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Overhead Activation Code [hack]



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## About This Game

A bunker evacuated miles below the earth, you were kept frozen and forgotten ... until now. Overhead, a first person game of exploration, puzzles and terror. survive experiments and mutations in the dark and discover the surface exit. if it still exists.

## Synopsis

Hexagon a megacorporation that dominates the pharmaceutical industry, advanced many in their cryogenic experiments on animals ... but soon they changed level.

You are voluntary for testing, something confidential. But something along the way went wrong. thawed by an emergency system after 162 years in an unknown subterranean zone that was evacuated for unknown reasons.

Disoriented, you look for the nearest exit, but it will not be easy ... contaminated areas, mutant experiments lurk in the dark until you discover the secret behind everything.

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Title: Overhead  
Genre: Adventure, Indie  
Developer:  
Serializefield  
Publisher:  
Serializefield  
Release Date: 15 May, 2018

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**Minimum:**

**OS:** Windows XP

**Processor:** Intel Core 2.3 GHz

**Memory:** 2 GB RAM

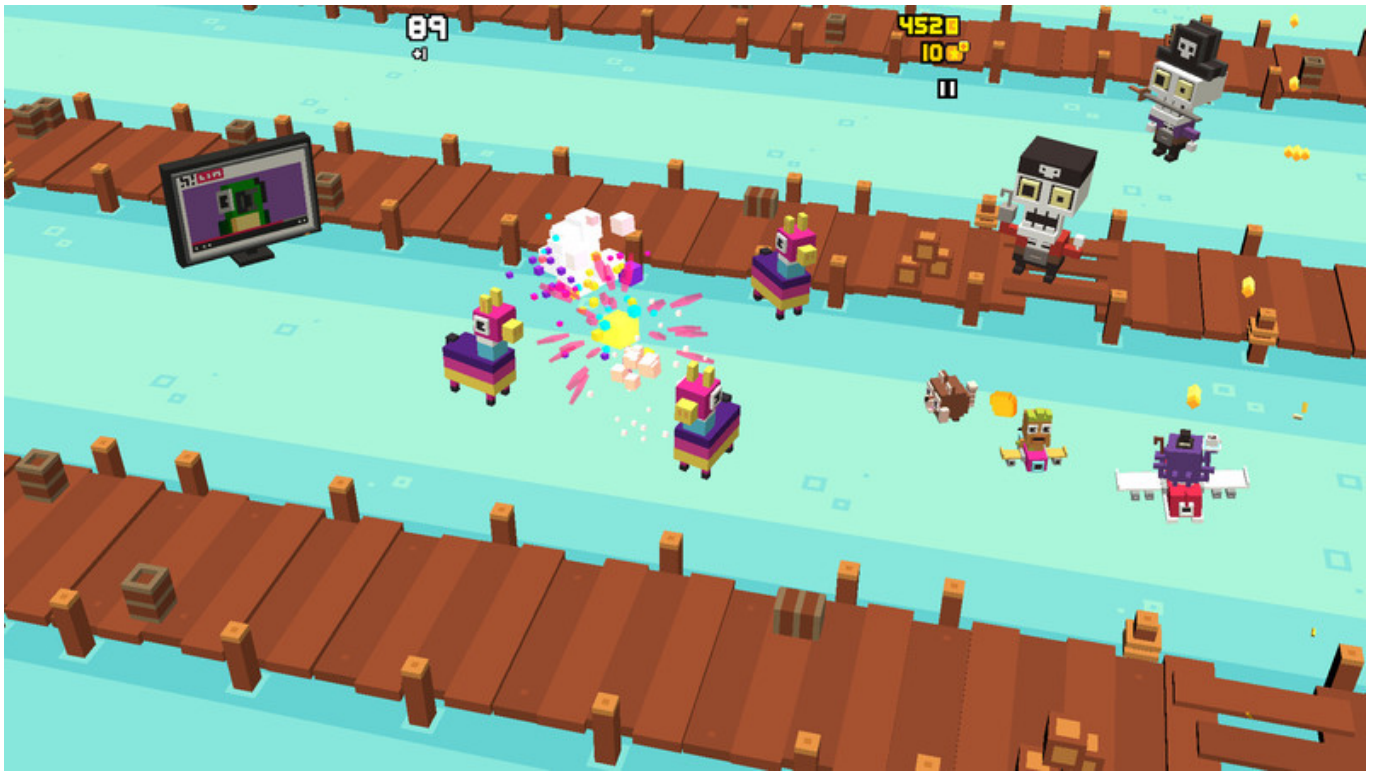
**Graphics:** 1024 MB

**DirectX:** Version 9.0c

**Storage:** 4 GB available space

**Sound Card:** DirectX 9.0c compatible

English







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Another very poor offering from Totem Games latest in their "Ironclads" series. The name may have changed but the game has barely evolved from 2010's Ironclads High Seas. Even the in-game music sounds strangely familiar...

In this game you have a selection of about five different scenarios. Each battle is a simple open-sea fleet action - no islands or other terrain. The in-battle UI has changed a little, but the gameplay remains fundamentally the same - you can direct the speed and course of each squadron of ships and choose whether ships can fire at will or hold their fire. And that's it. You can't control individual ships, you just steer the leader and the other ships blindly follow. If the second or third ship in a squadron is at risk of colliding with another ship, there is absolutely nothing you can do to avoid it. You can't target ships guns, or choose different ammunition types, and there's no firefighting or damage control functions.

To put things in perspective, I'm a tabletop wargamer and history buff. I love the Ironclad naval era. I was absolutely bored to tears by this game, and resent having paid full price for it. Even if it's on sale, don't bother. However cheap it is, you won't get your money's worth.. Don't judge the book by it's cover. It's Xsyon Prelude meets Unreal World in 3D. Yes, the graphics are not from this decade, but who cares, this is deeper than Mariana Trench. I don't even care about PERMADEATH. All I want to have is enough players to have community to play with.. I am getting a wired bug where I cannot hear sound effects of bike and not even in the main menu ...please help. What can i do in this case??? But i can hear the sound of the opening scene of milestone. Note: I am using the program offline while travelling, therefore only few minutes on Steam record. I did use it for several hours already.

I bought this as part of the Humble Bundle. For my game graphics I do mainly use Adobe Illustrator, Adobe Photoshop, Blender, ArtRage, Artmatic. I had very little expectations of Hexels in respect to usability, results, productivity etc. And I am not a big fan of pixel arts for my games.

But I was very positively surprised. Hexels is a powerful tool, easy and intuitively to use. It is really fun to create graphics "consciously" but as well in a more random, experimental, lets-see way. The results are great. I would pay the full price.

I am so convinced, that I am now using it for the player-sprites of my latest game. I create different layers in Hexels, create vector-graphics (SVG) in Illustrator, and Extrude it in Blender. The actual cration in Hexels is a real creative process and not hindered at all by the interfaces/ unnecessary complexity.

The only thing I am missing is the possibility to export an SVG (vector) file.

**HIGHLY RECOMMENDABLE..** Chronicles of the Witches and Warlocks is a nice family friendly H.O. Game.. ..provided you're aware of the game's fatal bugs and manage to avoid them.

There is a guide giving precious tips on the subject. I strongly recommend to read what it says on the bugs subject if you plan to play this game and read it before playing, preferably ;). Besides several bugs/glitches which might result in slowing a bit your gameplay, there are at least 2 bugs preventing the player from going further in the story. You're definitely stuck if so. But it's possible to avoid them.

It's sad to see those bugs were reported long ago but never fixed.

Apart from that, if you're aware, Chronicles of the Witches and Warlocks is a fair and nice HOG.

The graphics are rather beautiful. The music is calm.

It's worth a try.

It's quite short though and it has little replayability value (all achievements can be triggered within a single playthrough), so I

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recommend to get it while on sale.. I had this game for months now, since before the steam release.

At first it was very hard to understand, i had no idea how it worked.  
But after a few tries I finally got the hang of it and since then it is a blast playing it.

The main feature that i found unique was the building mechanics which lets you build in all angles, even lets you save the building for future use.

+flying from planet to planet and so..

Aside for the part that "planets are kinda small" the game is well recommended.. Excellent game, A very good strategy experience in turn-based game. It let me travel to a time where I was passionate for gaming day and night. Nice remembering.. This game is a solid bomberman clone that takes at most 3 minutes or so. A good game if you just want to unwind on something fun. Maybe a couple more power ups aside from the 3 basics but definitely solid. It was really fun when it was in early access.

Then they ruined it.

All the good reviews on this game are around 2015-2016. Aka when it was good. This game HAD potential and a pretty loyal fan base.

Its not worth the buy. Even at 8 dollars.. I can't express enough of how much an awesome game this is. I was totally immersed in it's world and I was emotionally attached with the characters as well. Despite its cute graphics, there were still moments that I was terrified to play it alone. There were a lot of jumpscares compared with its previous game, and even though I really love Yomawari First Night Alone, this one is really a great improvement of it. Has bigger maps, has visually improved graphics, soundtracks and sound effects are far more grimmer than the old one, there are actually 2 endings (it depends on your choices almost at the end of the game - though I can say the other ending was pretty obvious that it shouldn't have ended that way, oh just play it and you'll know what I mean) and my mind and heart can't get over with its true ending as well. There were so many emotions I felt at the end of it. I was overwhelmed, hence making my entire experience of the game REALLY AWESOME. Do buy and try it. I'm hoping the developers will make another sequel.

My only concern with the game was the game length. Honestly it was too short. I didn't do any side quests, I just followed the main story right away, but even so, it felt too short. I wish it could've been longer. Other than that, still an awesome game.

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It's finally working on windows 7 64bit. better late then never.. I really liked it.. The second game in the series has pros and cons as well as the first game.

Pros: More complexing mirror ares but there are worlds that you have to escape and get the peices to put back together to go and try to escape the other worlds. Years later of when the kids are all grown up and is thier own personal story with the bad mirror. even greater story line. Better graphics and more beatiful scenes.

cons: bad guy dosent die for good but gets shattered and a peice is taken by a bird but the bird leaves it somewhere so the family will still be haunted and the rest will go to a real museum where the the rest of the world will be in horrified by the evil mirror as well. this is what I think happens but the ending leaves with the bird with the peice of mirror in his mouth so it leaves us hanging.

recommend the whole series. Sequel is better than the original.. the real world dice game of this is easier to beat. in all the times ive played this version, ive beaten 2 scenerios... two times, out of like 100. the Real World game, ive had much more fun with. i swear this one is made so you cannot win. it's just frustrating to keep losing. if i wanted to die every 5 min, i'd play dark souls. the rolls that it makes ... you cannot statistically roll that badly... simple odds would give you at least a one in ten shot, this is more like 1 in 1000.. The \u2665\u2665\u2665\u2665 did i play. Its a good game and get very addictive if you like survival games with dinos.

BUT the devs are the worst ive seen so far in a game that reliant on his community .. its very community unfriendly and you can wait Ages for new updates and content. I would recomment to go on official isle discord for informations and problems if you have it with that game but the devs and the admins there handle it very unprofessional and like they want, means alot of Banns and Drama for nothing. Dont even try to ask in Discord "Punchpacket" ( one of the Devs.) for any suggest he will may insult you.

I played this game alot since 1 day it comes out but the way the devs handle there servers and the community bothers me, very unfriendly and unprofessional and ruins after all the time the game for me. Lets see if new content come out ... wait another half year.

. It's alright. Reccomended in a bundle, otherwise don't bother.. win10 has texture bug\uff0cplease fix it and I will change to good comment. SO fun! you should toatly add 2 thing:

- 1: option to control more than 1 train!
- 2:disable smoke option!



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