
Deer Hunt Legends Cracked



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About This Game

Deer Hunt Legends puts players in the ultimate hunting environments, where bravery and intuition will be tested each step of the way. Your mission: capture as many trophies as you can, taking down big game around the world. You're not out there to take notes. You're out there to kill!

Deer Hunt Legends is a third person hunting simulation game that follows the story of a hunter on a quest to take down species never before seen by the human eye, some even believed to be extinct...

Players will travel across the globe in search of their prey. Captured in their natural environments, these animals are quick, deadly, and eager to turn you into dinner! You will engage in vicious boss battles against the feared T-Rex, saber-toothed cats, and Gastornis. With diverse weapons to choose from like sniper rifles, crossbows, and high-powered shotguns, Deer Drive Legends is the most realistic hunting game you'll ever play!

Features:

- More than 30 elusive animals including woolly rhinos, white-tailed deer, wolves and Irish elk
- Realistic natural background effects and sounds
- Range of unique challenges using true-to-life hunting techniques
- Bonuses awarded for successful kills, such as Health Packs, Ammo Clips, and more

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- Earn skill points for extra advantage during specific hunts

Title: Deer Hunt Legends
Genre: Action, Sports
Developer:
Raylight Games
Publisher:
KISS ltd, Maximum Games
Release Date: 7 Jan, 2013

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English,French,Italian,German



Alter Ego

by Peter J. Favaro, Ph.D.

What employment area are you interested in?

Select an action:

BUSINESS

SALES

CREATIVE

HEALTH SERVICE I

HEALTH SERVICE II

ENTREPRENEUR

TEACHER

RESEARCHER

LAWYER



After recording my playthrough for this, all I can say, is thank you.

This game is short and sweet (less than an hour) and the characters are so wonderful. I still find myself wondering if Mo and MysteryMonkey ended up hitting it off (tried sweetening the deal and gave Mo the win, but I guess we'll just have to see!).

The art in the game is so simple, yet in itself, that's what makes the game so much more entertaining. It's not simple bad, it's simple as in you like to think a few friends thought of this as a joke one day, and one of them just had the time and heart to actually make it.

The game is well worth the cost, and well worth the time. I just wish it had it's own steam cards, but that's no fault of the creators (I need a Mo background for my profile ok?).

Now, the hard part is going to be waiting for the next release. I'm a sucker for continuations especially with games I actually enjoy, so I'm gonna have to try and pay close attention to the store here, and you should too!

Oh btw, no there aren't any issues with graphics, or any game issues at all actually. It's a well oiled machine to be quite honest.

Now then,

Go solve that mystery Detective!

the cringe in that ending why do I write reviews I'm only gonna read fml. Alright, Entschuldigung is a very engaging Horror themed visual novel. I was lucky enough to be one of the few people that got to Beta Test the game and while as with most projects, there were a few minor bugs that needed to be worked out, the game itself delivers exactly what it promises.

There were times during my multiple playthroughs that i felt myself making a personal connection to the character i was playing as. The story was told perfectly and the level of detail and imagery was spot on. I must commend team Neo Night on another fantastic game. If you haven't already checked out Always The Same Blue Sky, now is the time. It is a wonderful piece by this team and a must play for Visual Novel consumers like myself.

When playing Ent, if you are looking for gratuitous nudity or other things of that nature, you will most likely be disappointed because this is a different kind of visual novel. It takes the player/reader on a virtual tour of a very damaged, very twisted human psyche and while the game itself was short(around an hour and a half), i found it well worth my time. There were so many memorable scenes, most notably the first scene when you meet the girl in the house that just sent shivers down my spine.

Overall, i rate this game a 9\10 and a must play for Visual Novel and Horror fans alike. ALSO, the music is damn scary.

WARNING!!!!!! If you are easily triggered and cannot handle intense, dark, emotional themes, then avoid this game. I loved every minute of it.

Also, the game itself introduces some wonderful new mechanics that i have never seen before in a visual novel! A+

WONDERFUL JOB Team NEONIGHT!!!. This game is really enjoyable and I find translation to be perfectly legible. I am so grateful to finally be able to play this game in my own language. It is certainly a simplified version of PM2 but I actually enjoy

that as I hated having to look up the exact stats needed to get a certain ending. The only problem I have with the actual gameplay is the festivals. I found it hard to figure out what skills were really needed to win. As for bugs, I noticed some minor glitches in the girl's face when she moves quickly and sometimes the screen will go dark if I change the game to full screen.. Frustrating!! There is a lot of backtracking and you need a good eye to see 'puzzle' objects. Spoiler alert: Sometimes the puzzle objects don't spawn so you will spend a lot of time looking for things that don't exist.

In order to complete this game you have to REALLY want to play it so much that you are able to stay motivated through all the BS to make it to the end. I respect the good reviews of this game that others have left. They must be living saints. <3

I picked this up for 60% off(\$4) and while the price isn't terrible, I was unable to garner any enjoyment from this title. I still feel like I overpaid. :(

This game has a ton of potential and I see it as a missed opportunity to make something really spooky and fun. At first, I didn't mind all the backtracking because I was in a small house. Translations were good and the voice acting was amazing. The atmosphere was perfect in the first chapter but then quickly fades once you move on to the next and have to spend an inordinate amount of time scouring every inch of certain areas to find often tiny objects to move on. And here is the crappy part: sometimes they don't even spawn. So you could be like me and spend over an hour searching an area only to find out that the object was never even there to begin with and you can't continue the game because it is literally impossible to move on without that item. WTF.

I have a weird nitpick about the controls. It felt like there were too many ways to interact with things? You could use 'E' to activate the lights, and left mouse click to pick things up or examine them.... and you also had to use the letter 'F' to pick things up too? Flabbergasting. Keep it simple.

I found that running was also painfully slow. With the amount of backtracking you have to do, it would be really nice to be able to do it quickly. Forcing your players to move slowly doesn't add horror, it just artificially pads the play time which only serves to frustrate people even more.

At some point in the second chapter I became really short. Like 3 feet tall and I couldn't really interact with anything or see much. Not sure if that is supposed to be normal or not.

The save system is kind of a nightmare when you consider all the back tracking and bugs. You can't save manually so you are forced to repeat the same backtracking without being able to move very quickly. For people like me who sometimes only have about 30 minutes to play, this is a disaster. But I digress.

I feel like this game could have been really great if it didn't feel like a chore to play. I would be interested in trying other games by these Devs because I feel like there is a lot of potential here. It was just poorly delivered.. Robust Road Roller is a nice little casual, puzzle game that can be very difficult at times! Mechanics are tight and consistent, if you're into precision based puzzles and working out problems that only have one solution then this is the game for you.

My Video Review: <https://vid.me/VmOO>. [This SHMUP is awesome!. that mix between the shield and the short/long range shot it's simply beautiful and organic: i'm not gonna lie. my first try in this game was via piracy. and it took me less than 5 minutes to decide that it would be mine forever!!!](#)

[P.S: Awesome, i repeat. AWESOME OST!!! \(Original & Arrange\)](#)

[A MUST BUY FOR ANY SHMUP PLAYER.. Surprisingly robust gameplay is highlighted by characters with very diverse loud-outs and special abilities. Not P2W which is a real breath of fresh air these days. The levels and visuals leave something to be desired, but are not bad either. The matches are more complex and varied than your typical COD round, and that's coming from someone who doesn't hate the series. I was pleasantly surprised with how many upgrades are available \(ie: characters, weapons, etc.\) Go in with realistic expectations and this title may just surprise you.. I like the challenges that the campaigns offer however i think that you should be able to build roads and when leaving the screen to say go check emails. it doesnt stall what its doing like demolishing a building.](#)

i wish the sandbox was bigger to be able to make a city and it had like people (not cars) moving about (think sim city) I expected a silly little game that would kill an hour or two. Trying to pour tea while you have ragdoll physics and overly sensitive controls sounded hilarious.

Unfortunately, this game even disappointed me. Make no mistake, the controls aren't just overly sensitive, they are downright broken. You will be flinging things around, not because you are careless or making mistakes, but because it's virtually impossible not to. I don't think there is any way to gently set anything down. I open the fingers and whatever I'm holding just falls, hope for the best.

Also the second level is way too hard. I don't know how anyone could possibly pass it. After much effort, I give up. I'll never make it past level 2, even if I put hours more into this game.

Such a lighthearted game should just have all stages selectable from the start. Wouldn't that be better?

Good game but walking/pacing/strafing steps aren't smooth (I am not used to it) like other FPS game that I have played and bumpy invisible wall/obstacle.. Love this game. Lost for 250 hours there. A very lovely game. This game has 7 endings/routes, for 7 different heroines. All the heroines are given their own unique traits and distinct personalities. It's very interesting to see how their character develops over the course of the game. Also the interactions between the characters are really enjoyable. The story is really interesting, and the art and character designs are very beautiful and well drawn. The music is very well done and fits the mood.

The game is pretty long and very satisfying, so it's definitely worth the price. This game also has an 18+ patch you can download for the H-scenes. The 18+ patch can be found on Denpasoft's site. Alternatively, you can just buy the 18+ version on Denpasoft as well.. Pros:

+Unique level design
+Good music
+Good difficulty progression
+Nice graphics
+Fast paced gameplay

Cons:

-Feels like an online flash game
-Almost too simple of a game

7.5/10. Looks like crap. I really enjoyed Heirs and Graces. The writing and story are excellent, the art is good (especially the backgrounds) and even the music fits perfectly. The actual "game" part of the VN experience was innovative, too, and I appreciated the effort to make the skills line up with what you might be doing as a servant.

I might have chafed at the fact that I had a "schedule" confining my options, but combined with a helpful guide (provided by the developer, no less) to make sure I got what I wanted out of the game, it turned out to be a good way to keep the story moving. Yeah, I might have liked to be more carefree with my time, or even to romance multiple characters at once, but the tradeoff was excellent pacing and keeping me invested in what was happening from start to finish.

Most of all though it was the story I recommend. Marcel (that's you) is not the most likeable protagonist, but his development through the story (and through the romances) is worthwhile and meaningful. Even if you aren't into the "game" part (the schedule and skills and stuff), you can use the guide to sort it out and then focus on the tale.

The romances themselves were all different and enjoyable, and I liked the fact that they developed over time. The incremental experiences built up a more sincere conclusion than the typical rush to love. If there's anything I *didn't like about them, it would be that I felt forced to choose too early (at just 20% affection). I would have liked to see more first, and it was a little strange to have my options fighting over me when things were only just beginning to bloom. But as I said earlier, I think that was to keep the pacing strong; the balance between the main story, a romance and the forward march of time seemed just right.*

Finally, I'd like to personally thank the developer for taking a chance on a BL-only game. That's not to say the game would have been less appealing with more options (I'm all for inclusivity, especially with romances), but since it was exclusive I felt like it was made just for fans like me.. This is unquestionably one of the best-looking games I have ever played. Ever since I was a kid, I've been dreaming of being able to experience spaces like this. Rememored provided surreal environments that are more gorgeous than I could have imagined.

It's quite flawed, however. Unfortunately, it seems that this game suffers from being gamified. Providing a challenge in these landscapes breaks immersion if one falls and restarts the scene. Although some of the levels work fine like this (the star cubes, for example), most of the time, it's an exercise in frustration. I really believe that this game would be one of my favourites if the player was given more forgiving jumps (lower gravity), that would make Rememored more of a beautiful experience rather than a platformer with tedious traversal.

However, not enough can be said about how great this looks. I accidentally restarted the game near the end a couple years ago, causing me to lose all my progress. I waited until I acquired a computer that could run it well, and I have to say the wait was worth

it. Although redoing this was devoid of surprise, the knowledge of what to do made my second playthrough smoother, allowing me to enjoy the scenery even more. I will always treasure this game, and plan to play it every so often.. super relaxing and challenging

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