Deliverance Ativador Download [Xforce]

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About This Game

Synopsis

Deliverance is a first-person survival horror game in which you are put into the captivity of a deranged man dawning a serial killing streak with no plans to stop. Play as "Victim #3" and try to find your way out of your captor's imprisonment as you explore a maze-like abandoned asylum. With only a flashlight and no weapons, you must be elusive in order to escape. Discover past victim's notes to piece together their stories and also delve into your captor's background to better understand him. But be wary, because if he finds you lurking about, bad things will happen.

Will you survive to tell your story, or will you become another victim that no one will remember?

Features

- Access to a abandoned asylum consisting of two maze-like floors

- Hidden stories to discover from previous victims and your captor

- Original eerie music

- Play with only a flashlight and scavenge for batteries to keep it powered

- Unpredictable horror with randomized gameplay elements to make every playthrough different

- Access to a secret horror experience which delves further into the story

Title: Deliverance
Genre: Action, Casual, Indie
Developer:
TBDTS Games
Publisher:
TBDTS Games
Release Date: 31 Aug, 2015

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Minimum:

OS: Windows XP/Vista/7/8/10

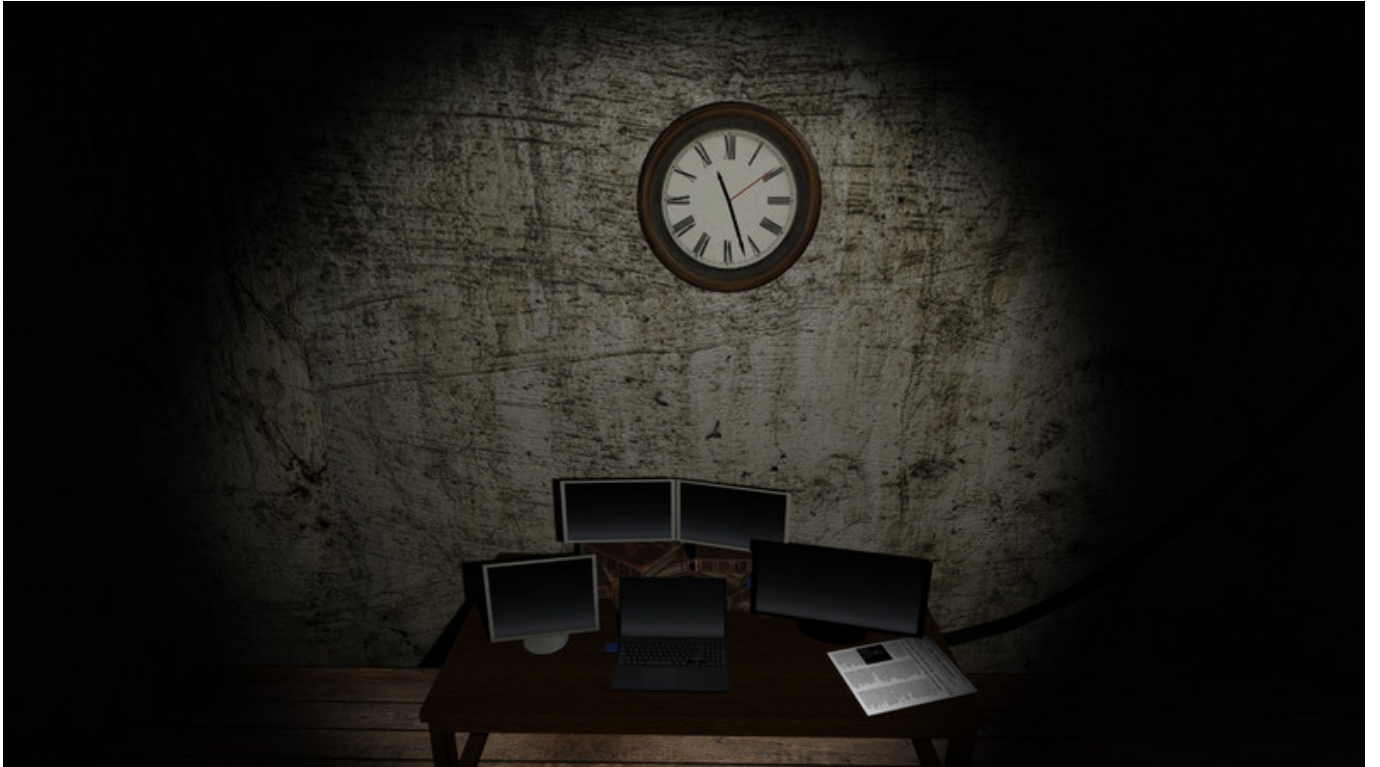**Processor:** 2.0 GHz Dual Core CPU

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 7600 GT/ATI Radeon X1600

DirectX: Version 9.0c

Storage: 2 GB available space

English

This game has a cool idea, its effectively a rogue-like horror game where the enemy (enemies? I think its just the one) respawns randomly throughout the map. I'm not a huge fan of horror games where you can't fight back so I knew I wouldnt be crazy about this, but it is still cool nonetheless.

Pros:
+Cool idea
+Runs well, no framerate issues whatsoever
+Interesting Story so far, although I keep dying before I can get any further
+I like how interacting with items can put you in danger, stare at the map for too long and he'll find you.

Cons:
-Once you see the enemy, you basically die as you cannot out run him

Other Thoughts:
~Interestingly enough there is no brightness option, which is weird since it's a horror game
~Graphics are not great, but its also $5 so I can't complain
~I wish there was something you could do when you see the enemy, perhaps theres an item later on that allows you to stun him for a while so you can get away.
~Theres one ending I got where you get tied to a chair, however there appears to be a glitch or something as you sit there for a while before he shows up.. Save point would be good. Otherwise it`s a fun game.. Did You Got The 2 Assets From The Unity Asset Store?. Poo as \u2665\u2665\u2665\u2665. I played this for my channel: https:\/\/www.youtube.com\/watch?v=JSWFbNRrmv0

I find this game to be quite fun and entertaining. It allows you to really get inside the mind of this person and psychologically drain yourself by roaming through the halls lost and confused (much like anyone actullay in that senerio.) If you're willing to sinc an hour in for anytime you play, you're going to have fun trying to survive. The jumpscares are cheap, but it reminds you to be careful and try your best to slink around each room quietly. In this fight of man VS killer it's always important to keep moving, stay equiped, and stay quiet. Because if you don't... an unstopable killing machine is coming for you. It's worth the money, in my opinon. But hey! if you want a more in depth viewing, or just want to have a few laughs then try watching my video. I plan on doing a few differnt parts and exporing new areas everytime. Anyway. Have a good one.. The base concept around Deliverance is promising but fails in the end. What starts off as intially fun soon takes a turn for the worse with the constant restarting, recollecting and rethinking of your current strategy (the constant reviewing of the rubbery hands is enough to cause borderline paranoia in itself). The map itself is vague and difficult to understand even though it says "Cell" on it (where you start off). Batteries are one of the most important items needed in the game but at times seem to be far and few apart (one time I opened the lockers at the beginning near the cell and it rendered not even a single battery!) Bursting lightbulbs and pipes add a good touch to the psychological experience and jump scares (even after almost 9 hours of gameplay it still causes this scenario with me). The concept of having stamina attached to sprinting was not well thought up as this is the only means to escape walter (which I did once by dumb luck!)

A few things that could've fixed this game a bit is the following:

1. Allow the players to save the game 1 time anywhere (then after this if they die make them start over completely).
2. Allow for the use of environmental aspects (objects or items which could slow walter down)
3. Dont make gamers sit through that extended scene at the end (where you're strapped in the chair waiting for him to kill you off as sometime it takes more than 10-15 seconds for him to show up). I found this to be constantly annoying and I could've already been making my way back through the game.

In the end, my verdict 3\/10 at best

. game is\u2665\u2665\u2665\u2665\u2665\u2665 map looks like\u2665\u2665\u2665\u2665\u2665\u2665and a naked man that chases u. also looks like\u2665\u2665\u2665\u2665\u2665\u2665!!! 5$, this game should be free

"Be wary of the positive reviews"
First thing that will bug you about this game are the hands..
Let's just say they were better off not showing them in the first place.

They have jumpscares put into place that usually involve lights above exploding EXTREMELY loud for no reason, or just random female characters being slingshotted through you. You might find the serial killer scary, but he just has loud music play and if he's behind you he'll kill you without you ever seeing him because he runs so fast. Which brings me to another thing - you won't be able to outrun him if he ever catches a glimpse of you. So you have to avoid someone completely - without ever knowing where he is in the first place.

There is little detail to fill this huge maze-like map, and if you're not planning your exact route you can find yourself lost and running in circles. Most of your gametime will include looking for batteries for your flashlight that runs out way too fast, and dying repeatedly to the naked man with the axe that can somehow walk around this building in complete darkness with no problem.

But one thing to keep in mind is this game was put together by a bunch of students, so if you feel like I'm being a little harsh, by all means try the game out. I personally cannot recommend the game because it was not fun for me to play. It doesn't make you want to complete the game - especially since if you happen to step into the wrong hallway, you die and start over. There is no progression.

EDIT: Here's my gameplay.
https:\/\/www.youtube.com\/watch?v=R6p001SIpy4. Read the reviews and thought it cant be that bad couple with the fact that I am a masochist so willingly subjected myself to this awful game. I love horror what can I say...but some of these horror games lately just SUCK

Started it a couple weeks ago when I bought, it died almost immediately, and ran out of time. Gave it the time it deserved today....holy bjesus....

Love the woman who flies through you randomly, I see her on the camera and she is bugged out through it like she is trying to get me through the lense. lmao

All the cameras conviently have lights on them, nice touch?

The killer who is like a blood hound, can find you in the dark, behind doors and, runs faster than a chicken running through Ethiopia...

Im watching the camera... zone back... insta-death as the killer was waiting for me to get done looking at the cameras? LMAO how nice of him.

P1K said it a lot better already, check his review.

For future game developers, you may want this title so you can see what not to do.. Awesomeeeeee :DDDDD omg guys you should totally install this :)). I've played this before and after the little patch that was released last year. I didn't find it to be particularly fun or scary at all. Just really aggravating. It starts off with promise, in a room with a couple items and a note to get you rolling on the story. From there, it's completely downhill.

For $4.99 you can find MUCH better games that can actually be completed without having to start over every single time it decides to glitch out.. It's like Pac-Man with a naked guy.

These game makers have DELIVERED the first ever horror game of the "Lightbreaking" genre. Your goal is to escape a prison run by Walter, a beautiful naked man, who wants to murder you. But, beware! Walter has NOT maintained proper care for lights throughout the facility, resulting in shreaking exploding bulbs that make your ears bleed out. Some say the game makers are cruel Otolaryngologist (ear doctors). Me? I say Walter made the game, and I'm proud of him.

https:\/\/www.youtube.com\/watch?v=Xx1_cAEC_uU

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