7 Days With Death Download Game Hacked

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About This Game

In 2013, Narrator released its fourth game focusing on fate and choice.
Through cooperation with SSCP, the quality of this game has improved over our previous works!

Containing the 3 original routes, plus an additional route, the script length is about 130,000 words in total.
Featuring 19 CGs, a soundtrack of 9 songs plus the main Chinese theme song, and stunning backgrounds based on Taiwan's
Tamsui District (淡水).

※ This game does not have character voices

story:

"In seven days, you will die."
On Christmas Eve, a strange girl breaks into your home claiming to be the bringer of death.
"I will be with you for seven days... if you don't want to die, you must find someone who is willing to die for you."
This unbelievable prophesy is then followed by many strange omens...

Daily life becomes unpredictable, even to the point where he runs into Shaw Chin, who had just ended a relationship.
Is she someone who will love me... who will die for me?
Death haunts his every move.

On New Years Eve, Death looms over him.

As the fireworks light up the night sky, he must make a choice...

Title: 7 days with Death
Genre: Adventure, Indie
Developer:
Narrator, Storia
Publisher:
Narrator
Release Date: 1 Feb, 2013

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Minimum:

OS: XP

Processor: Pentium3 1.0GHz

Memory: 1 GB RAM

DirectX: Version 9.0

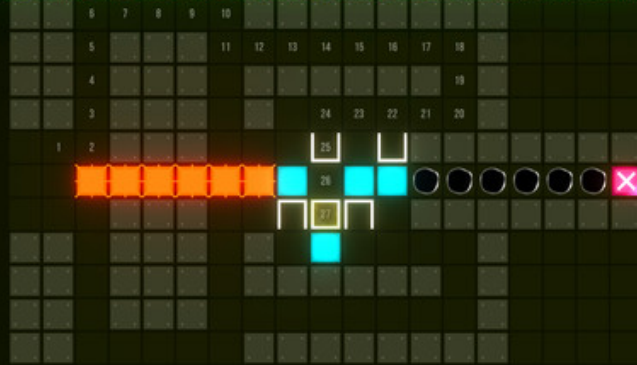**Storage:** 800 MB available space

English,Simplified Chinese,Traditional Chinese

Humor: Or don't. For all I care. I don't need your approval and I don't need this. What am I doing dropping one-liners when the man's whole world is unraveling? It's absurd, almost hilariously so. Almost maddeningly so.

RESET BREAKTHROUGH MUTE
R   B   M

The game has just been banned in my house for glorifying dogfighting, (I don't share the opinion, my mom is one of those moral guardians) so I figure that now is a good time to give my overall thoughts.

First, I'd like to address the issues. For one, this game is rather unpolished, most notably in the Retro stages where I encountered glitches with both myself and enemy dragons. In one instance I got stuck in a platform and needed to reset, another time my sprite duplicated. As for the enemies, they suddenly teleported to different areas and their flight patterns were in broken loops. But these issues seemed to be exclusive to Retro mode because thats the mode I played the most, and I didn't find any bad glitches in the other modes.

Visually, the game could use a touch up as well. I like the attempt at making it look like an older, pixelly game, but the scenery is rather bland, as well as the dragon models.

As for the gameplay, it was reassuringly responsive, and the enemy hitboxes are clear. It's got a good blend of difficulty, which, obviously, is a must in video games.

Overall, despite the setbacks, I enjoyed this game. Nothing spectactular but it did hold my attention as a time-passer. I'll give it a 3.5\/5, and I hope it improves steadily in the future.. Awful game.

There is no goal, no mission, no nothing. You get dropped into a poorly made gameguru map, and you shoot fish until you get bored of it. That's it.

. It's fun, I've gotten my money's worth so far, but it's been a long while since an update. I know the devs are alive but the things to do after even 5-10 hours of gameplay begins to diminish quickly. I've built a massive farm that spreads on it's own; a big house; explored both the upper and lower sections of the world in almost it's entirety (obviously not below ground). I've done all this but feel like there should be more. Did I miss something? I loved the game in the beginning but it's starting to lose it's charm with so little to do.

I would recommend this game as a short term time waster but until there is more content, don't expect to play much more than I have unless you truly do want to build a massive house that has no roof, animals flying over it attacking you constantly.. I've played The Yawhg twice on my own and twice with a friend and had a blast every time! It's a really simple concept: something bad's going to happen in six weeks, but you're not going to worry about that, there's hunting to do in the forest, patients to tend at the hospital, and malicious hedges to confront!

You play a minimum of two characters (up to four) playing with friends is as easy as passing the keyboard (or controller) back and forth. Gameplay is simple, you choose an area of the city that you want to spend your week at, and then you choose what you want to do at that location. For instance, at the palace, you can choose to do administration work or attend a ball. Each activity will raise different stats (physique, finesse, charm, mind, magic, wealth). Random events at each location will also raise or lower certain stats, often, you will be asked to make a choice during these events. Whether you pass or fail seems to depend on stats some of the time and on random rolls other times. The game mixes comedy and horror in a way that reminds me of Welcome to Night Vale with a pinch of Princess Maker 2 and the art style of Don't Starve or a Roald Dahl book. It's funny, dark, and at times very disturbing, and it frequently flip flops between funny and horrifying moments in the space of seconds (the endings are particularly prone to this).

Yes, The Yawhg is pretty short, a single playthrough can take anywhere from ten to twenty minutes (or longer if you're playing with friends) and you will be seeing repeat events quite often, but the game has a ton of different endings, and each playthrough tells a different story.

In short, if you like interactive fiction, a bit of comedy with your horror, or maybe you're just looking for something unique, The Yawhg is well worth the full price.. oh look an old game i got a long time ago, i remember it sucked, also they are asking 20 dollars for this now??

even on sale i wouldnt buy this hot steaming pile of garbage. The groans were mighty when my daughters were told to stop for dinner. 8 year old girl approved.. Horde: Zombie Outbreak Review

This is definately an interesting game, and mashes up quite a few games that I have played and enjoyed, I usually don't list off games that another game reminds me of unless I get vibes of a big mash up when I play and review a game, and thats the case with this title

The list of titles that this game essentially mashes up (with reasons listed for each) are as follows

Infectonator-This is a zombie game where you get to be the bad guy, and whilst that HAS been done a few times, even to this day it's not done as often as the fight the zombies approach that has been used 1,000,000 times over compared, and to me Stubbs the Zombie and Infectonator were the big early examples of being the zombie in a video game

Age of Empires-This element is on the lighter side of things, but still important nonetheless, this game is an RTS where you essentially attack one army with your own, the army equivalent being the classic humans vs zombies war, as you attack you grow and control a horde and destory structures, kinda like AoE while getting other "soldier" (I use that term lightly) classes via infecting tougher humans

Burn Zombie Burn-The art style and enviornments are fun and campy and cartoony and VERY MUCH remind me of Burn Zombie Burn, the camera view and cheesy music is also shared as well as multiple locations around the world (:

Space Invaders-Get Even-Now I will be legitimately surprised if anyone remembers this game, but for those that did (and those that didn't) this was a Wiiware game back in 2008-2009 that had you take control of the Space Invaders from the game of the same name and you fought bosses and foes and destroyed buildingsz in order to progress around and destroy\/wreck the \u2665\u2665\u2665\u2665 out the map whilst also completing corresponding objectives, such as destroying generators or towers or beating a boss fight

Rampage-Interactable and Destructable Environments, but less king kong or godzilla focus\/parody and more night of the living dead focus\/parody

Here, it's essentially that same mission structure (minus the bosses, BUT keep in mind this game is early access, so give it some credence) except its focused on infecting certain number of human types (i.e. 20 swat or 15 military) getting to the destruction quota (for the record, getting to the 100% destruction goal does NOT mean legit destroy all the buildings, buildings CAN be left over when your done with a zone) or destroy a particular number of a type of building, like a hospital for example

Normally I hate QTE;s but this is one of those rare cases where it makes sense or is at the very least tolerable, because you enter partiuclar special buildings and activate qtes to get time and zombie bonuses, this is how you destroy speical buildings

Now all of this sounds good and this IS a fun game, but obviously its not perfect, one of the BIGGEST PROBLEMS is that missions are WAY too long

I legit just finished a run in England where I got to zone 8 (complete objectives to get to other map parts) and the army ATE ME ALIVE practically, and with no checkpoints or extra lives, while this can be a fun challenge, just be prepared for a time consuming game that is easy to start a "run" so to speak, but hard to finish one and unlocks in turn can be grindy

That, and there's no difficulty setting to my knowledge, completing zones gets ya coins to start with more special zombies, (no microtransactions, WOO) but the problem I have is that if its that hard to finish an objective, it may take ya forever to unlock stuff, I don't mind a challenge, but you need to make the challenge FAIR and BALANCED (big letters-emphasis)

Lastly, is that trains are fine as a hazzard (running over zombies) but there's no lights or sounds signaling them and you may loose hunderds of zombies because of this and \u2665\u2665\u2665\u2665 over an otherwise great run, I'd rather use up some clock time and fight humans while I wait for a train to pass then loose over half my zombies, so trains need balanced too

Overal Horde Zombie Outbreak is a VERY IMPRESSIVE game for an early access title, and it has major potential and I was both shocked, suprised and happy that it took notes from small known games and big ones too, and made quite an interesting mash up, but it needs to watch it's step and keep an eye on how it responds to feedback and how it makes the game both fun but also balanced, fair and accessible. just finished the game! lovely story. thank you!

Don't pay attention to the morons review bombing AC7. The game is amazing. It blows Assault Horizon away. I played it with a 360 controller, a wired controller. It needs to be a wired one cause the wireless type won't work. I also suspect that a Xbox One controller will work. I also tried using my logitech 3D pro and it didn't work. I didn't get all salty about it either. I just broke out my 360 controller. Yeah the keyboard and mouse controls suck but it's a flight game. Keyboard controls suck for these games 95% of the time. I suggest getting a 360 controller till they fix the issue with the flight sticks. This game is not a flight sim so stop acting like it is. It never was a sim and never will be. It's an arcade flight game. A very good one. Just playing the first mission alone told me this game was well worth the money and it looks really good.

10/10 will continue playing.

You can get a 360 controller from Gamestop (while they are still around) for $25. Your welcome.. U match up at least 3 of the same gem, its fun if u like this style of game.. For the 2$ worth less than 3 minutes experience... not worth. Maybe for free yes.. i think i just bought the wrong app. all i wanted to do was make a simple logo. to hard to use maybe great but for 40$ on sale i couldnt even make a canvas background black. f'd around for 15-20 mins asked for a refund.. Nice addition to a very good, turn-based strategy game in the spirit of the good old Panzer General series. Not a game for anyone but excellent to those to want challenging battles and strategical planning of controlling many different units with vastly different abilities having to fullfil specific goals under limitations (number of turns).
Factors from cover, ground type, unit type\/abilities affect the outcome of the battles between unit pairs.
Leveling heroes and units by adding skills and using artifacts add a light RPG element to the game.

With respect to difficulty it is quite easier than the original Elven Legacy, getting all missions with gold rating is not super difficult.
I have to disagree with some reviewers, once you understand the strategic rules of the game it is not too difficult.

Drawbacks: rather mediocre graphics and definitely not tailored to a casual player.