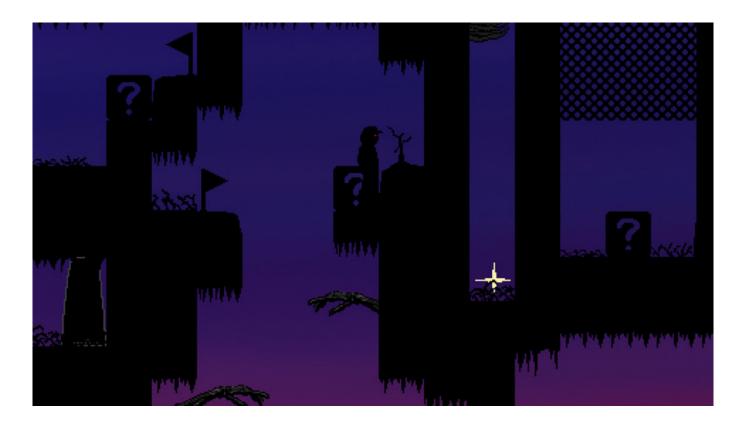
A Week Of Circus Terror Download 10 Mb



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About This Game

DESCRIPTION

As well as an unexplained suicide of his owner in the 50s, the house has woken up after 40 years and the visitor Gerald is determined to solve the whole secret about the disappearance of his son and in the meanwhile he is also trying to find out something about the owner's horrible history and history of the house.

As the night is about to begin, your task is to survive the night and find some informations about your lost son. When the last sun rays disappear, the night will start and the terror will begin.

Genre: Horror, Indie. Made by Clickteam Fusion 2.5. This game contains clowns! Also scary sounds, environment or animations (sick jumpscares).

BONUSES

Achievements: There are fifteen game (not Steam) achievements and each of them has different ways to complete it. Score: If you successfully resist against the one antagonist, you get one score. If you don't resist against the antagonist, you won't get any score for that moment.

Every survived night confirms the score for that night. If you fail, the score for that night resets and you have to play it again. Also score is separated to nights from 1 to 10 and to nights from 11 to 13 and this function has nothing to do with the story.

HOW TO PLAY

Use your mouse (left click) for moving to the other rooms of the house. Sometimes (in a situation) you can click on the objects or "something weird". For the flashlight press "F", for turning on the light bulb press and hold "Ctrl", for using the map press "M" and for leave the game or go to menu press "Esc".

(There is no pause menu).

RESOLUTION, COMPUTER SETTINGS

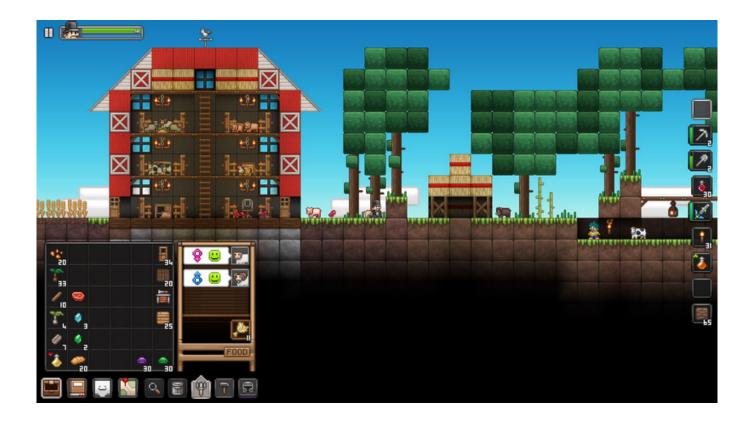
Better computer means faster moving, faster time passing in nights and transition between rooms or frames. When you start this game, the game automatically sets to full Screen. If you want to change the resolution of the game, press ALT + ENTER.

> Also this is my first official made game. I didn't have experiences with creating the game, or even animations. But, enjoy!

Title: A Week of Circus Terror Genre: Indie Developer: Richard Haraším Publisher: Richard Haraším Release Date: 5 Aug, 2016

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English,Czech







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If you have epilepsi and wanna dancec until you die then just play this game. More less ok cards and backgrounds.

The game really got bad reviews due to the empty scenario that just haves nothing .The cards do give a bit in return but not my fav game for the money you would spend .. After finishing my first playthrough, even though I got a bad ending, I would highly reccomend this game. I will definetly replay this again sometime ^.^. Note: I backed this game on the Kickstarter.

In Gray Skies, Dark Waters you play as Lina Garrett, daughter of Vivan and Robert Garret and also eldest sister to Violet, Gus and Merle Garrett. The family lives happily together, until the mother, Vivian, suddenly disappears. A year goes on and no one can figure out, why and how Vivian went missing. In the game you try to figure out the reason for her disappearance. You do it by interacting with other family members and finding clues. While you do your research, you also build-up the relationship between Lina's family members.

The game has pretty interesting story. The developers promised that choices really do matter in the game. Unfortunately I only played the game once and then loaded old file to see some of the different endings, so I can't tell, how much the first choices matter. I can say that at least final choices do matter for the ending. I was pretty happy about the different endings.

Gray Skies, Dark Waters is pretty short game. The bacground visuals are really good looking and hand-drawn, but characters of the game do look little odd and animations are stiff. Voice acting is not very good either. The thing is that this game had only 2,404\$ Kickstarter. For that small Kickstarter, I was suprised that the game even got voice acting. Still the game is really relaxing and interesting. It is first game from Green Willow Games, LLC.

Melee is useless zombies have the same melee range as you. not a particularly diverse puzzle, there are no different modes, but for this price they should not be, the main thing is that everything is done well and works. Awesome game, just wish it had a random map mode.. The music is good, controls work well and the game is very addictive. I stopped a lot of time just to notice that I had to start the game shortly after.

This game was way easier than I expected based on the reviews I read. It's still challenging in a good way and gives you good 2-3 hours. I still have 3 achievements left, of which 2 require a certain amount of deaths.

Playing through the game I didn't even reach 250 deaths and the other one requires 1000 deaths. It'll take a lot of time, but maybe I'll reach them while trying to smash 150 barrells in the arcade mode.. The whole design is decent for a quizz game and fulfills its purpose. Replayability is low as soon as the same question reappear.

The single achievement unlocks instantly. Looking at how many different Trivia games with a single achievement are uploaded, they seem to mainly be targeted at achievement hunters.

No clue if the 250 questions are all self written or from an external source, but it seems like a fair amount for the price of $0,99 \in ...$ I hope the refund goes through.....

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