

Graveyard Shift Download] [Torrent]



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About This Game

ENGLISH

*A graveyard on the hills - damp, cold and desolate
Its namefather lost but not it's nameplate*

*A new resident arrives on shoulders ever so leisurely
As father throws ashes to ashes looking kinda weary*

*Last arrival drew the final straw
They wanted to rise but didn't know how*

*An underground meeting took place nobody could have known
Voices turned to screams as the dead were overflown*

*Dusk got shattered with with raging moans and groans
As the cursed graveyard got covered with restless souls*

*They will face a single obstacle to bring on the doom
A graveyard keeper sworn to stop them and a magical shroom*

Info

Graveyard Shift is a FPS with unique game mechanics and a mise-en-scène that mixes both toonish and horror elements

together! Yes, we did it.

You are fighting against restless ghosts and liches. They revolt, because too many graves are dug in the graveyard, whose keeper is you. Your purpose is to re-kill the undead! Your only friends are mushrooms, those you use to make mushroom bombs.

Gameplay

Your ammo is elemental mushrooms, there are 5 different elements of mushrooms those you collect from the ground. You create bombs with those elemental mushrooms (2 Fire, 1 Water, for example) using number keys 1 to 5. Your enemies also have elements; enemy's element and the elements of your mushroom-bomb determine the damage you deal. For example, you deal more damage to a Fire ghost if you prepare a bomb with Water mushrooms.

There are 2 types of enemies: Normal ghosts and liches. Normal ghosts are melee attackers, they use claws. Whereas, liches throw you stones and they are much stronger than normal ghosts.

We have 2 game modes: Waved and Survival. You fight against 10 waves of enemies in the first. Survival lasts as long as you are alive.

There are 4 power-ups: Slow Time, Shield, Mushroom Magnet and Infinite Mushrooms.

Virtual Reality

We will bring Oculus Rift support in the future!

TÜRKÇE

*Tepede bir mezarlık, ıslak, soğuk ve ıssız.
İsim babası meçhul ama sanma ki tabelasız*

*Yeni sakini omuzlarda geldi aheste aheste.
Yine savurdu peder, elde kitap, külleri küllere...*

*Toprak altında bir toplantı, bilmediği kimsenin,
Çıglıkları yükseliyor üst üste gömülmüş ölülerin*

*Son damlayı taşırdı bu yeni gelen naaş,
Yeryüzüne çıkmak lazım artık yavaş yavaş.*

*Uğultular, iniltiler sarstı yeri göğü, ortasında alaca karanlığın,
Kudurmuş ruhlar kapladı her yerini uğursuz mezarlığın.*

*Dünyaya yayılmak için önlerinde tek bir engel var,
Onları durdurmaya ant içmiş bir bekçi ve sihirli mantarlar*

Info

Mezarıcı (Graveyard Shift) benzersiz oyun mekaniklerine sahip bir FPS oyunudur. Korkuyla sevimliliği karıştıran bir mizansene sahiptir. Evet, yaptık, oldu! Galavalomka Games ortaklığıyla yapıldı.

Mezar bekçisi Hasan olarak, huzur bulamamış hayalet ve lichlere karşı savaşıyorsunuz. Onlar isyan ediyor, çünkü sizin bekçiliğinizi yaptığımız mezarlığa çok fazla ölü gömülmüştür ve mezarlık artık taşmaktadır. Amacınız yaşayan ölüleri yeniden öldürerek isyanı bastırmak! Tek arkadaşınız, bomba yapıp düşmanların üstüne fırlatabileceğiniz mantarlar.

Oyun %100 Türkçe dil desteğine sahiptir.

Oynanış

Cephaneniz bu oyunda elementel mantarlar, yerden topladığınız 5 tür elementte mantarlar var. Bu elementel mantarlarla bombalar yaratıyorsunuz (2 Ateş, 1 Su, mesela), 1'den 5'e kadar tuşlarla. Düşmanlarınız da elementlere sahip; düşmanlarınızın

ve kullandığınız mantarların elementleri, düşmana verdiğiniz zararı belirliyor. Mesela, Ateş hayaletine Su mantarlı bomba atarsanız normalden daha fazla zarar verirsiniz. Yani düşman veya mantar elementine göre zayıflıklar ve dirençler söz konusu.

2 tip düşman var: Normal hayaletler ve lichler. Normal hayaletler size pençeleriyle yakın mesafeden zarar verir. Lichler ise size taş fırlatırlar, onlar normal hayaletlerden daha güçlüdürler.

2 tür oyun modumuz var: Dalgalı ve Hayatta Kalma. İlkinde gittikçe zorlanan 10 tane düşman dalgasını bastırmaya çalışıyorsunuz. Hayatta Kalma modu siz hayatta kaldığınız sürece devam eder.

Size bu zor görevde yardımcı olacak 4 tane güçlendirici (power-up) sunuyoruz: Sınırsız Mantar, Kalkan, Zaman Yavaşlatma ve Mantar Miknatısı.

Sanal Gerçeklik

Oculus Rift desteği de gelecek!

Title: Graveyard Shift
Genre: Action, Indie
Developer:
Galavalomka Games, Aslan Game Studio
Publisher:
Galavalomka Games, Aslan Game Studio
Release Date: 20 Oct, 2016

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Minimum:

OS: Windows 7

Processor: Dual Core CPU @ 2.2 GHz

Memory: 2 GB RAM

Graphics: Nvidia GeForce 8800 GT / ATI Radeon HD 4770

DirectX: Version 9.0

Storage: 750 MB available space

Additional Notes: Mouse with at least two buttons

English, Turkish







this game is heavy on trial and error puzzles, which nobody enjoys. some puzzles even combine those trial and error concepts with reflex-based mechanics where you, for example, can't stand on a tile for too long before it kills you. not worth the trouble.. For the price a no brainer....Awesome retro playing game:). English update is out. Story seems to be fully translated, along with menus options, etc. However, spell card names are still untranslated, as well as the titles of each BGM track. A. Very bad 3D images that don't make any sense in put it with MV design! I totally regret of buy it!!!. I wish I could recommend this game, since by all rights it seems very well designed and appears to present a prospective player with an interesting proposition and challenge for a city-building sim. Unfortunately, the implementation of the game's systems are not particularly well-executed. While the in-game tutorials provide an explanation of how one should set about constructing a town, the reality is that the correct implementation of various mechanics such as food production, housing, and infrastructure is so obscure in practice that there is no real learning curve a player could reasonably be expected to overcome.

All too often, the same method of starting a town without issue on one map will not work on another map of virtually similar layout. Pathfinding in particular seems to be poorly-optimized at best, and villager prioritization of basic needs is woefully lacking. On numerous occasions, despite the nearby presence of thousands of units of stocked food contained within both storage barns and marketplaces fully staffed with vendors, residents of neighboring houses will simply starve themselves to death even if tasked with nothing other than acting as laborers without current duties beyond simply restocking the inventory of their own homes.

Banished altogether is a very frustrating experience because while the music, interface, and premise behind it are charming and indicative of a well-made game, the truth is that there is clearly not enough polish to the underlying structure of the game to create anything other than a time sink that neither explains nor allows one to intuit how to succeed.. A little frustrating at first...but then it sort of grew on me. I didn't play for long, but I think this is going to be a regular go-to when I am sick of just blowing♥♥♥♥♥up in VR. it takes a bit more patience, and a little more grit to feel accomplished. I dig it. I think this will be a great one.

I sort of wish the visuals were a little fancier though. The simplistic look isn't really for me. Everything feels a little too flat. Maybe more dynamic lighting or something. Doesn't detract too much. It is just when you actually sit and soak in the environment it is a little underwhelming.

Excellent, very underrated game. I think a lot of people dislike it for two main reasons:

-You actually need to think about where your projectile will go, rather than a lot of games where you just point and click to kill enemies

-And that the gameplay is repetitive.

But think about this.

TF2. Overwatch. Nearly every multiplayer objective-based shooter ever.

They're all extremely repetitive, even more so than this.

What difference does it make if you're fighting AI that isn't actually brain-damaged for once rather than people?

If this was multiplayer rather than singleplayer, literally nobody would complain about the repetitiveness. And that bothers me.

And that is why this only has 57% positive reviews.

The gameplay might be the same but there are very varied maps and a wide variety of environments, more than can be said for some online multiplayer shooters.

You move a bit slow, but you can solve that by being patient. The power shards are a \u2665\u2665\u2665\u2665\u2665 to collect in big enough numbers to do anything significant, but that stops you blazing through the levels with ease. Some of the maps are confusing as hell to navigate, but it was the dev's decision to add in a maze-y aspect to some of the maps. I don't have a problem with it, it just takes me longer.. Content is good and thought provoking - makes a very interesting connection between technology that can be described by the mental tools of language, and the onset of a collective consciousness. However I'd add to this that this is just one (possibly minor) part of it, as some would argue that free economic markets are even more important in creating composite technologies by leveraging actual actions (instead of words) across multiple "hops" and networks of humans minds, each acting as a neuron in a collective consciousness. Could be an interesting follow-up to this.

However, I need to warn that from a technology choice perspective, certain unfortunate design decisions and ignorance of VR user experience guidelines make this a seated experience, and not a comfortable one. Well, I'm willing to bet the market will sort that out.. Changed my review because Dev was fast to respond and work to fix things. Still, make sure you are running the game as administrator before you start. Fun game already with a lot of potential!. Good combination of driving and shooting mechanics. I like so much the arcade mode.. Great book, love how they all link together.. Fantastic DLC. The route is beautiful and the stock that comes along with it is also brilliant. The little pannier tank is a great station pilot. One thing that always bugs me is that there is no run around at Falmouth.

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