you any form of orientation and when it tries to it falls flat on its face in the attempt.
2. Runs like crap - Long load screens for extremely low fedelity models and textures.
3. Multiplayer is non existant - There are no players on the servers.
4. Crashes and lockups - The game tends to crash and lockup. This has to be my biggest gripe about All Aspect Warfare.

In summary -

This game feels like it was pushed out the door way to early. It is overall waste of money that I paid for it. Wish that I had not purchased this. My advice to any one else who is looking to buy this...

***AVOID AT ALL COSTS UNTIL FIXED ***

Advice for the developers to improve the game.

1. Hire actual voice actors for the "Training Videos" and don't have the youngest member of the dev team do the voice overs. It honestly sounds like a 13 to 15 year old kid. Not to mention that he goes by a bunch of different names such as Lucas, Brad, etc. It is really awkward and this could directly hurt your sales. If you have to do it that way due to budget constraints. Then atleast do some audio editing so that she does not sound the same in each video.
2. Spend more time on your games development - The game has its flaws, is bad in terms of performance, and prone to crashing\Lockup. Spend more time on Quality Assurance and Bug fixing.
3. Host Community events to get more players in game - Lots of companies do this for their games. This also could help build a Community around your company and games.

Anyways enough of my rambling for now.

Peace out!.

Pathetic. Can't control properly, and will only anger you to the point of uninstalling like it did me. Any racing game should have complete gamepad support at the rate of 100% usability.. I honestly don't understand what there is to dislike. Personally I think in some aspects it's better than Shovel Knight, another game people like to claim is a spiritual successor to Mega Man. For one thing, the stage select, and power up feature is more Mega Man than anything Sovel Knight did. The dash feature is my personal

favorite part of this game as it's just as free flowing and smooth as it is in Mega Man X (My favourite game of all time), and the boss fight patterns are very Mega Man classic. No charge shot though (except at the cost of your weapon energy meter and it's not worth it). A excellent platformer for under five bucks with a high enough difficulty and replay value to keep you invested far longer than it's price point would have you expect.

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