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About This Game

APPROACH THE EDGE OF HUMANITY.

For long has the humanity been constrained by limits of human body. Most have accepted the imperfection of flesh, but some sought for liberation. To pursue the dream of creating a post-human being – to achieve ideas of transhumanism – is the driving force behind H+ Corporation. Within its facilities technology and homo sapiens became one entity. An organism devoid of humanity's biological weaknesses.

You board the spaceship Purity-02 – prime complex of the H+ Corporation.

The dream shatters to a nightmare when you realize what has become of Purity-02. Once a research vessel, it has turned into a deadly, deserted trap. To flee Purity-02 you have to investigate the mysteries of the ship. With every passing minute the chances of survival grow slim. Infected with a parasite emitting deadly toxins, you struggle against havoc being wrought within your body. But there is yet a greater danger to evade.

A beast is roaming the ship. A creature known from long-forgotten fables and ancient myths. It could prowl around in any shadow and lurk behind any corner. You must plan your every move. You must survive the infection.

You Must Get Off the Ship.

Title: Phantaruk
Genre: Action, Adventure, Indie
Developer:
Polyslash
Publisher:
Polyslash
Release Date: 16 Aug, 2016

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Minimum:

OS: Windows XP, VISTA, 7 SP1+, 8, 10

Processor: CPU: SSE2 instruction set support

Memory: 2 GB RAM

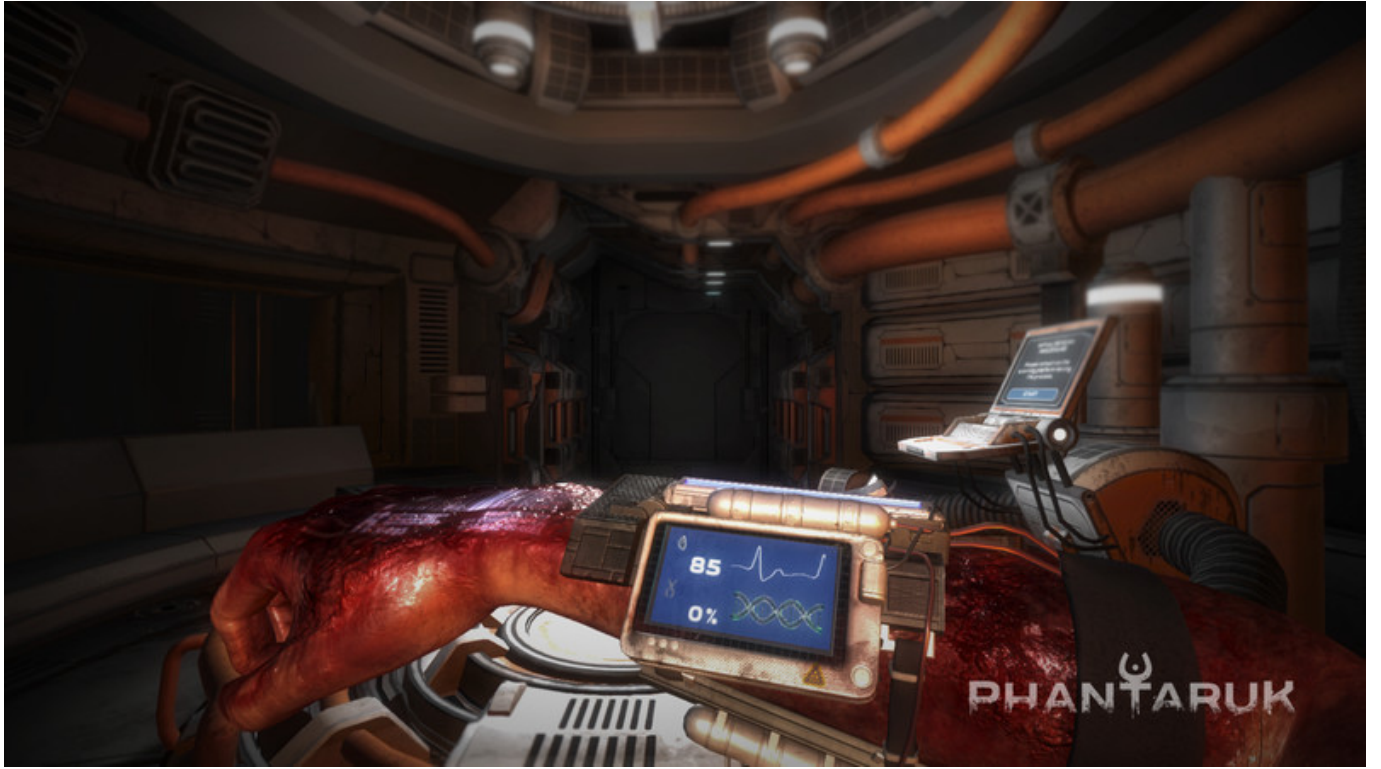
Graphics: Graphics card with DX9 (shader model 3.0) capabilities

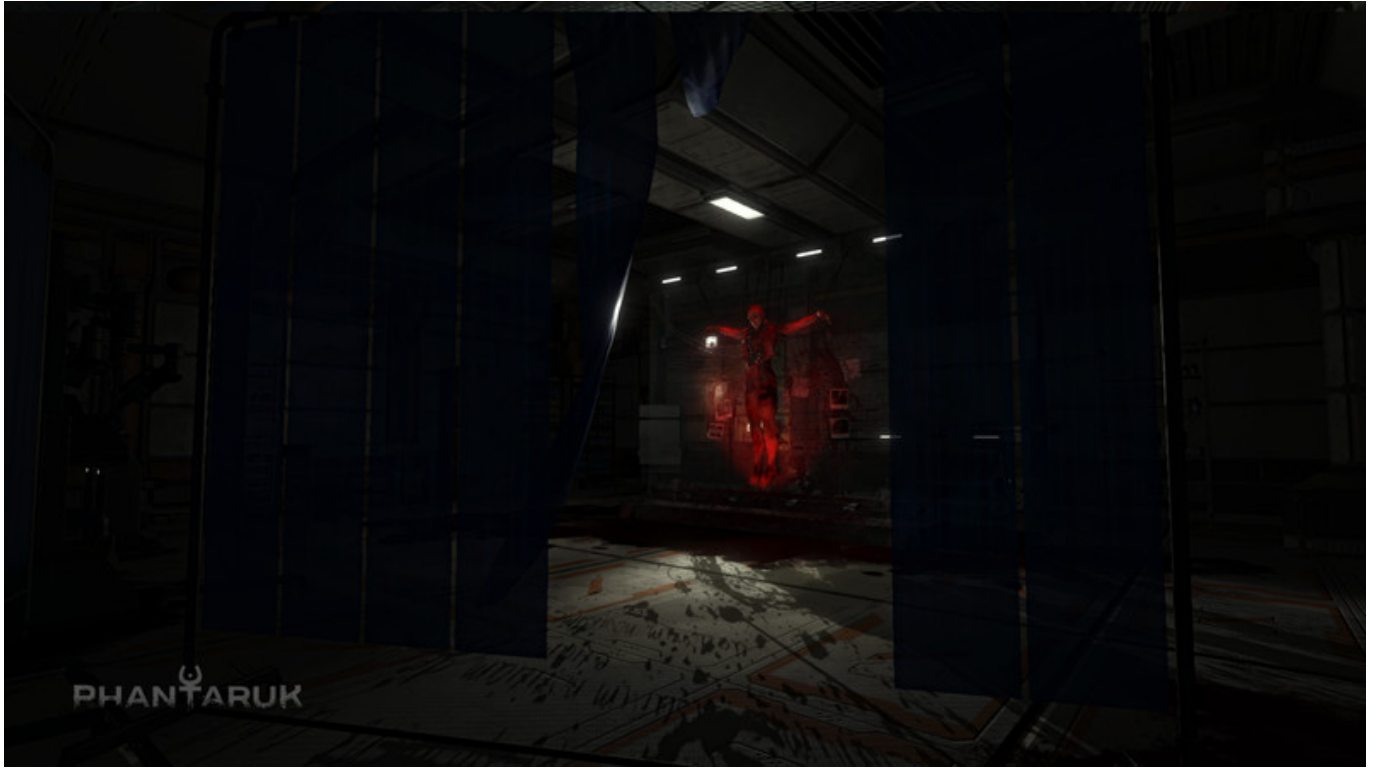
DirectX: Version 9.0

Storage: 6 GB available space

English, Polish, German, Russian







I played beta from a long time and it's awesome. I love how this horror is building tense without rough jumpscars. If you want play Amnesia but in Space - check out Phantaruk.. I'm always unsure about buying games on their release date, its like rolling the dice hoping that the game is ready. This one was a pleasant surprise. It is indeed ready, and fun to play. Did you like the Amnesia series? Ever wonder what it would be like in space? Well you're in luck. This is not a FPS! There are no guns! It is a horror escape/survival game. Sneak, run, hide. Darkness is your friend. There's the standard array of access pickups like keycards and batteries, and lots of little clues like datapads and sticky notes to help piece together the story. Excellent atmosphere and backgrounds. Shadowing is top-notch. Its a good story, the heartbroken poetic artistic drunk captain has an awesome accent. Good setups and scares, I've been genuinely startled a few times already. As a Unity developer myself I appreciate a polished Unity title any day.. If you want the brief opinion, here it is: if you are looking for the space horror, you can buy "Phantaruk" without any doubts (and don't forget to check "Syndrome" as well).

You are a single person on the space ship, haunted by unknown evil... You will need to make your way through the maze-like sectors, hiding from the merciless hunter and fighting against virus, striking you from within...

The game is relatively short and it is not as polished as "Alien: Isolation", for example, but it can be thrilling and enjoyable.

Good things:

- i do like the level design;
- stealth mechanic isn't flawless, but it works for me (little spoiler: sound doesn't trigger enemy attention... well, almost);
- voiceover is surprisingly good, i would say, perfect for this game;
- enemies are truly terrifying;
- idea about "lethal conditions" for your alter ego is very good and it is incorporated well;
- story is good in total;
- convenient checkpoint system.

Now something i did not like:

- story, while being interesting, is presented badly;
- final is over-rapid and it leaves player unsatisfied;
- task log is crap: you are doing things without any idea, why. It comes especially sharp during the final part (player definitely needs more explanations);
- graphic engine is a bit laggy;
- Spoiler alert red (don't read this, if you haven't finished the game): Phantaruk is teleported to some parts of the level instead of pursuing you linearly. This damages the stealth mechanic, but even worse, it feels with that teleportation, that Phantaruks are many, which is against the storyline. I believe actually, that there are more than one on some levels (for example, when you're lurking through the storage rooms, you can just run from one Phantaruk to another, maybe, it is possible to force them to meet each other :)

Well, regardless of some flaws, "Phantaruk" is a good space horror. Some ideas are just brilliant (like usage of pulse or that smoky labyrinth), the experience will give you some nice shivering, the story and the voiceover are worth of your time.

P:S: отличная игрушка, не уступает "Syndrome". Играть жутко, выглядит и звучит приятно, в комплекте неплохая история, хотя торопливо законченная. И, кстати, есть русский язык со вполне приличным переводом.. Phantaruk is a small horror game with a nice story and visuals. The tension is great at the beginning and then it only grows! I enjoyed moments with monster chasing me through the corridors. Game is good for long winter nights. Looking forward for more games like that, I played many, and I can place this game in top3 of horror games.. Do not even launch it if you are chicken. Only for people with nerves of steel! This game was like 6 hour marathon of terror. I played games like Dead Space normally. I don't know what this games has, but it's like whole new level of horror. I will not forget this game for a long time. That is a horror I am certain I will not forget for a long time.. 3 hours down and I can put to rest that this game was NOT trying to imitate 'Alien: Isolation' as some others have claimed. It looks more like a clone of 2 other indie sci-fi horror games I'd recently played. Namely Syndrome and Hollow.

(I know that the two games have a large amount of hate heaped on them so if you're not a fan don't bother with this one).

Whilst not being anywhere near as good as either of those (it was way shorter and has no combat system), it did have the same

inescapable enemies send you backward to checkpoints. It's easy to miss an antidote or code, meaning more frustration in replay than enjoyment.

Got to the Facehugger Nests and didn't bother completing.

Sci-Fi Amnesia clone.

Now, I already think that Amnesia is a terrible *video game*, but this isn't any better. This is clearly unfinished, with subtitles being extremely offbeat, mouse acceleration that you can't turn off, and stuttering. The "gameplay" is timed, the timer being toxins that will eventually kill you. This is combined with the "gameplay" of having to sit in a corner and wait for a monster to go away. If you can't see that's some real awful design, then I don't know what to tell you. That's all there is to this game; it's ugly, it runs poorly, it's a bad clone of a better (albeit still bad) game, and it's a total waste of time.. Loving the game so far made a real effort with this.

Ep.1 be up soon if you guys are interested.

<https://youtu.be/jgVA1f7rHZI>

. How in the world did i get this game?. Dont waste your time or money on this mess. Cheap thrills

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