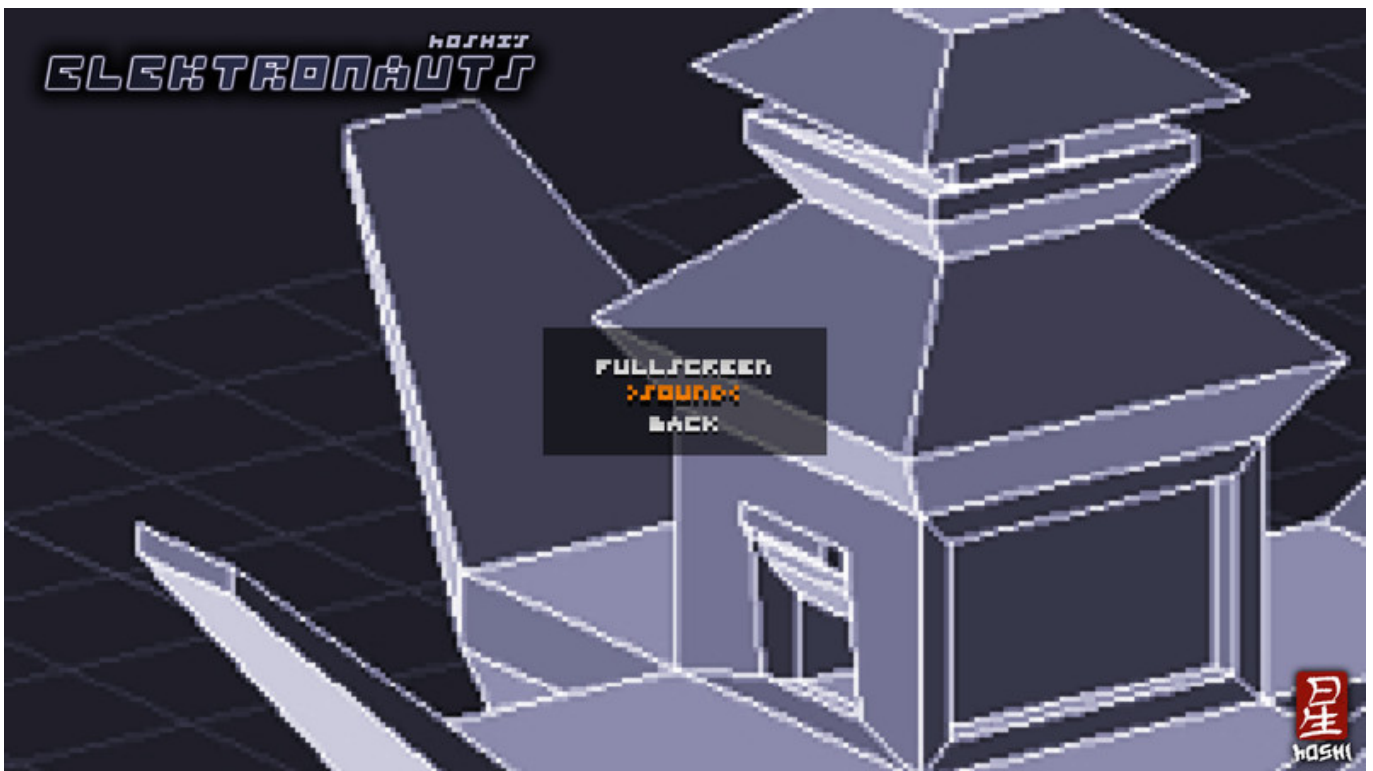


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Project Root Download For Pc [hack]



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## About This Game

Prometheus Corporation is the leader in the generation and distribution of energy to all cities in the world. Due to the ideas and designs of charismatic president Demetrio Watts, the corporation developed new technologies producing higher quantities of energy at a lower cost, granting them near-absolute control of the market.

The friendly policies enforced by Prometheus and Demetrio Watts has made citizens confident they will have access to electricity in their houses every day. However, very few of them are aware of what's behind Demetrio Watts' smile or behind the scenes in Prometheus Corporation. Secret plans. Terrible plans. Plans which will take the population by surprise. When they realize what is going on, it will already be too late.

A group of rebels are the only ones who know Demetrio and his company's true intentions, and will do everything it takes to bring the truth to light about the person who pretends to be their eternal benefactor. It will not be easy or agreeable, but the danger behind what Prometheus hides within is a threat to all. Stopping Demetrio Watts is in the hands of a group of unknowns. Depends on Arcturus.

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Title: Project Root  
Genre: Action, Indie  
Developer:  
OPQAM  
Publisher:  
Reverb Triple XP  
Release Date: 1 May, 2014

a09c17d780

English







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7 words: what the \u2665\u2665\u2665\u2665 and why the \u2665\u2665\u2665\u2665. Nowhere near as good as Princess Maker 2. It's still a decent game, though. If you like stat raising and multiple endings, this is for you.. This game is really fun. It has most of the good stuff from old RPGs from SNES and some new stuff like getting to add the points to your character. You also can't mess up since you could eventually max all the characters' stats if played long enough. They made NPCs say different things after most story events and they have some move to different towns through the story, but not just following you. They have the 50 floor dungeon similar to Lufia 2 cave, except not as good since you can't bring the special items back in. There are tons of optional things you can do like race the birds, which is better than on FF since you can win just by pushing the correct buttons and no randomness. You can fish to get gold super easy and the fish are good for healing, but you don't have to and there is no terrible mini game for the fishing. It just works when you do it and you almost always get a fish. Just buy 99 bait and set it to turbo or Autohotkey it (Would have been better with no delay and to just have the option to fish x99 in 1 second, but oh well.) If you put it on the hardest mode, it starts out slow because you will need to grind a long time, but the game gets easy by the end. They build in a battle macro system where you can preprogram a set of moves to do for a round. This saves a ton of time and was one of the best improvements ever for turn based battles. I will have a hard time playing any other turn based game after this since I am spoiled by only having to hit like 3 button presses to fight a round instead of 57 like other RPGs. You get to pick your classes at the start and you can choose from 8 classes, so you can replay the game and try different strategies, although the characters didn't feel very different to me. There are many items to equip and you can craft and do side quests to get alot of stuff. This will give you something to do if you get stuck at any point right after the start and you won't need to just grind. I deffinetly recommend this game when it is on sale of if it gets in a bundle.. I've spent about as much time with this garbage as the devs spent with porting this game.... Good For Hentai, Bad For Family.. 25 minutes of gameplay, menu bug which keeps main menu up on screen during play. Not scary. Waste of money.. I loooove this. Totally worth the buy. Also, for those of you lost, or if you're leery of getting this because of the "but where is it?!" reviews, all you gotta do is go to your View in the corner, go on Music Player and there it is! You can also Show it On System if you want to put it on your system so you can put it on your phone or something. Just an FYI.. (At the time of writing, I'm only 2 nights in)

It's an interesting little game, but it's got a few issues.

Pros:

- Kinda spooky
- Runs alright
- Appears to have new content each night

Cons:

- Almost no guidance
- Typos
- Minecraft walk sounds lol
- Plays on my second monitor with no option to change it or even go windowed

If you want a little game to spook you and you have an extra \$5, go for it.

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Seems like an awesome puzzle platformer so far...

Highly recommended for fans of Limbo and Braid, etc..

Bonus: Is not built on the Unity Engine!. a stellar precision platformer with a lot of unique charm.

in slime-san, you help the titular slime and his bird friend escape the insides of a gigantic worm. mechanically, the slime's abilities are pretty simple and easy to grasp - he can move, jump, wall kick and dash, but also has the ability to morph. morphing allows slime-san to move through certain walls and elements of the level, but also slows down the game time. the game utilizes this unique mechanic to its full extent in tons of different ways, but is also great for getting through some tough situations. slime-san controls very well and the skill floor is low thanks to these simple abilities, but the room for mastery over the controls and the levels is incredibly vast.

there's about 101 levels, and each level consists of four screens (with the exception of a few boss fights and such), totalling to almost 400 screens, on top of a collectable for each room... there's a lot of content to this game! the levels themselves offer a ton of variety, and the game introduces new level elements up through the very end of the game. these always feel fresh and unique; the devs have done a superb job of making the levels creative and challenging, yet also fun and satisfying. if a level editor is ever added i have no doubt that creators could make some great things using the level elements the game has to offer.

the visuals look like other sorts of retro-y games at first glance, but a lot of care has been put into a bunch of small details that really make it work. what's really neat is the limited color palette; the game uses a green, red, white and some shades of blue to color everything, and this makes it easy to tell how the environment, objects and enemies will interact with slime-san. white things are solid, red things will always kill you, green walls can be morphed through, and so on. this is really important in a fast paced game like this and it conveys everything you need to know immediately. the colors can also be adjusted to accomodate for colorblind players.

musically, the soundtrack makes use of a lot of chiptune and retro game synths. it's always super catchy and memorable overall.

there's even more i didn't cover and i could go on about the game, but i think i've said everything i needed to. this ended up being my favorite from the april monthly humble bundle and i keep coming back; pick it up if you have the chance!. Really good story. This is an awesome game , in its day , if your looking for a single player game for a punt on then go for this..but be warned the multiplayer aspect no longer wxists, no players or servers.( Gameplay is a strong 8/10. This is my first Gujian game and it definitely suprised me with the awesome graphics . hope more content will be added and updated in the game .  
. Absolutely fantastic game worth every single penny.

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