
Countless Rooms Of Death Download] [full Version]



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About This Game

You open your eyes, slowly and painfully, as a dull throb pounds inside your skull. All around you is darkness accompanied by an overwhelming silence. There is a weight in your lap as you squint into the darkness revealing nothing but what seems to be the hospital bed you are lying in and the cold, metallic glint of a flashlight's metal casing.

You reach down anxiously, taking the flashlight in hand and trying to take comfort in its ambient glow. Your surroundings reveal nothing. A room. Cold. Dark. Lonely.

"Caution: This bunker has been evacuated. All occupants are instructed to make their way to their nearest assigned exit and to follow the instructions of security. Caution..."

It repeats its soulless instruction and the sickly feeling of dread coils in your stomach as you take your first steps forward. Your thoughts struggle to make sense in your head but instinct tells you that things are about to get worse...

Finding your way out of the bunker will not be as easy as you think; defended by numerous security systems, your journey is going to be a dangerous one. Sure, you could try to activate the shutdown sequences... As long as you can solve the puzzles required to do so.

You are alone. Defenseless. Confused. But then, for you, it was always this way...

About Countless Rooms of Death:

Countless Rooms of Death is a puzzle / adventure game with a horror atmosphere. There are no weapons or real enemies; instead, we aim to bully your mind. All you, the player, have is a flashlight with which to find your way through a dark labyrinth, solving puzzles to acquire keys which will allow you to enter the next level.

There are strange happenings and whispered voices to investigate, and several ways to meet your demise within the labyrinth. Strange lights and shapes will try to distract you from your path to freedom. The story unfolds in the form of medical records which, with the passage of time, will help you to remember how you got here in the first place.

- A dark, lonely labyrinth with a history waiting to be uncovered.
- Many challenging puzzles.
- An obscure story which will be revealed as you continue to progress.
- Your biggest enemy? Your own mind.

Title: Countless Rooms of Death

Genre: Adventure, Indie

Developer:

HCP Games

Publisher:

HCPGames

Release Date: 20 Feb, 2014

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English



REFERENCE

ICONIC CHARACTERS

ICONIC CHARACTERS



book, Characters

In the darkness, something moved. Amiri whirled, her oversized sword striking sparks against the ancient pillars. Both adversaries froze as the sound echoed down the empty corridors, in the wake of a dry scraping. The stone against rusted steel. It stopped. Then came again, again.

Heri choked grimly. "So the gold doesn't belong to anybody, eh?"

"Not this again?" Amiri resumed shoving coins into the ancient day pits. "I told you, there's what the old man said."

"Of course." Heri raised his crossbow and sighted down it into suddenly shifting shadows. "Defectors glided off tracks and trails. 'Not I think someone here might disagree."

ICONIC CHARACTERS

CHARACTERS

Since the very beginning of the Pathfinder Adventure Path, the game has been defined as much by its visual style as by its rules and lore. Some of the key components of the art are the iconic characters who appear on and in books from end to end, defining familiar moments and performing acts of great heroism.

Originally, the icons were created as Paris could have a detailed reference character for each class that was, if a book needed art showing a fighter, the Paris art and development staff could send the artist the reference illustration for "Warrior" instead of having to explain what kinds of armor, weapons, and equipment the fighter should have. The portraits of the icons by artist Wayne Reynolds grace the covers of the first Adventure Path, drawing the eye and giving a

AMIRI, ICONIC BARBARIAN

Amiri never fit into the expected gender roles of her tribe, refusing to be the docile, domestic sort of woman that the Six Bear tribe valued. Instead, she insisted on competing with the male warriors of her tribe, and constantly outwaged them. Another hunter brought back a wolf to feed the tribe, she brought back two. If the best warrior among them killed four arrows in a row, she killed six. Though many were awestruck by her prowess, other tribes mocked them, and the village elders knew that tradition could not be invoked without great consequences. Amiri had to die.

When the tribe attempted to send her on a suicide mission, however, Amiri refused to die. Instead, she returned with an enormous trophy: a red giant's sword, her former commander's lightning bolt, and the possibly sacred totem of a huge bladed salamander that had been sent out to die on her. Amiri, Rage overtook her, and in that blood madness she found a strength she'd never known she possessed. When the red mists cleared, she was surrounded by dead members of her hunting party.

While she was unrepentant for the deaths of the men who preferred to betray her rather than admit her skill, Amiri still knew that killing was a crime she could never live down. She abandoned her people to the cold steppes and lands and headed south toward more civilized lands, enjoying the heady rush of finally no longer being bound by tradition. Since then, she has been to traveling only with those adventurers and mercenary companies who share her grungy respect. She values her oversized sword (even though she can only truly wield it properly when her blood runs true) but never wears it, but never wears it of the conviction that her bond has to flow her



AMIRI

AMIRI, CR2

AMIRI, CR7

AMIRI CR 7
HUMAN BARBARIAN 1 XP 3,300
 Medium humanoid (human)
 CN

INH +2 Senses Perception +15

DEFENSE

AC 19, touch 11, flat-footed 17 (+1 armor, +1 deflection, +2 Dex, +1 natural, 2 rage)
 Fort +8, Ref +6, Will +1

DEFENSIVE ABILITIES Improved uncanny dodge, trap sense +2

DR 10

OFFENSE

Speed 40 ft.

Melee +2 Large bastard sword +15/+10 (2H+12/19-20)
 Ranged +1 Longbow +10/+5 (2H+10)

SPECIAL ABILITIES Greater rage (20 rounds/10), rage powers (Guarded stance (-2 dodge vs. melee), increased damage reduction +1, powerful blow +4, retarded vigor [SR+7 HP], strength surge +12, surprise accuracy +2)

TACTICS

Daring Combat Amiri never retreats in combat, preferring to fight in her element. Focus never (see attacking from range) practice she often describes uncharitably as "the coward's way." She uses Power Attack and Cleave at every opportunity, though if she has difficulty hitting a target that particularly irritates her, she often forgoes the extra damage and uses powerful blow to make up the shortfall, or combines her Power Attack with surprise accuracy to keep her chance to hit high. She but rushes her into positions where they can be flanked.

Base Statistics When not raging, Amiri's statistics are AC 26, HP 100, Fort +16, Will +8, DR 20, Melee +13 Large bastard sword (+15/+10) (2H+12/19-20), Str 24, Con 16, CMD +19 (+2H bull rush), CMD 24 (26 vs. bull rush), Skills Climb +25, Swim +15.

STATISTICS

Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 10

Base AB +12 CMD +22 (+24 bull rush) CMD 22 (24 vs. bull rush)

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (bastard sword)

Skills Climb +23, Handle Animal +5, Intimidate +15, Perception +16, Survival +13, Swim +23

Language Common

IQ Not mentioned

Combat Gear pouch of lightning bolts (of cat's grass), pouch of cure serious wounds (3), pouch of delay poison, pouch of fly, pouch of haste, pouch of bear restoration

Other Gear +5 hide armor, +3 Large bastard sword, +1 longbow with 20 arrows, amulet of natural armor +1, belt of physical might +4 (Str), Circle of resistance +4, ring of counterglyphs (calm emotions), ring of protection +8, backpack, bedroll, caltrop, rope, flint and steel, hemp rope (20 ft.), shovel, tentacles (2), trail rations (4), water skin, 430 gp

AMIRI, CR12

AMIRI CR 12
HUMAN BARBARIAN 1 XP 19,200
 Medium humanoid (human)
 CN

INH +3 Senses Perception +16

DEFENSE

AC 24, touch 11, flat-footed 21 (+3 armor, +1 deflection, +2 Dex, +1 natural, 2 rage)
 HP 191 (120/71-100)

Fort +15, Ref +10, Will +12

DEFENSIVE ABILITIES Improved uncanny dodge, trap sense +4

DR 10

OFFENSE

Speed 40 ft.

Melee +3 Large bastard sword +24/+19-14 (2H+12/19-20)
 Ranged +1 Longbow +10/+5 (2H+10)

SPECIAL ABILITIES Greater rage (20 rounds/10), rage powers (Guarded stance (-2 dodge vs. melee), increased damage reduction +1, powerful blow +4, retarded vigor [SR+7 HP], strength surge +12, surprise accuracy +2)

TACTICS

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Language Common

IQ Not mentioned

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Other Gear +5 hide armor, +3 Large bastard sword, +1 longbow with 20 arrows, amulet of natural armor +1, belt of physical might +4 (Str), Circle of resistance +4, ring of counterglyphs (calm emotions), ring of protection +8, backpack, bedroll, caltrop, rope, flint and steel, hemp rope (20 ft.), shovel, tentacles (2), trail rations (4), water skin, 430 gp



奥布莱

菲林佣兵团当年也是大陆有名的佣兵团，起源于索菲亚王国。我们追随一位伟大的女魔法师，一起猎杀这片大陆上的邪恶魔物。只可惜二十年前的罪龙讨伐战伤亡惨重，她也消失在了罪龙业火之中……

Brilliant game, economics just got fun. Some people will hate this game and hate on it for being so simple. but this game is actually genius i love it and its very well developed for a city building sim. you basically are in new york with around 20 other AI business people the idea is to make the best business. then the best chain of stores with a massive depot office one you have developed enough successful businesses of the same type.

each sim can be stopped in the street and they have a large pool of information concerning where the like things etc etc, its actually all the right information depending on the type of personality the sim has, they also work or attend education. you dont have to just build shops and restaurants, you can build accomidation, entertainment venues, hotels, luxury locations for the rich and famous providing they have a suitable enviroment, education building and some council buildings, depending on you individual businesses success you will watch you quirky empire rise to the top from being the only deli in the over developed office section, or your art shop in the middle of nowhere that you built by accident suddenly hit city record sales from the rich and famous attending the new entertainment venues nearby.

its just so much fun to watch and plan.

HOWEVER, this is the very bad current steam version on the game and a few in game items will not work and just appear as blank texture boxes in grey. Unless you are a die hard fan i would stay away until the textures are fixed or some nice person makes a workaround for the steam version (i hope they do) i love this game. Currently the bugs are not isolated to individuals but all people who have played the steam version of this game and have found many none working items in the form of big grey boxes.. Cool game. I bought it while it was on sale and in my opinion it was worth.. This was back when Ubisoft knew how to make games.

Personally it was one of my fav games on the entire saga, i the only reason i m buying it, is because i never played the season pass content. I must say i am really suprised. I remember playing this game on release, and there were tons of side quests to do, and with the season pass? even more.

I m glad ubisoft made this remastered, is good to play a game where collectibles were not useless, where making every quest would give you the feeling of achieving something. I would not call this a remastered, smart move by ubisoft, this is no more than a reshade, could do that myself, but well, it looks good. The lighting have been improved, some mechanics like aiming with a bow or pistol, UI has been improved. I think faces are a bit worse, but nothing of special.

I appreciate Ubisoft for releasing it with season pass and liberation included, never thought 9.99 would give me so much pleasure. I loved Connor and i still love it. Replaying the homestead missions and naval ones is amazing. Never understood the hate for AS III in 2012, and i still don't. This game is awesome, and it is still awesome. Ubisoft did choose a smart setting, the American Revolution. Ubisoft used to know how to make makes, and this is the proof. Chests with weapons and outfits, collectibles with rewarding items behind it, side activities with impact in the world, and the same brutal combat, with the amazing Tomahawk and the amazing connor outfit, that for me, are both the best in the saga.

For me is one of the best assassins creed games ever made, recommend everyone the Remastered Edition, (on sale) would not pay 40 for it, not worth it, because the improvements are very few compared to the first game.

Good to finally be able to play a game about templars and assassins, with 60 fps, not like this trash Odyssey that is fantasy fiction instead of historical fiction, this is assassins creed my friends, not a final fantasy with assassins creed on the name.. Pretty fun difference game. My partner and I blew through it in .6 hours; 100%. Sound off and something else in the background.. Nope, thanks.. I am so happy to be "back at Meigs". It's where I flew my first circuits back in FS3. The experience is so much better now. Great quality add-on. I expected nothing less from Orbx, but am still impressed with the quality and how smoothly it runs. Highly recommended!. Broken game. Does not proceed when I found all the items, stays on hidden object scene. Tried to quit to main menu and continue few times - item list disappeared and I was clicking blindly. When I found all the items 3-4 times game continued to next HO scene and same problems happened again. No point to mention outdated graphics etc.. if you plan on getting this game don't, just save your money.

to begin with the voice acting is just terrible (it sounds like when someone is on tv but they dont want there real voice heard so they distort it) and the gameplay reflects it, i get lost easily in foliage there is no indication on where you should be heading until you literally run against the wall and wait for the prompt to proceed. The zombies are a real pain in the butt to kill in the

beginning, the melee is bad as well. The cutscene animations are garbage (if i can call it animation), the mouse stays locked on your screen and that gets old fast. i wish those two men i helped sprayed my head everywhere so i would be spared of playing this game.. Alien Spidy is a cute little guy. His butt's shiny and he's got his cute little poses through the game. Don't let that fool you though. He's still a freaking spider and as such, he can be a bit of an \u2665\u2665\u2665\u2665\u2665\u2665.

The idea is simple enough; get through the levels using your jumps and webs, slinging yourself from tree's and such, all while collecting little glowing orbs. There's obstacles to avoid, such as rolling rocks, thorns, mushrooms and such. Like I said, puzzle platformer 101. All in all, this game play's not too shabby! It can be fun and it is most definitely challenging! It's got some big problems though.

Granted, these problems may just be my skill, maybe it's my third party xbox controller. The controls are kinda of tough from time to time. The main mechanic of this game is shooting your webs in mid air to attach to tiny platforms, using your momentum to throw you across gaps and obstacles. Your webs do not always shootin the angle you want them to though. There's times where having to restart check points feels pretty cheap since you would have sworn you used your right stick to spit webs in just the right angle, just to have it shoot straight up.

The controls aren't game breaking, but they're certainly frustrating. A bit of a blemish on an otherwise cute and fun puzzler!

okay... here it goes

so this is the best game i've ever even been given the CHANCE to comprehend.

I've played this hidden gem to completion about twice now. I can't put into words how much I love this game.

The music, characters, dialog, writing, lovely environment, the character development, are just so wonderful!

I think about this lovely piece of work every moment of my life!

Please, if you're just seeing this review or seeing if this game is worth your time and money. Then heed this warning...

Prepare for the best ride in your life.. It is quite literally impossible to get all of the achievements.. The game's servers no longer exist, and as such, it's impossible to get achievements that require online functionality. They'll be there forever, unachieved, as if taunting us all.... Most peaceful game EVER! Lulled me to sleep almost, but that may have been the vodka, beer, and cannabis.. Its a fun game but its also really buggy I would recommend it if and when they update it

also I decoded that # to letter message ples tell Erik to stop trying to call for help. First Impression Gameplay:

<https://www.youtube.com/watch?v=ZbpKQLzNFEQ>

Entertaining for a little bit, but can become quickly repetitive. Before you begin, you can choose from several different ships. Each ship has its own unique weapon. Weapon types vary between machine gun, rockets, and some kind of sonic boom weapon. Weapons can be upgraded 3 times by picking up crates dropped by boss enemies.

You spawn in and have to defeat ever increasing waves of enemies. There are ships who seek you out and try to shoot you, ramming ships, and larger capital type ships. Asteroids fly through the map and can kill both you and your enemies. Enemy AI is kinda bad. Ships will fly directly towards you as soon as they spawn. They will fly directly into asteroids to try and get to you.

I tried to use my Xbox controller, but it was very glitchy. It worked for about a minute before the ship constantly flew to one side of the map and then the game crashed. Mouse control is better, but I feel like it could be a lot smoother. The game does feature a leader-board, which is pretty cool. After about 20 minutes of playing, I was 2nd on the leader-board.

Overall, I'd wait until the Dev does some polishing/bug fixing. Hard to justify right now for over \$2.

.The game lacks in all they are trying to sell you in the trailer, poor graphics and very hard to play. I do not recommend this game, there are other games out there which are much better and fun to play.. A fantastic 'choose your own fantasy gun powder officer career' adventure, which I enjoy from beginning to end.

For those concerned about people stating the shortness of the content. It is apparently part 1 of 4. The 2nd game Guns Of Infinity is already out and the 3rd one is currently in production. Some of the choices you don't think matter will be carried over in your save games to the next one.

Give this one a chance.

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