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About This Game

In Extremis is a shoot'em up game that aims to bring an engaging and fun experience to the player, while also experimenting with the nature of the language of videogames.

Taking inspiration from sources such as centuries-old mysticism to contemporary pop-culture, In Extremis suits itself for all kinds of players with smart level design and multiple ways of tackling challenges.

Offering challenges and secrets, In Extremis tries to bridge the gap between art and fun, the underground and the mainstream, the old and the new.

Features

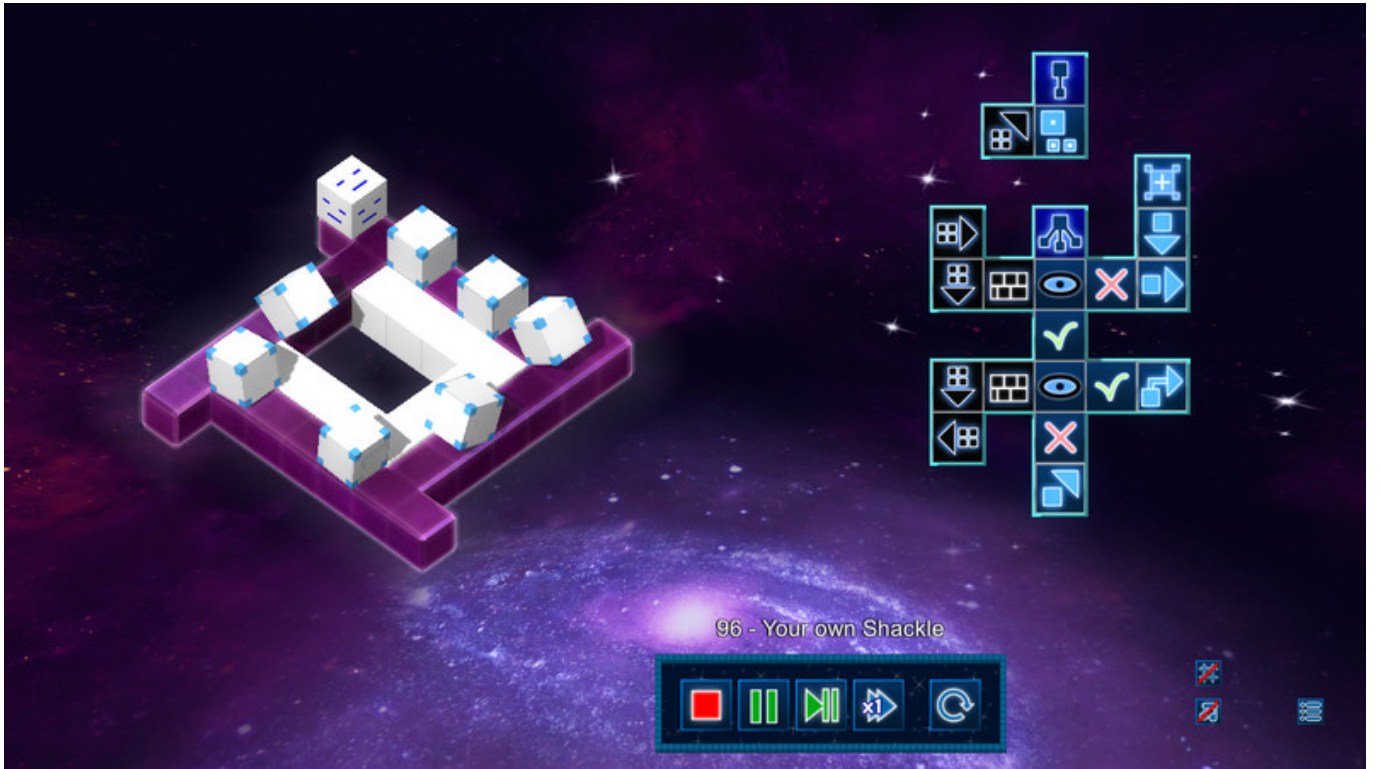
- Classic shoot'em up action that brings numerous new ideas to the genre, while also being accessible to newcomers.
- Eleven stages, each one with their own visual aesthetic and distinct set of mechanics. Fight through the domains of war, sex, nostalgia, fear, melancholy, and many more.
- Twelve different weapons, each one with their own subtleties and quirks, for the player to mix and match.

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- An eclectic soundtrack, featuring everything from big band jazz to foot-thumping electronic jams to gentle piano ballads to trippy psychedelic rock.
 - A mysterious narrative, as well as numerous secrets and surprises, await brave and inquisitive players.

Title: In Extremis
Genre: Action, Indie
Developer:
LNDERR
Publisher:
LNDERR
Release Date: 16 Nov, 2016

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English





Fantasy Grounds

HELLFROST

LAND OF FIRE GM'S GUIDE

LAND OF FIRE PLAYERS GUIDE

SAVAGE WORLDS ESSENTIALS

SW DELUXE GM GUIDE

SW DELUXE PLAYER GUIDE

LIBRARY

- Jizah, City of the Sphinx
- Khanjah, City of Claws
- Mizdah, City of Power
- Mujlad, City of Woes
- Talawdi, City of Sails
- Lands of the Lizardmen
- The Mirrorsands
- The Plains of Ash
- Blacksand Oasis
- Caklos, City Of Ash
- Realm of the Medusae
- The Salt Basin
- Salt Mines
- The White City
- The Salt Marsh
- Sarkab-gar-Nattra, City of Sarke
- The Scorpion Lands of Old
- The Snakelands of Old
- Jafar, City of Snakes
- Southern Ocean
- Al-Korsar, City of Corsairs
- Organizations
- Hands of Freedom
- Jinn Slayers
- The Penitents
- The Qabal
- The Sisterhood of the Seven Veils
- Sons of the Sand
- The White Lords
- Bestiary
- Sidebars
- Artwork

BESTIARY

- GHUL
- GIANT SAND
- GIANT ANIMAL
- GOLEMS
- GUARDIAN SERPENT
- HAZARDS
- HEADLESS HUNTER
- HEADSMAN
- HERALD OF THE GODS
- HIPPO
- HIPPOGRIFF
- HUSK
- HYDRA
- JINNI, LESSER
- KHEM-HEKAU MAGE
- LAVA Ooze
- LICHE-WIZIR
- LION
- MAMELUK MERCENARY
- MEDUSA
- MONKEY, TRAINED
- MUMMY
- OPHIDUS
- ORC, DESERT
- PEGASUS
- PEGASUS GUARD
- PHOENIX

CHARACTER SHEET

Carrion Vulture

These fiendish birds are undead mockeries of the standard vulture. They appear much as do their mundane brethren, but their eyes have decayed, leaving only emptied sockets. Most feathers have long since dropped, revealing rotting flesh. Carrion vultures are large birds, standing 3.5 feet tall and with a wingspan that averages 8 feet. Most carrion vultures live in Hekata.

They feed upon carcasses and seem to multiply as the supply of food increases. Voracious, even insatiable feeders, they can work their way through a carcass in an incredible amount of time.

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Can't befo... in ap... Treu... Spe...

Liche-Wizir

Abilities: Agi 10, Sma 10, Spl 10, Str 10, Vig 10

Derived: Pace 6, Parry 6, Tough 14, Armor 5, Cha 0

Skills: Fighting, Intimidation, Khem-Hekau, Knowledge (Occult)

Attacks: Notice, Damage, Notes

Special: Arcane Background (Khem-Hekau), Death Touch, Improved Concentration, Improved Focus, Master (Khem-Hekau), Powers, Undead, Zombie

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GM

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Since most of the early release bugs are fixed it's time to update the review.

I had a great time playing PUSS from the first minute I started it. It's kinda unique experience - a psychedelic combination of evil demonic world, cats, and dark part of the internet.

Pros:

- Simple, yet addictive gameplay
- Insanely good level design, both in terms of graphics and replayability
- The difficulty scales very well as every world consists of random level set, from simple ones to more complex challenges
- Epic bossfights, each boss introduces a new mechanic
- Story being a mix of good humor and psychological horror
- Decent soundtrack
- Devs working hard to fix all the issues

Cons:

- Few minor bugs including some broken achievements
- Beating the story takes only few hours

Totally worth giving a try, you won't be disappointed. It's overly clunky, overly easy and very boring. Shame on you Team17. i used to play tanks

until i got worms. ...DLC that should not be DLC.. Just a simple A for left movement and D for right movement, and mouse for aim would be perfect. But that is the only con I see from this game. Other than that I find it greatly enjoyable.. Escape Machines is a twin stick iso retro pixel shootemup with some lite RPG elements.

The problem is that, well, to start with when you launch the game it tells you they decided not to develop it more than 3 levels and they were going to port their work to Unreal 4. Complete ripoff! Of course, Valve's "Early Access" program enables this kind of fraud.

The current engine is Flash which is really a joke, the thing might as well run in a browser. Gameplay itself is weak and clunky, unsurprising because it's Flash. No proper PC options coupled with nightmarishly bad English translations all put this game squarely in the junk pile.

Prior to the game being released on Steam I played 100+ hours of Quarries of Scred.
I cannot begin to tell you how great this game is...It is easily in my top 5 games of all time.

Its a simple game but fun and Its extremely replayable. Runs can last from 5 seconds to 2 hours if you want to get really in depth, but if you have some experience with the game I feel most runs go for around 30 minutes to an hour. The game can be very terrifying, I have even jumped from time to time from a death that seemingly came out of no where. One mistep I can assure you will be your last, but making all the right moves and succeeding is one of the most rewarding feelings Ive ever gotten out of a video game.

In closing I cannot reccommend this game enough. The dev is a great great guy with a heart of gold and his game is a tremendous display of art,community, and love of the gaming world. If you havent bought this game yet I urge you to consider doing so!. game is bad and cant kill someone even if shot 65 times with a pistol. True Fear is a hidden object, horror point and click game. Your character goes to an insane asylum to find your sister, only to find the place abandoned and somewhat haunted as you search for clues to the whereabouts of your sister. Very good challenging puzzles, hints, good storyline, collectibles, clues, and suspenseful music. if you love hidden object games, True Fear should be in your collection. 10/10. Excellent game.. This is a very short generic yuri novel.

I wouldn't say it is bad, since it was cheap and didn't do anything terrible.

I would just say if you want a 30 minute story about two girls falling in love then you have it here.

R18+ is available.. I wish there was a choice where I can say that I give the game a sideways thumb (meaning Neutral instead of Positive or Negative).

Way of Hero is a rather short Unity Engine game where you play as an unknown male protagonist. He doesn't know what is going on around him but yet he wants to escape at the very end.

I honestly don't know what I liked about the game besides the fact that the main character can run really fast.... XD. It's a bare bones, bland and simple shooting game. It's good for killing a few minutes and unlocking all the achievements and then there's no reason to go back to it. The only reason I even got it was because I had a coupon and it only cost me 34 cents.... Pros:

- +Already many machines to play with (and more will come)
- +Multiplayer
- +Leaderboards
- +Cheap price
- +That feel when you throw a coin into a machine
- +Intuitive controls

Cons:

- +I am so bad at claw machine, can I have that pink bear already please?
- +You need a VIVE to play this (which isn't really a con if you owned one)
- +No darts, air gun shooting, pinball machines (yet)

For what this game costs, it totally worth it.

Highly recommended this.. Got it in a bundle. The "getting boring" curve rises fast.

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