Vindictive Drive Download Xbox

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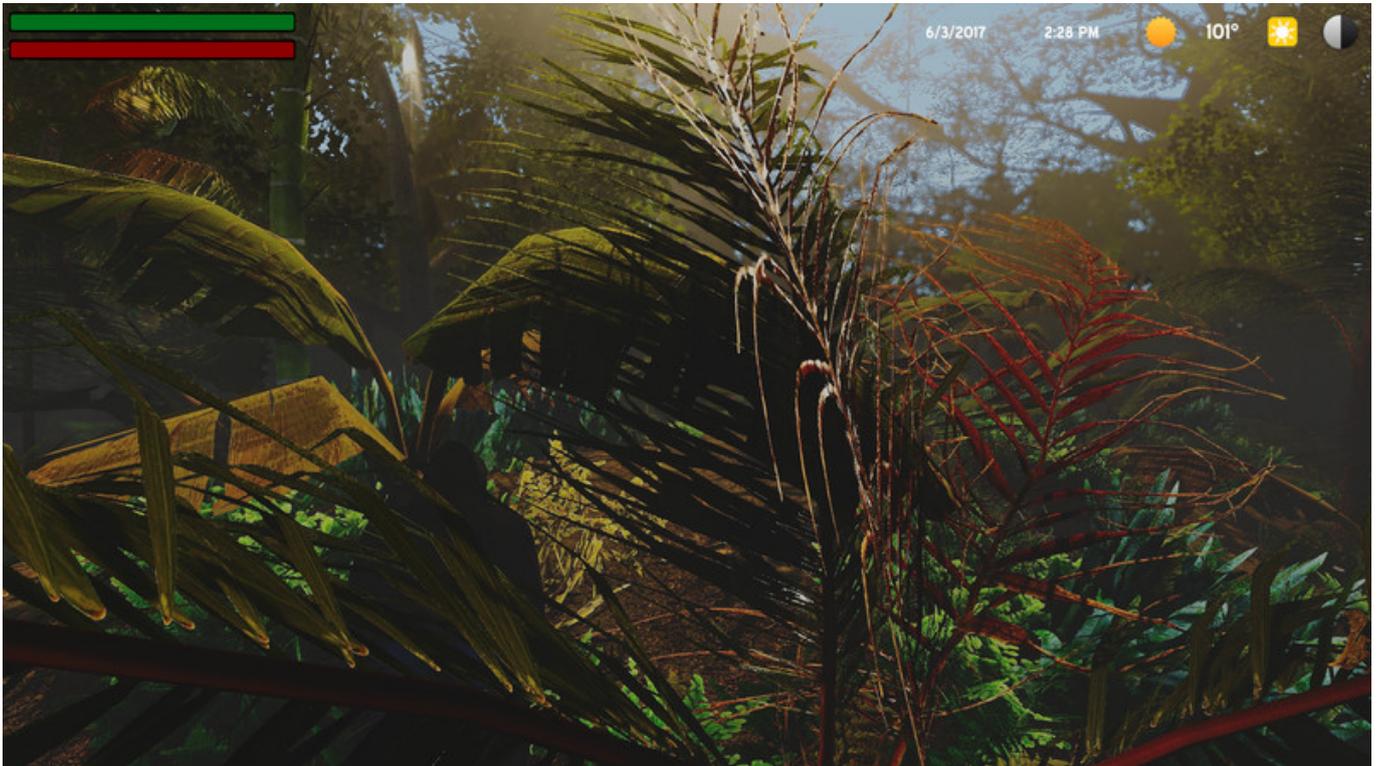
About This Game

Vindictive Drive is a Thriller/Action game with cyberpunk elements and Real Time Action/Stealth mechanics following Arris Fern, a young woman in her cold blooded revenge against her father, the president of the most powerful nation, for the assassination of her mother 12 years ago.
Completely consumed by hatred and resentment, Arris will use the most cruel methods at her disposal to achieve her goal.

Features:

- Vindictive Drive's "battle system" rely on outsmarting security systems, avoiding cameras, and fooling your enemies using your computer and jamming devices, leaving the pistol as last resort.

- Stealth is an important part of the game, you will be able to disable alarms and create distractions.

- Story rich scenarios and suspense.

- Talkative and friendly NPCs.

- A lot of illustrations and animations made frame per frame.

- Arris' very sour behavior.

- Multiple endings.

Title: Vindictive Drive
Genre: Action, Indie
Developer:
Secret Society Games
Publisher:
Sometimes You
Release Date: 15 May, 2017

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Minimum:

OS: Microsoft Windows 2000 / XP / Vista

Processor: 1.0 GHz Intel Pentium III equivalent
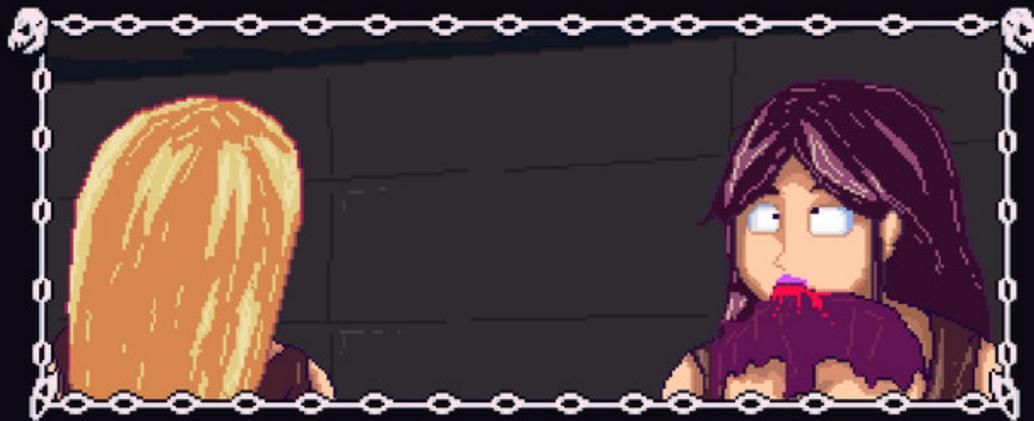
Memory: 256 MB RAM

Graphics: 1024x768 video resolution

Storage: 585 MB available space

English

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Crashes with the use of any Tarot card which makes progressing seemingly pointless.
Also crashed several times during the first level, just expect the game not to work.
Being there are no real patches or projects to fix this I'm guessing it's not worth the effort.
Shovelware at it's worst.. This game is good enough to get a positive review, but this is not exactly a compliment. The game is quite short. I really love its art style. The puzzles have the correct amount of difficulty (neither too hard, nor too easy). The story is kinda complex and uninteresting. The dialogues and the characters are just fine, although we don't get the chance to meet most of the characters enough. To be honest, I didn't really enjoy this game, but if you get it for a very low price, it's a good way to kill 3 hours of your free time. I'm pretty sure they put a lot of love and hard work into this game, but that's not enough to make gamers enjoy it.. Tips for how to play this game: right-click the game in your game list, go to "Local Files", browse local files, mess with the game configuration files (there are two) turn off music, set resolution, give yourself infinite ammo, and then play. It's more fun that way. The controls are whack: arrow keys to move, ctrl to boost, / to shoot. If you got this for cheap, it could be worth it. But don't pay full price.. This is a neutral review (neither 'YES' nor 'NO'). It's a game for Tetris enthusiasts only. If you're one, than thats for you. If you're not I would recommend a different indie\/puzzle\/casual game as the twist mechanism does not improve much on the original Tetris experience.. A fantastic metroidvania game with a great soundtrack and proper 16 bit graphics.. https://youtu.be/ibboyGMCQQ4

The darker tone and plot twists make a strong attempt to build tension and drama, but come up a bit short due to the split focus between characters and horniness.. This game is so underrated

The Preview Video on the Store page is misleading, this is definitely 'NO' hotel. Beds unmade, showers don't work, TV's with no reception, some extra-terrestrial critter plague, blood and bile painted on the walls, front desk vacated, I've stayed in better hostels than this. Having said that, Hostels in Adelaide 'the murder capital of the world' are somewhat similar. In fact if I was to go down to one of their Hostels and paint all their windows black, this could in fact be based on a true story?...

The other thing that makes the trailer on the Store page misleading is that it contains a very clever glowing nemesis of light. It seems that this was in the game's Alpha stages. Now, you\u2019re required simply to dodge the whereabouts of a goofy looking \u2018world of Warcraft\u2019 ogre with a club, zipping around like he is the looney tune road runner. Why the change developer???!!!

It\u2019s not that difficult once you realise that the ogre has a set path and that the 4 key cards you have to collect to open the fire exit door are always in the same positions. The map is simply a boring 'figure eight pattern', so it's quite easy to set yourself a speed run where you can finish the entire game in less than 3 minutes.

Too dark. Putting horse blinkers on a gamer, by making everything too dark, might hide some design issues and crude work, but it places all gamers in a negative mood straight away. Gamers want to see all the eye candy they have paid for. Not have it hidden. If I wanted to go to a cheap seedy low-lit joint with strange biological substances hanging on the walls and ceiling, then I\u2019d go to your mother\u2019s house Mr Developer.

Tips for developer\u2026

\u2022\tOver relying on jump scares just cheapens your game to a very immature crowd. Want to lose respect quickly as a game designer? Then continue to make games with no story and just have scary sounds in them. Your game's story should not be just on the store page as an afterthought, but more in the game itself. If you don't do this, then it just makes your game look like a poorly planned mistake.

\u2022\tNo AI and preselected path recognition makes the enemy a serious yawn. You might as well get rid of the monster and just have scary suggestions for some atmospheric environment and replace the NPC with clever puzzles. Having an NPC that keeps interrupting the gamer from enjoying all the gaming art, makes the experience of the game infuriating.

\u2022\tGood games always have clear instructions on what a person needs to do, bad game design assumes that players know what to do. Game designers should care for their customers, wanting them to have a good experience while in product. The feeling of being 'lost' is not a welcoming feeling for gamers.

\u2022\tNo sound control options are vexing for recorders. No ambience musical score just makes your game drab for those wanting to be immersed in your imagined horror. Music really makes and breaks most horror games.

\u2022\tHaving options that don't work in your game like a save feature. Just yells out 'not finished, incompetence'. Get rid of any feature in game not working or fix.

In final, I've seen worse. But this hotel is definitely below standard. It needs to add proper story, good AI, satisfying puzzles, ambient soundtrack, more levels or tasks needing to be completed to raise it' star rating in the hotel industry. Granted it's cheap, a nasty insect problem, unmade beds, showers that don't work, blood and bile on the walls. So why isn't it called 'Adelaide Hostel'?

Below the complete game by me to settle your curiousity\u2026

https:\/\/youtu.be\/U6DU9rNspCM

If you enjoyed reading this review feel free to subscribe to my curator page. Thanks...

http:\/\/store.steampowered.com\/curator\/6843548\/
. Good game, very engrossing if you enjoy the old style police management games.. i purchased and downloaded map pack it shows it is in my liberary but have no access to the map pack. Pinguins are ♥♥♥♥♥♥♥s.. An old childhood love of mine is Toonstruck.

I grabbed this whilst it was on sale in the hopes it'd relive some memories. It sure did but unfortunately there are a lot of issues with the Steam version.

No in-game menu except for the very start, if you accidentally fast-forward you lose dialogue being voiced (Seriously, who wants to miss out on voice actors such as Christopher Lloyd and Tim Curry?!) apart from cut scenes. The graphics are exactly the same as they were years ago, and it's pretty sad it wasn't updated even the tiniest bit.

For what it's worth, it's a nice bit of nostalgia but I'm sad to say that it really does need fixing a bit more before I'll find myself playing it again fully.. The protagonist is honestly a bit of an \u2665\u2665\u2665\u2665\u2665\u2665. The game is also fairly short.
The art style is really nice though, and the story is ok. I only wish the romance and the story was more fleshed out, and took longer to get through. It could've been a lot more interesting if it were longer, and had more events.. this game is good for getting stoned