Rainbow Cult Download Blackbox

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About This Game

Rainbow Cult is a satirical office environment where each floor is based off a real-life event or controversy.

Gameplay

There are 13 basic enemy types, one is added every level you go up.

Even though it's single player, the combat often resembles an MMO more than any single-player genre, although it isn't grindy like an MMO. The way you pull and aggro enemies and use crowd control to avoid damage should feel familiar, but RainbowCult ratchets up the pace much higher.

You can throw three basic spells, but these also can be combined in six different ways to make important utility spells that add a lot of variety to the gameplay.

Bosses

The boss fights could be described as a puzzle, much in the same way that MMO boss fights are a puzzle - you have a limited set of mechanics and you have to figure out how to apply them to the encounter.

These 13 bosses each have 3 difficulty levels, which add new mechanics to the boss to make the fight more dynamic and challenging, training you for the final NG++ encounter. There aren't quick-time-events or glowing weak spots. Just you, a

handful of spells, and your wits.

Can't figure out one of the boss fights? Skip it and come back later when you realize what you were doing wrong!

Multiple endings

Each of the three difficulties has a unique cutscene at the end, rewarding you for beating all 13 of the bosses.

Game length

Based on our testing we estimate it should take *at least* 8 hours to beat all 39 encounters and see all of the endings, but a typical player will probably spend 12-16 hours, since you won't know the enemies or the boss fight mechanics on your first playthrough.

Highlights recap

- Battle your way through 13 floors of the Ogle offices, fighting a variety of enemies

- Each floor has a boss and an optional hero to help make the boss encounter easier

- Fight the 13 bosses in any order, but beware, higher floors have harder basic enemies

- Every boss has two additional hard modes to unlock, each giving the boss extra abilities

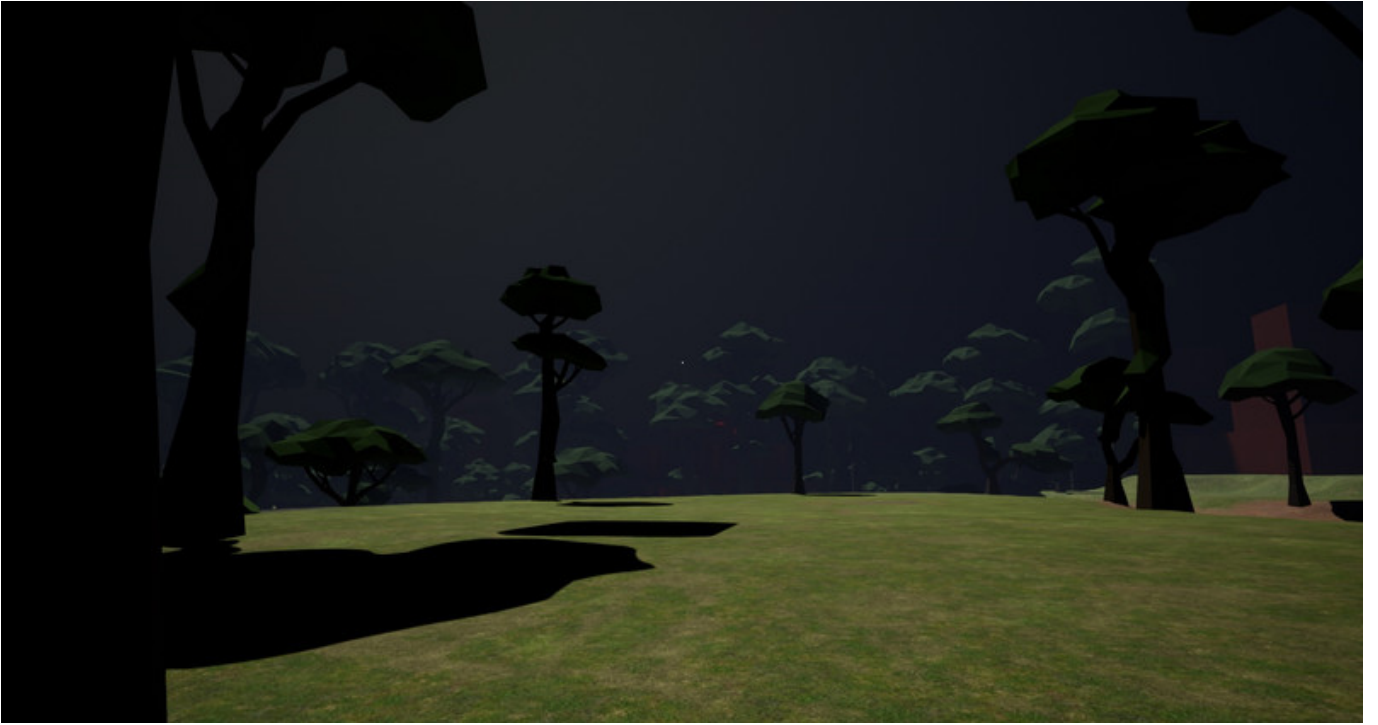- Three unique endings, one for each difficulty

Title: Rainbow Cult
Genre: Action, Indie, Strategy
Developer:
Death Hill Games
Publisher:
Death Hill Games
Release Date: 25 Oct, 2018

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English

I like it, but I 'love' low-flying games (100HM anyone?) It's Arcadey more than sim. Tricky and fun. Try the demo, there's some cool levels later on, that I haven't unlocked yet in the full game, but are pretty cool. The one thing that games like this reveal about VR, is how absolutely quick and responsive the controls are, regardless of the VR element. Gestures are intuitive, and it will be interesting to see how different people respond to control methods, like this.. It is fun for a bit, at least pick it up on sale to support a worthy and small dev. A cynical rerelease of Nightork Adventures 1.

They barely changed anything.

Even if it weren't a terrible cash grab, the game is tedious, ugly and uninspired.

There are way better ways to spend $2.

https:\/\/youtu.be\/RlXdWoliq_I. Garbage
I don't understand how these kind of games get into steam
bought it for 10 cents with a coupon and I still feel like it was a huge waste of money
Also no \u2665\u2665\u2665\u2665ing trade cards!. Can I just point out that I played this offline for a few days so Steam hasn't recorded the fact that I've actually put about 10h into this game

Hmmm. I played the 1st one, out of desperation - it was the only game I had installed on my PC that I hadn't clocked, and that was unlocked - didn't need an online key for - in a week where I had no internet. It was fine, passable. It had it's flaws, but it was passable.

This particular installation, however, I am sorry that it is not. I liked the corny story of the first one - except for the ending where you get killed by a freaking mushroom in a cutscene thing . That part of the story was meant to be corny irony, but they didn't really pull it off.

Pros:
The graphics are much better, and the maidens really are something to look at now. Thumbs up for that.

Cons:

They took everything that worked in v1, and messeed with it.

There is tons of back-and-forth in these missions, they are less linear - where you would be transported to an area with a defined goal in the first, now you have to keep going back to places you have already visited repeatedly to unock a tiny bit more of the map at a time, usually by talking to some guy and doing something with the last guy so that you can talk to the next guy. I got tedious at about the point that I quit.

The control scheme is ruined. It's harder to navigate. This is merely a side-effect of...

They changed the camera angle. Now you can rotate the camera, but you can see less (the camera is too close) with a more isometric \/ top down view, you feel really restricted after playing the previous game. It's painful.

The story is long winded and drawn out. With the first it was always just action action action - back to base to heal - teleport to some more bad guys - Now it's go back to the other side of the map, talk to some girl, got tot eh other side of the map, talk to some other girl, steal her chicken, go to the other side of the map, hug some trees, go to the other side of the map, cook the chicken, go to the other side of the map, talk to some girl and give her the cooked chicken, go to the middle of the map, talk to some girl to join your party, go back to the tree hugging place, talk to some girl... Oh goody! a mission!

I only discovered halfway through the 1st game that there are a limited number of potions in the world... that is to say, once you have bought the shop (wizard) out, that's it, you can't get any more. I discovered this just in time to really start conserving them for the invetible boss-battle. So glad I did. If i'd had none, at the final boss I'd have needed to have replayed the entire game again, conserving health as best I could. That would'a happened, sure. Same messed up scheme here.

OH THIS IT THE WORST PART: The battles where you have to protect some NPC - So you get into a fight, right? (yeah,

finally). but you gotta take this gimp with you that you have no control over. He is an idiot, too. He rushes in headlong in some random direction, and if you don't keep up with him, he'll go in 1v6 Solo, and die:Game Over -Try Agia. If you do keep up with him, he'll rush in and try and play meatshield so you gotta take out the guys he's fighting, but as soon as you do, he will rush straght for the next batch. Remember that some of your strongest guys in your party are very slow (can move very few tiles per turn) and the more you protect him (kill the guys doing damage to him) the further from your best characters he runs, making it harder and harder to fight these... Oh he's dead:Game Over - Try Again. That is of course presuming that you can follow him at all - when he starts goig for it, you don't even always know where he runs off to - the fight may be over several screen-widths, and you may be trying to move one of the slower characters up toward the battle when it's won, so he rushes off on his own, you don't even see where he goes, so you run foward to find him only for him to have doubled back and gone the other way... on his own... This wouldn't be quite so bad if it didn't swicth between a free-roam mode when out of combat and a turn-based mode when in combat. I can't be bothered explaining why, except that he can get into trouble faster than you can get to him. Yay.

That's pretty much all that I can think of at the moment, but the combination of drivel, tedious and unexciting mini-missions, restricted camera views, and scuicidal NPC's in battles are what broke it for me.. Cannot believe I spent $15 on what could be a Free To Play game.. Think Dwarf fortress in space, with less fortress and more talking to dwarves.

Like DF, Sol Trader generates a procedural history at the beginning of the game. Where Sol Trader differs is that it generates a massive number of NPCs, living and dead, all of whom have complex relationships and histories, and none of which you know. Figuring out those relationships and sabotaging them to mess with how NPCs see one another and you is the focus of the game. Yes there's space combat, piracy, mining, etc. but what makes Sol Trader special is its focus on who you know, what you know about them, and how you're going to use the things you know to get what you want.

Character creation is the process if figuring out who you are in the universe it has generated for you, picking broadly from your lineage, skills, and most importantly, choosing your win condition. From there, its up to you how you wish to proceed.

You'll probably start by developing a basic strategy based on the win condition you've selected. Decided to be president? Well, there's already a president. Maybe you want to capture the hearts and minds of the public. Maybe you want to dig up some dirt on the current president. Maybe you want to get in good with the criminal underground or the military and stage a hostile takeover. All of these things are possible, but how easy they are and which one you choose is going to be determined both by your overall game plan, and the things you discover about the people in the universe.

While the UI can be confusing at times and definately needs some work, the core conversation minigame and the impressive detailed story the game generates for each and every character weaves something that's capable of generating all sorts of space epics with you at the center. Whether its your rise to political power, takeover of a pirate gang, establishing a financial juggernaut, or just getting filthy rich, the path you choose and its main characters will be determined by you, based upon who you get along with, who you investigate, who you trust, who you backstab, and who you are.

If you like political thrillers and don't mind a somewhat clunky interface, its well worth the twenty bucks. It's guaranteed to generate you an endless supply for interesting scifi stories.. In contrast to my other reviews, I'll *try to keep this one short. I'm getting a refund, and here's why:*

This game is not complete. Not only content wise (description here is highly misleading), there are rendering bugs, weird gameflow issues, weird design decisions and probably a bonus memory leak.
I know the game's just ~2 USD (and trust me, it shows!), but since space games are my favorite theme, it really saddens me to see the wasted potential here. A month of two of polishing would've made wonders for this project.
It feels like an Alpha at most. I'd probably be way more accepting if it was Early Access, and wouldn't go for the refund.

PROS:
- Very neat concept, hunting ships and mining for new parts, then building your own ship.
- Ships and drones work as intended after built. Decent customization allowing for faster\/agile ships, versus bigger and tankier ones. Drone focused, missile focused or laser focused. Balanced builds. Etc.

CONS:
*- Weird UI, Weird control scheme. Constructing the ship is more annoying than it should, with a **very small grid without a zoom feature.***

- Graphical and sound assets are bad. I usually don't mind this, but when I see a robot-human drawn in paint it kind of hurts.
- Terrible writing, with insane amount of typos and weird content. "These are spiritual beings that possess trees for mobility" is probably one of the most intriguing things I've ever read.
- Rendering, UI and AI issues.
- Very dumb or silly AI.

Hopefully we see more updates from the devs. It seems they finished the hardest\/worst part (technical issues, procgen, sandbox world, ship building, faction, quests and other systems), and didn't care for the rest..or polishing the finished systems.

WIth a dozen other similar games either released or in Early Access at the moment, Inevitability sits in a very rough spot.. Somehow, of some odd reason, I find this game great and would definitely recommend it to others

My first bad review on Steam:

ooooh boy where do i start. But first i will list what they they did right.

-Improved Gunplay

-Slightly improved graphics

-Better Power armor experience

-Weapon attachments feature was a good idea

-Better animations overall for guns , Npcs , attacks , etc.

-Cool settlement feature

Now i will go over why i dislike this game , and why its my least favorite of all fallout games. it takes alot to make me not like a game but this game did not feel like a Fallout game at all.

-Speech system :Whenever i enter dialouge with an NPC i like to have choice, thats one of the core elements of fallout and FO4 went the mass effect style dialouge route and it just does not fit the game at all, this is a BIG problem because

-Less replay value (in New Vegas you would always wonder what if i chose x instead of y or z)

-Little to no choice, its mainly just (yes) or (no) or (sarcasm) what ever happened to Medicine , Science , Guns , etc. skills playing a key feature to what you wanna express. For example if we have and NPC named Bob and he asks how much knowledge do you have on Shotguns . in Fallout 4 you would either say "Yeah i know about shotguns" or "No i don't know about shotguns. where as in the superior fallout new vegas the NPC would know if you were lying by the way you spoke and would call you out for it, Unless! you had a high enough speech skill to fool him OR use your Guns skill to bypass it impressing him at your knowledge of shotguns .

The Endings. the endings are all almost practically the same. little to no variety in the endings just a simple cinematic scene. where as in new vegas ALL of your actions are reflected towards the endding of the game, for example in New vegas you can help a group that likes to blow stuff up be on your good side and if they like you enough they will help you in the final mission. this can be done for multiple factions including the Enlave and i remember one of the Best moments in the game is watching the NCR run in fear while they see a vertibird come in dropping off a squad of Soldiers in Black heavy armor with overpowering firepower the likes of which the brotherhood (who the NCR have defeated in the past) never have shown. and in the ending it remarks how much of a crushing blow they really did. and there are plenty of more factions.

The game doesnt feel like an RPG. one of the core features of Fallout is that the games are played as an RPG first and a shooter and exploration second. while i do like the improvement on the gun play (still not decent enough to compete with modern shooters) it has sacrificed so so much. the perks have been turned into really boring and simple buffs. in other games you had perks that made much more of an impact rather than just "do X % more damage" the older games had your character feel unique with its own play style and strong points. which allowed for multiple characters and cool builds, however in fallout 4 your character (which is either one of 2 set people to play as , yeah you really don't get to roleplay in the game and make your actual own character) seems to be good at just about everything right off the bat. AND big plot holes like a lawyer instantly learning how to use power armor, what happened to needing power armor training? like whattt ?

The quest. The quest are mostly dull and i can't recall a single memorable quest in the entire game, it was mainly go here and kill this or kill that. Which brings me to another point. Preston Garvey, the guy has you doing THE SAME EXACT QUESTS all the time! this guy is so annoying, and what makes him more annoying is the fact that he can't die. so what did i do ? i locked him in a jail cell under water so i don't have to see his face anymore.

Also something i never see anyone bring up, the atmosphere feels...wrong. isn't this suppose to be a post apocalyptic world? why does it not seem that way. it feels like im walking in detroit rather than a fallout world space. Fallout 1 , 2, 3 , New Vegas all did an amazing job capturing the brutality of the post apocalyptic world space showing the effects of war , slavery , mass drug addiction , lack of clean water , the brutality of the raiders and their torture methods , famine and so much more. fallout 4 fails at capturing this image and it does a bad job at portraying the series.

Guns. Although they improved alot on gunplay they removed the feature of being able to switch the type of ammunition you can use. For example in New Vegas you can get a shotgun and load it with Buckshot, Slugs, EMP slugs, Dragons breath. but in fallout your stuck using the same ammunition. this is terrible because in new vegas it introduced a threshold system meaning only certain types of ammunition can penetrate and injure an enemy , what i mean is a 9mm pistol is only gonna scratch a Deathclaws thick hide or it won't hurt a NCR veteran ranger. instead the player has to use armor piercing rounds or could use hollow points on un armored enemies like giant geckos or rats (hollow points being usless against armored enemies) and the

Unique weapons in the game don't feel unique at all, Previously each unique weapon had its own cool design and it had its own unique flare and stats or effect like the greased lighting which is a power fist that can attack extremely fast or the unique laser rifle that fired green beams instead of the usual red beams.

i could go on and on but that would make this way to long. how does it do as a Fallout game ? 0\/10 its terrible as someone who has played the series since 2010. if it was a spinoff i would rate it higher considering it has a strong modding base and im sure many can get more enjoyment out of it if they mod it but this game is not a proper fallout sequel at all.. First I want to say that I was not sure what to expect with this game. I saw it in the recent releases category of steam and the game did not have any reviews yet or anything. However, the game seemed unique and intriging and I knew right away that it was the type of game I would enjoy. Since the game just came out there were not much people playing the game. However, the developer created an official discord server (Which I found in the announcements section for the game) and I managed to play a match for a few hours with him and a few others on the day of release. The developer is super chill and he told me about new maps that he wants to make for the game. If there was ever a small bug he took note of it and is devoted to making this game as perfect as possible. Just to be clear, for a brand new game there were hardly any bugs and the game felt like it had been out for much longer. In addition to the game not being buggy I got a high FPS and my PC is not even that good. I do not think you should have trouble running this game. Onto the gameplay the game itself is a lot of fun. It consists of 4 troopers working together against a monster type enemy. Each trooper has a different asset to use such as being able to lock doors or being able to tell if the monster is nearby. The monster has 2 main abilities which are being able to go invisible as well as being able to disguise itself as a human. When I was playing a match of this game I pooped my pants sometimes when I thought I was next to one of my teammates but then they started to attack me and I realized that what I thought was one of my teammates was actually the enemy. It is such a rush. The maps themselves are also very well made and one of them even has as a tram\/train that can take you to another part of the map. Overall, despite the game not having very many players as of yet, I was able to find a match through the discord server, the game is a ton of fun, and it runs super well. Just purchase it. You will not regret it.. Total scam and not worth the money. lvl 2 doesn't load and lvl 1 there are so many false painted pixels on that lvl plate that you can't aim smoothly.

Saw so many games being much better, much more stable and less expensive on goble game jams than this.... Fun and all but way too expensive. A neat short game that you should play if you enjoy Metroidvania games.. A very fun platformer, that teaches you to learn from your mistakes. With simple yet nice art and charmingly apt music, though perhaps the sound effects are lacking. I like the idea behind item and character progression while the game itself knows what it wants to be and doesn't seem to lose track of its identity..... I certainly recommend the game and anyone who isn't affraid of a very fair challenge should give it a try.. good story & characters. The best Wadjet Eye game I've played so far.. I haven't played the Steam version but I bought it on here because I loved it so much on PSP. Gives me a little happy shiver to play.. This game is just all over the place. It doesn't know what it wants to be or what it is about - half of the mechanics don't make any sense at all.

So... you start out and pick the tutorial, where it throws 15 screens of text at you explaining the buttons instead of walking you through gameplay like most titles. No biggie though, the game mechanics aren't too hard.

There's an intro. A guy is leaving you in charge of his video game store for a month. If it earns enough money, he'll give you the store after that.

Then the game starts out and you pick the merchandise you want to sell. It's a resource management type of thing. You have to physically put that stock on the shelves, too

Next you open the store. It puts you behind the cash register and throws as many customers at you in one minute as you'd see in a real Gamestop in a day. You've got to scan stuff, answer customer questions from memory about the review scores on your games, and at the same time make sure no-one is stealing anything. This seems to be the primary focus of the game, such that it has one, and it was far too fast moving to be fun for me. I know I wasn't going to catch any thieves. All that might be personal taste though.

You can hire employees. So if I don't like working the register, I can pay someone to do that, right? No. The employees are not for your shop. They're for a video game development studio which for some reason, you are running at the same time as you manage a brick and mortar gaming retail business.

I don't know what the deal is with the video game development part. I know how to hire employees for it. I know how to assign them. What I don't know is why I'm performing tasks like that as a video game store manager, or what happens if I do well or

poorly at them.

You also have a family at home. Each of them have heart symbols representing their love for you. You need to continually pay them or their heart symbols drop and eventually they leave you. As someone who actually has their own family, I can assure you that it doesn't work like that IRL.

But even if the family does leave, it doesn't matter as the game still goes on and those family members play no role in winning or losing. AFAIK it's all about impressing that one guy who talked to you at the beginning of the game. So I don't know what the whole point of the family is either.

I'm assuming this went through some playtesting before release. Any tester worth his salt should have said,

"Look. The family doesn't add anything. Get rid of that. The whole game development studio aspect doesn't make any sense and has nothing to do with managing a store. Get rid of that, too. Make the financial part deeper. Keep employee hiring a thing but make it so they can help you with the register and\/or stocking if either of those things aren't fun for the player."

If this game had actually kept to being a shop manager, it might have been OK. But it didn't. It tried to be more and became less.. Very challenging but rewarding. I found ther lack of detailed instruction frustrating at first but ultimately it adds to the charm of the game.