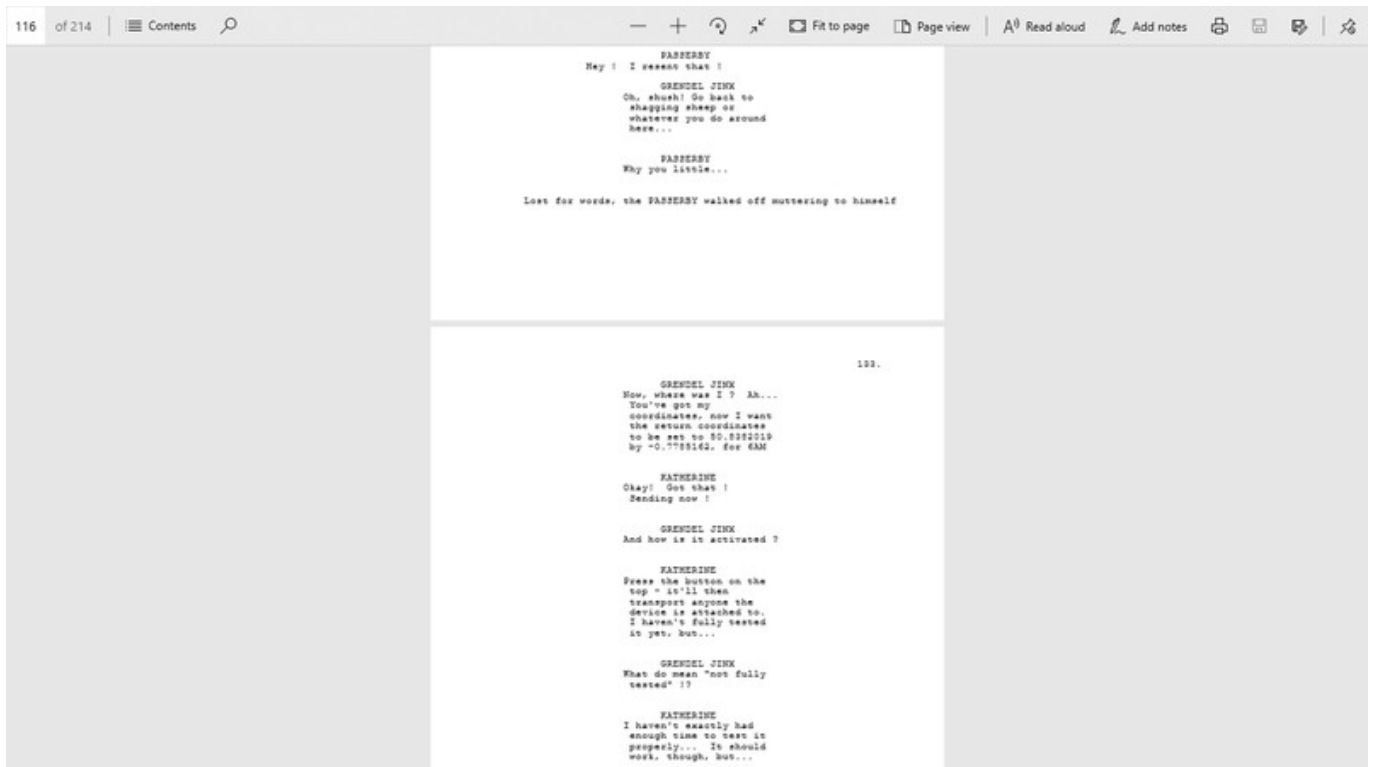


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## Wayhaven Chronicles: Book One Download] [serial Number]



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## About This Game

Your first case as a detective is forcing you to open your eyes to a world bigger than you thought. But maybe it's better to keep them closed. Knowing too much doesn't help anyone sleep at night! Seems the supernatural didn't get the memo that nothing exciting ever happens in the little town of Wayhaven.

*The Wayhaven Chronicles: Book One* is a thrilling 440,000 word interactive fantasy novel by Mishka Jenkins, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

Experience the big and small moments with a host of characters throughout this exciting twist on the usual supernatural tale—a story which will take you through heart-pounding romance, smile-filled friendships, and shiver-inducing drama.

- Play as female, male, or non-binary—with options to be straight, gay, or bisexual.
- Discover the start of distinct and lasting romances with the vampires of Unit Bravo.
- Define and refine relationships with a variety of characters—from friends, family, exes, and enemies.
- Decide how you will fulfill the job of detective, through Deduction, Combat, Science, or People skills.

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- Discover the truth of what awaits in Wayhaven in a playstyle that suits your personality.
  - Indulge in true moments of romance, friendship, drama, and fun!

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Title: Wayhaven Chronicles: Book One

Genre: Adventure, Indie, RPG

Developer:

Hosted Games

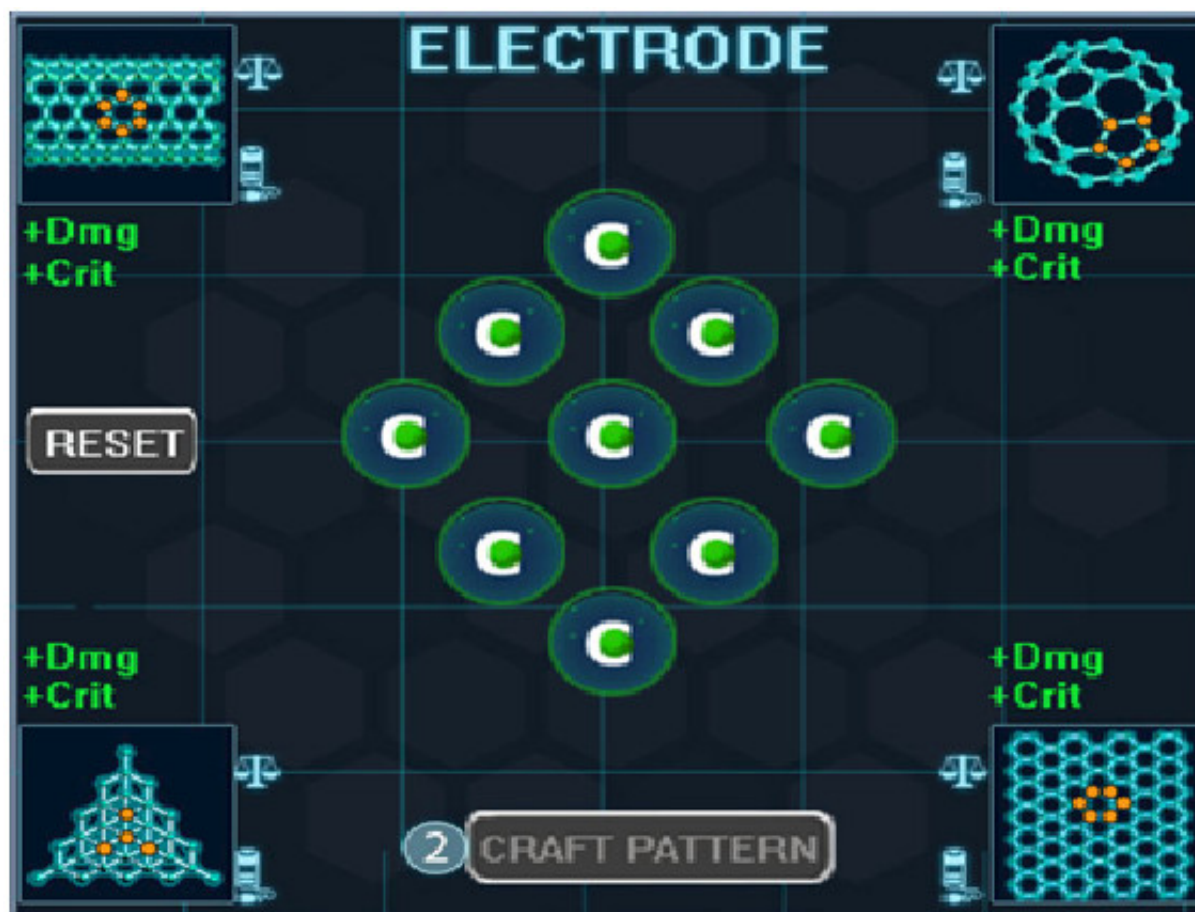
Publisher:

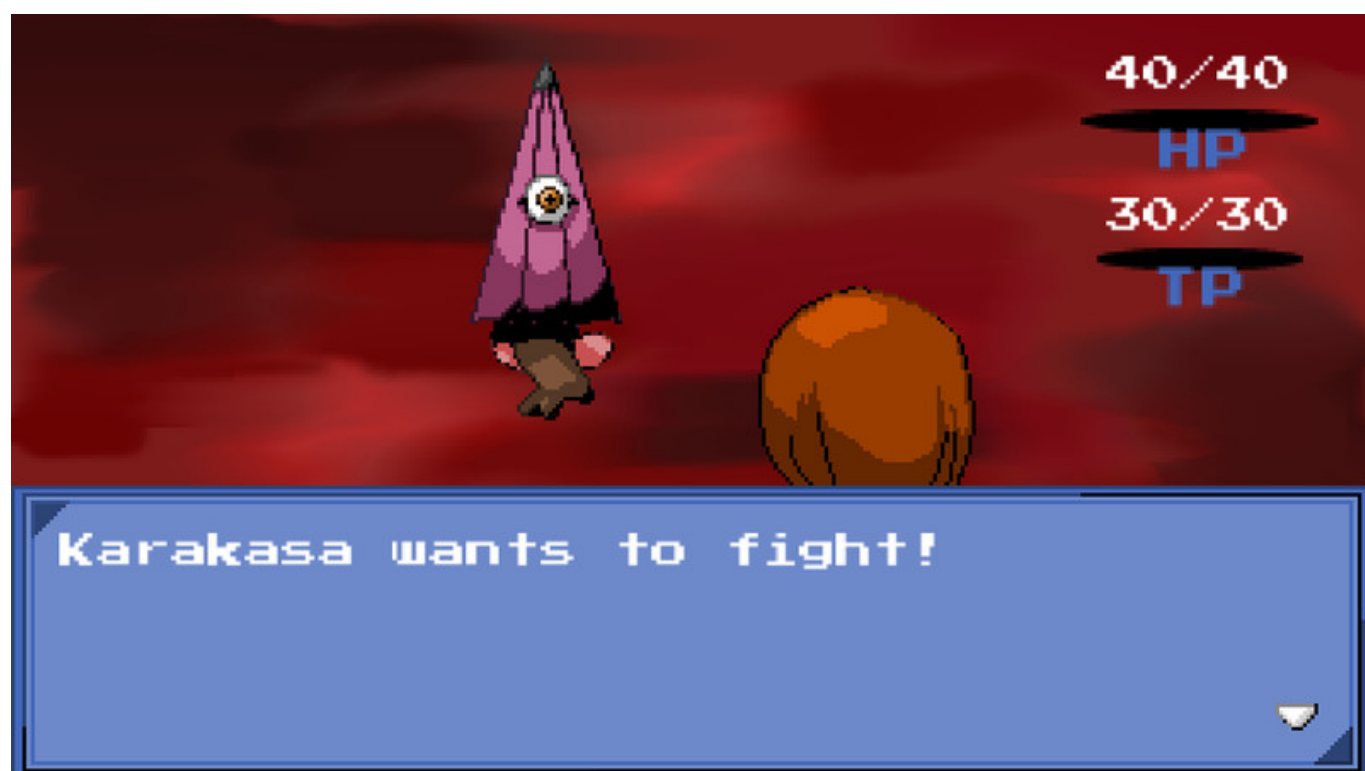
Hosted Games

Release Date: 8 Mar, 2018

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English







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This is a great example of interesting ideas implemented incredibly poorly.

Where to start. The game is ridiculously slow, using cards have "animations" that tack on a couple extra seconds every time you want to do anything, if you try to play a second card before the first one is done animating, it throws it back in your hand and you have to try and use it again. The interface has a weird lag to it that when you click on a card to pick it up, you will sometimes click it again because it seems like you didn't grab it but, in reality you did, and it was just unresponsive which ends up then putting it back down. Very annoying.

The interface is unintuitive, and the game does a poor job of explaining game mechanics and how things work, all while throwing a bunch of stuff at you. For instance, each fight takes place on a certain "terrain/location" and they have certain benefits, cities all "human" characters have a bonus to crit, swamps you have a 10% chance at the end of each turn to get an ailment (I'll touch on this horrendous mechanic in a bit), graveyard all undead heal a bit every 2 turns and so on. The game at no point ever mentions these, and the only way to figure it out is hover over an icon in the top left corner of the screen, which is alright I guess but, you have no idea what kind of meaning it has, until you go to another "terrain" and see that it's changed and now has another effect.

The camp/town screen requires you to hover over the people in it to find out what they do and at first glance, you have no idea that they even do anything until you hover over them, as they haven't even got names above them. The worst offender, is actually the banner that you click on to leave the camp. It blends right into the background and it's a mystery how to even leave the camp unless you randomly hover over it to see its description.

Now when you actually click on one of the 4 characters they will all do different things, craft cards, heal you, renew cards etc. The huge issue here is that A) again mechanics are not explained so half the stuff they do makes no sense until you start randomly learning the games terms and effects from taking guesses or testing things out. And most importantly B) 95% of ALL features these shops/characters provide are locked behind tedious and stupid unlock paths. You unlock them by getting resources in game, and you do not come by these resources easily.

A real terrible example as to why this is a big deal will be encountered when you head into the swamps and end up fighting a hard/medium creature that places parasite cards into your hand. Parasite cards are unplayable and serve no other purpose than to take up space in your hand. Pain in the \u2665\u2665\u2665\u2665\u2665 cards, no biggy tons of games have those. Now the problem with this in DoA is that your cards "burn" or become unplayable after being played once. When you have less than 6 cards in your deck that are not burned, the game gives you a card that does 20 damage to you and unburns or renews 5 random cards in your deck to be played. However, if you get back luck and end up with 6 parasite cards in your hand, well GG you're done. The game sees you as having a full hand, and will not give you any option to unburn or remove others in your hand. You are stuck with a hand of 6, unplayable cards, until the mob kills you, ending your run. And considering how sluggish the game is, this could literally be you sitting there clicking end turn for 5+ minutes while a monster slowly beats you to death.

And how does this play into my previous point of unlocks?

Well those parasite cards can only be removed by one of the characters in town (or by some cards that rely on RNG to find) and only after THREE separate upgrades that require a pretty hefty chunk of resources to unlock.

This game has countless problems, problems that stem beyond it being in early access. Problems that shouldn't require people buying the game and reporting them as issues for them to be discovered. These are core gameplay issues that should be picked up on by the devs.

I do not at all recommend this game, which is a shame cause it has promise.. A lot of people have been kind of bashing this game but in my opinion it is actually a very fun game to play. The career mode is awesome and fun. I'm in the States and play on PS3 so i have been stuck with Motogp 10/11 and this just blows it out of the water. But that graphics are not that bad and t runs smoothly. the only thing that i have encountered that was off is when i am racing in the wet, my helmet is gray. That only happens in career mode so maybe its just that but idk. It is a must buy if you are a fan of Motogp or motorcycle racing.. (I don't know why Steam says I have 0.0 hours logged. I played for at least 5 hours last night).

I was absolutely blown away by the quality of the first episode and how absolutely spot on it was as a Kings Quest adventure

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brought into a new era and could not recommend it enough. Sadly the second chapter doesn't hold a candle to the first outing. The gameplay boils down to "The Sims" light where you spend 90% of the chapter making sure your friends don't starve to death while trying to figure out which of them you're going to have to sacrifice for the good of the entire mission and then running around in incredibly boring fetch quests trying to find items to aid in the progression of the main story. It literally takes zero intellect to figure out what to do - there are literally no puzzles - you just have to slog your way from area to area pretty much in order until you get the item you need to move on to the next area. A huge let down when compared to the first chapter.

Its also incredibly short. I beat it in a single evening and I probably would have beat it in less than 2 hours if I didn't keep quitting and manually reloading a save game so I could keep everyone alive (which ultimately I failed to do anyway).

If it wasn't for the first chapter being absolutely amaizng, I'd have stayed far far away from this reimagining. Now that I've played both, I just have to say I hope the next chapters are more in line with the first in terms of quality, imagination and design because if they're even remotely like this one, the series is going to be ruined.

Chapter 1 rating - 9.5/10. Chapter 2 rating - 2/10. I keep getting these free DLCs since I bought the deluxe bundle. Im pretty happy with them :D. Enjoyable puzzle games with pretty decent variations on a solid core concept, some gameplay in the video below

[https://youtu.be/4AWKkLg\\_o-w](https://youtu.be/4AWKkLg_o-w). Regardless that these stations should have just been included in the base game - I think they are absolutely essential! Well worth whatever pittance they are selling them for. Makes your metros more of a "Network!"



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Pros =

- You are clay in a clay world;
- Gives an ASMR feeling as you 'absorb' other clay or leave a trail;
- Physics feel great to look at;
- Map editor for the creative types.

= Cons =

- An always baked kid will look at you 24/7, looking at his joystick while you move only indicates \*your\* that scary kid;
- Not many features other than objective runs;
- Going at high velocity is a pain in the♥♥♥♥♥♥

= Conclusion =

Other than the satisfying ASMR feeling that I got from this game, similar to Oasis flower foam, the game is far from finished.

Technically speaking, the game runs fine without any loss of frames, the graphics are fitting the kind of theme that one could expect from 'playing with clay' and the controls are working as expected.

Gameplay-wise, you do a few objectives and finish a series of levels by doing so, but that's about it. There's a map editor that allows you to create custom community maps for all to play, heck you can even build an entire scenario for people to tackle. If you're the creative type or a parent, give this game a go or gift it to your kid(s)!

The game itself shows quite some potential, but I wouldn't recommend to buy it at its current stage for the current price. Unless you'd like to help out the developers, then by all means, get it!. Me and my friends love this game! Big thumbs up! but PLEASE make it cross platform! I ant to play with my Gear Vr friends!. Classic platformer with retro style graphics and an "interesting" protagonist. The game itself poses a nice challenge with good music to go along. There are a few annoying moments where you die to see where you need to go or projectile spawning off the screen and falling on you. Overall it's a decent experience, however there are other games that are simply more memorable\better.. pretty good game. What a fantastic little game! It's really fun and has neat little mechanics. If you like point and click games this is for sure something you need to try. I beat it in about 2 hours but I really enjoyed that time spent in it.. Absolutely love this game! I just bought this game for recording it, and absolutely do I love it.

They have so many different aspects as well as grinding, etc...

Plus, who doesn't love a game that gives you a challenge?

For my thoughts of this game: (with gameplay)

<https://youtu.be/JQbLmCsWyoI>. She's so fluffy I'm gonna die!. Feeling on the snow is good, feels slow you have to be extra carefull snow patches affects the car.

but i think the ice patches are not on the spot. \u0131cy roads doesn't d\u0131ffer much from wet asphalt\u00e7 plus why there are no studded tires?

extra note: Maps should be free. I bought this map via Deluxe edition but this is shady business. main game literally has what 6 maps? nz and aus is same and boring for me. no one in the rally world likes usa maps. what we got is poland and spain... so 2 and a half map...

there should be at least 10 locations and after that you can start selling maps.

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