

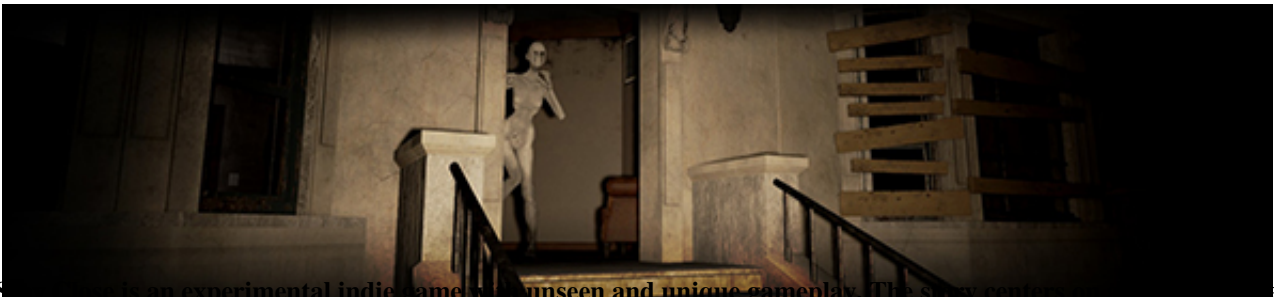
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## Stay Close Full Crack [Patch]



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## About This Game



Stay Close is an experimental indie game with unseen and unique gameplay. The story centers on a couple who stumble upon a mysterious town and struggle to find their way out. There are two alternatives to the story depending if single player or co-op mode is played.

### What Would You Do In their Situation?

Players will have the opportunity to:

- 1. Survive against unsettling creatures in a rough environment.
- 2. Explore the story with an interesting character who will test your thinking abilities and judge if you're worthy of proceeding forward.

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- 3. Protecting your friend and trying to survive in co-op mode.

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Title: Stay Close  
Genre: Action, Adventure, Indie  
Developer:  
Blind Bird  
Publisher:  
Blind Bird  
Release Date: 14 Oct, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7, 8, 8.1, 10

**Processor:** Intel i5 2400 (Q1 2011)

**Memory:** 4 GB RAM

**Graphics:** GTX 560 (Q4 2010)

**Storage:** 3 GB available space

**Additional Notes:** 64bit Only

English,German



**How to play** 操作の仕方

**A Button** Aボタン  
 Mainly press A button for machine gun  
 Hold down A button for Energy beam  
 Hit enemies with machine gun to build up Don'Yoku counter  
 Hit enemies with Energy Beam to make them release Coins  
 While using the beam, the more bullets you have around the more coin multiplier you get.

**B Button** Bボタン  
 Press B button for Don'Yoku Power  
 Don'Yoku power destroy bullets turning them into coins and damage enemies

**A ボタン**  
 Aボタンを連打してマシンガン  
 Aボタンを長押ししてエネルギービーム  
 敵にマシンガンを当てると貪欲カウンターが増える  
 敵にエネルギービームを当てると敵をコインに変換  
 ビームを使っている間、周囲に敵弾が多いほどコインの倍率が上昇

**B ボタン**  
 Bボタンを押すと貪欲パワーを開放  
 貪欲パワーを解放すると敵弾をコインに変換し、敵にダメージを与える

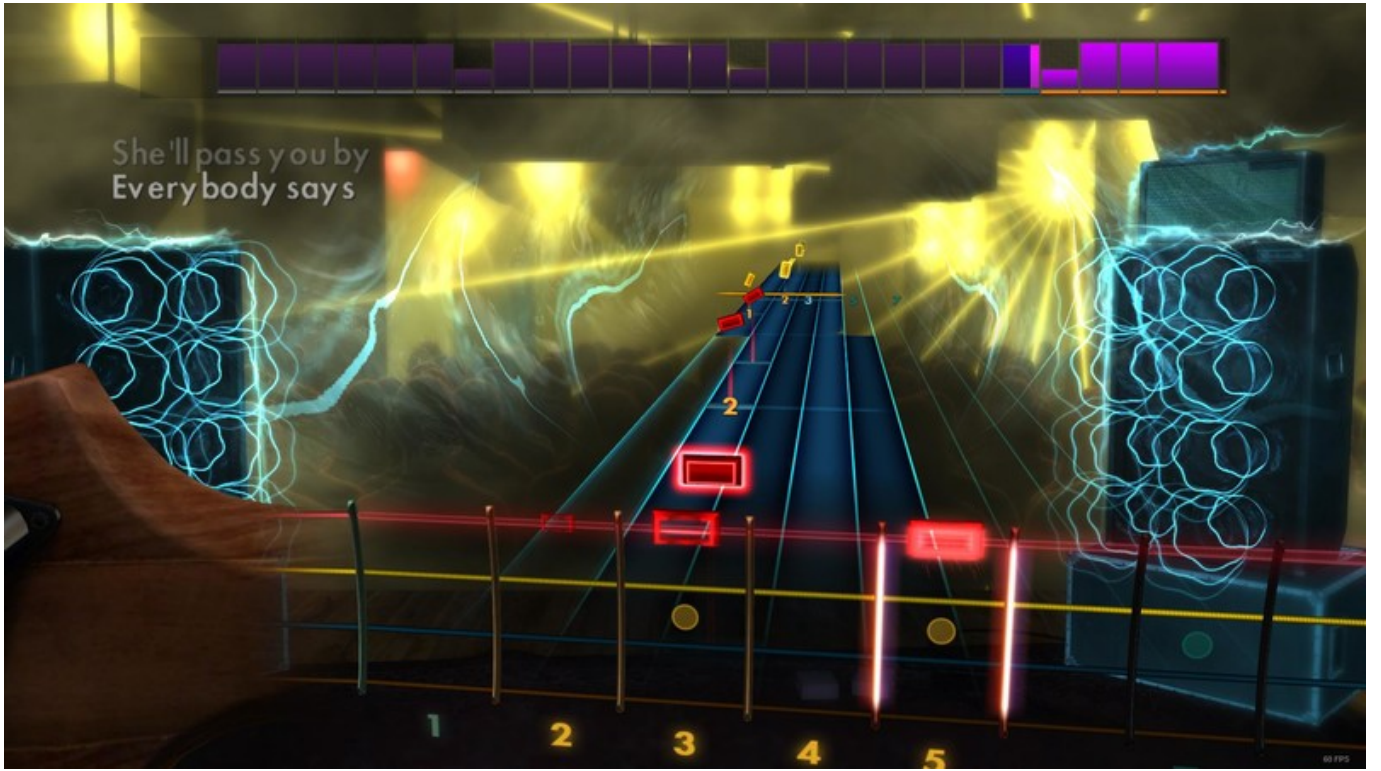


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As a form a comentary, its as spot on as it gets, however it lacks a repalyablity that would make it more entertaing. still a good pickup. Yeah this game is terrible and even if I laughed at how bad it is, I still wouldnt recommend it.. At first I was not amused with a few blacked out buildings and longer loading times. However when I read the thumbs down reviews I was begining to think this was a bad purchase!. even at half price. well i am very pleased to say having taken basic advice like going in to FSX Scenery Library and un-ticking boxes and Disabling any other Scenery add-ons that were not required for the area I was Flying over. I have already installed VFR Scenery South west England\wales and the two add-ons work brilliantly together. Oh and I also reinstalled Farm strips a second time which seemed to help. Lastly I Verified the FSX -SE files using Steam's Properties Menu. well what ever I did it worked and is Fantastic even if loading times are still a little slow.. I am basing my review on, if I played this in a real life arcade would I put more quarters into this machine at all? I probably would put some money into this machine but over a long period of time it would get old very quickly for me. It just dont have that wow factor for me.

The table looks great and really does pop with color and cars. The sound effects are solid. Overall It just feels a little flat for me. It doesnt surprise or wow me like their other tables in the 2017 lineup. Circus 2017 and Farfalla 2017 I was won over and surprised by the elements on the table. Example Circus 2017 starts out with multilball right from the start. Farfalla 2017 has a underneath mini table you can play on. Thats good stuff. The pinball table Haunted House(1982) had this exact same thing. They called it a cellar.

If you really want a auto themed pinball table then this would be a good buy. In real life I would probably spend \$2.39 just playing this table. I do not think its their best table though. In my personal opinion Circus 2017 or Farfalla 2017 are the best tables in the lineup so far. Its a good table but not great.

Currently I have a slight issue with the table and a lock hole behind the left ramp. FIXED Need to use viewpoint 1 and the shot can be seen... Game looks good in the store page video and screenshots but it's incredibly boring and the made on budget with Unity feeling comes through very strongly. Bought it for multiplayer via SteamLink and the graphics are decent but it's just not fun at all.... Literally the best game I have ever played in my entire life. 10/10.. I enjoyed this short puzzle game. It took me two hours to complete to 100% but you could do it in no time by following the walkthrough they provide. I did need to use the walkthrough a few times so it certainly isn't easy. The difficulty level is just about right I would say as I felt quite chuffed when I actually worked things out without cheating.

I would say the normal price is a bit steep perhaps. I bought it on a 50% sale and I would say that's about right. I could have asked for a refund seen as I completed it before the 2 hours were up but I enjoyed it enough to keep along with my 100% achievements.. A great sports game for PC, which seems to be somewhat of a rare thing. There is no MLB license but what you have are great looking stadiums, lots of stats, and excellent gameplay. The graphics in general are very good and the cartoonish style and names of the players give them character. Hitting and pitching is what the game is all about and its very fun...fielding is there but not as in depth. You can train your players, manage your team during a long season, and compete for leaderboard scores. One of the best features is the Ego system which is a difficulty setting (from 1 to 100) that increases your points the higher level you play at. I play at 50 right now after starting out lower...50 is where it starts to get difficult and I have close games...mostly losses but the system encourages you to get better slowly which is nice.. Seasteader in its current form is WAY to slow to keep your attention for longer than 30 minutes. I tried to tough it out by telling myself it will get better. But 30 days into the game and with only a population of 33 people to supply jobs of 45 people. I had to say enough time has been wasted and stop playing.

Gameplay has to be played on fastest speed to get anything done, and money needs to be made faster so the players can feel like we are building something. In its current form I say 2/10 and don't bother. I will of course say that it is still early and this game may become a great title.

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I played this on the Oculus Rift with Touch controllers . No blatant issues, but the gameplay did seem off, at least on the gun play as it seemed the guns were just randomly firing versus me pulling the trigger. Not sure what was up with that. Not sure if the touch controller had something to do with that.

Anyways, I swear I have played every mini-game collection, except for Schlocks VR (which I plan to try someday). I really like the VR world in this game. I like the cartoony, boxy characters and the world is nicely imagined. However, some of the game ideas are subpar. You have to bartend to get money to open up the other mini-games. If the bartending was fun, that wouldn't be a problem. But it's very dull and very basic. About the only original thing here is that apparently, cowboys and indians both love Tabasco on their drinks. Running out of the type of containers the customers want, also sucks.

The mini-games are nothing spectacular. If this game had charged more than \$1.99 I definitely would have given a negative recommendation. But at \$1.99 I am more lenient and I am able to overlook some of the bad things. It's a nice atmosphere at least. The mini-games are okay. Nothing special. I've seen worse. At least the graphics are original for a VR mini-game collection. I figure if you spent 30 minutes in this game, you got your money's worth.

I think a superior dev could have put more into this game and gotten a better result. It's a shame because all the elements for a great party mini-game collection are here, it's just badly executed where it matters most: the mini-games.

Rating 5/10 tepid recommendation at \$1.99 or less only, stay away otherwise. Oh My God, I broken the "R", this a hardcore game, the graphics are beautiful.

I like the music, I like the game.

The creator not like god.

Sorry for my english.. More content then Stomping Land.

More dinos then stomping land.

More survival elements then Stomping Land.

No tedious grind like Ark.

Better performance then Ark.

More immersive enviroment than Ark.

Solid raw gameplay.

Very fair price.

After the few hours of playing, I have already had so many memorable moments just by exploring the enviroment. The enviroment is very immersive, all the bare bone features are here and functioning. The ai is competent and dangerous. For a new early access game that is very imperresive. Overall, if the developers abandoned this game tommarrow, I feel like I got my \$10 worth.. It had a great story early-mid game which made me play for hours to see what would happen next. I think that and the dialogue between characters are the best aspects of the game. There were some grammatical errors (the typical your/you're) but still understandable and not hard to read like how Grimoire Chronicles, another game by the same developers, is.

Good buildings and details on the maps but there are parts that have some sort of invisible blocks. The dungeons are nicely done. There was one called a maze which really felt like one.

The game has 5 other characters that will join your party and near the end they will let you form your own team (although I think there is a bug with Carmilla in the last town where if she is in your party and you reset it, she would still be there).

As for the battles, I have seen people talk about the paralyze effect. Yes, it is strong and can be abused to beat Dracula and the final boss without taking damage from them. Similar gimmicks that can be abused are stun and poison. Personally, I prefered it that way because I have enough with enemies dodging so many times (by the way, they can dodge even if they are paralyzed).

I found the bat that lets you fly around the world funny because you can challenge Dracula for the ez mode (beating him will max level your party and give you more money that you can spend) and it's also possible to enter the final boss map before the plot calls for it.

The addition of side quests was nice. They could be quite challenging and the rewards were useful too. I spent a little more than 10 hours to complete the main story and 11 side quests. Although, I do wish that there was a way to explore the map after the ending because I didn't collect all the magic cards.



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In the end, I think it was worth playing this game for the amount of money I spent on it (less than a dollar) and I will also be playing the second game from this saga ('-'b. Defenitly not worth the \u20ac10 price tag, you can get much better games for that price.

I am usually a fan for local co-op indy games but this one just feels too bareboned for the price tag. Don't get me wrong, it's not broken by any means but lacks several things that could have made the game more interesting\engaging. Sound design is also pretty bad in my opinion and the whole game feels more like a glorified flash web browser game to me.

The game isn't per se bad but couldn't get me really interested and the time I played it with a friend did not feel satisfying at all, specially kills felt very unsatisfying, wich is all you will do in this game.

There where also missions that for some reason forced us into 4 player splitscreen (2 screens where AI) for no reason at all, never figured out how to play it on one screen.

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