
Because We're Here ~Mohnblume Und Blauerose~ Act I Download For Pc [Ativador]



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About This Game



Because We're Here ~Mohnblume und Blauerose~ is a story-driven otome dating sim in an unforgiving First World War-inspired conflict. It's an episodic visual novel in four acts.

Synopsis

1915, Wesslinger National Calendar. The Great War rages on.

As neurotic Postal Corps volunteer Elfriede Rauss, you walk the trenches with the men of a lost generation. And amidst the chaos and brutality of the front lines, you encounter an obstacle that you are absolutely and categorically not prepared for: love.

However. Love can be a difficult thing to hold on to at the best of times. And these are not the best of times...

Key Features

Rich, Narrative-Driven Experience - Act I sets in motion a twisting trench opera of conflicted loyalties and life-changing decisions. The events of the first act are brought to life by 20 pieces of original CG artwork.

Diverse Array of Bachelors - Pick your love interest from a large and varied cast, spanning childhood friends, aristocrats, corporals and cowards. Act I introduces 11 main characters; Act II introduces an additional 8. (A total of 16 are available as love interests.)

Intricate WW1-Inspired Setting - Investigate a grave turning point in the continent's history as you journey across the towns and battlefronts of the First Lassallian War.

Battle of Wits System - Argumentative boss battles that pit your emotional literacy and persuasive power against enemies and allies alike.

Estimated playthrough time for Act I (*Never Such Innocence*) is roughly 3 hours.
Act I is a significantly-updated version of the early WIP demos from 2015 and 2016.

Title: Because We're Here ~Mohnblume und Blauerose~ Act I

Genre: Adventure, Indie

Developer:

Studio Elfriede

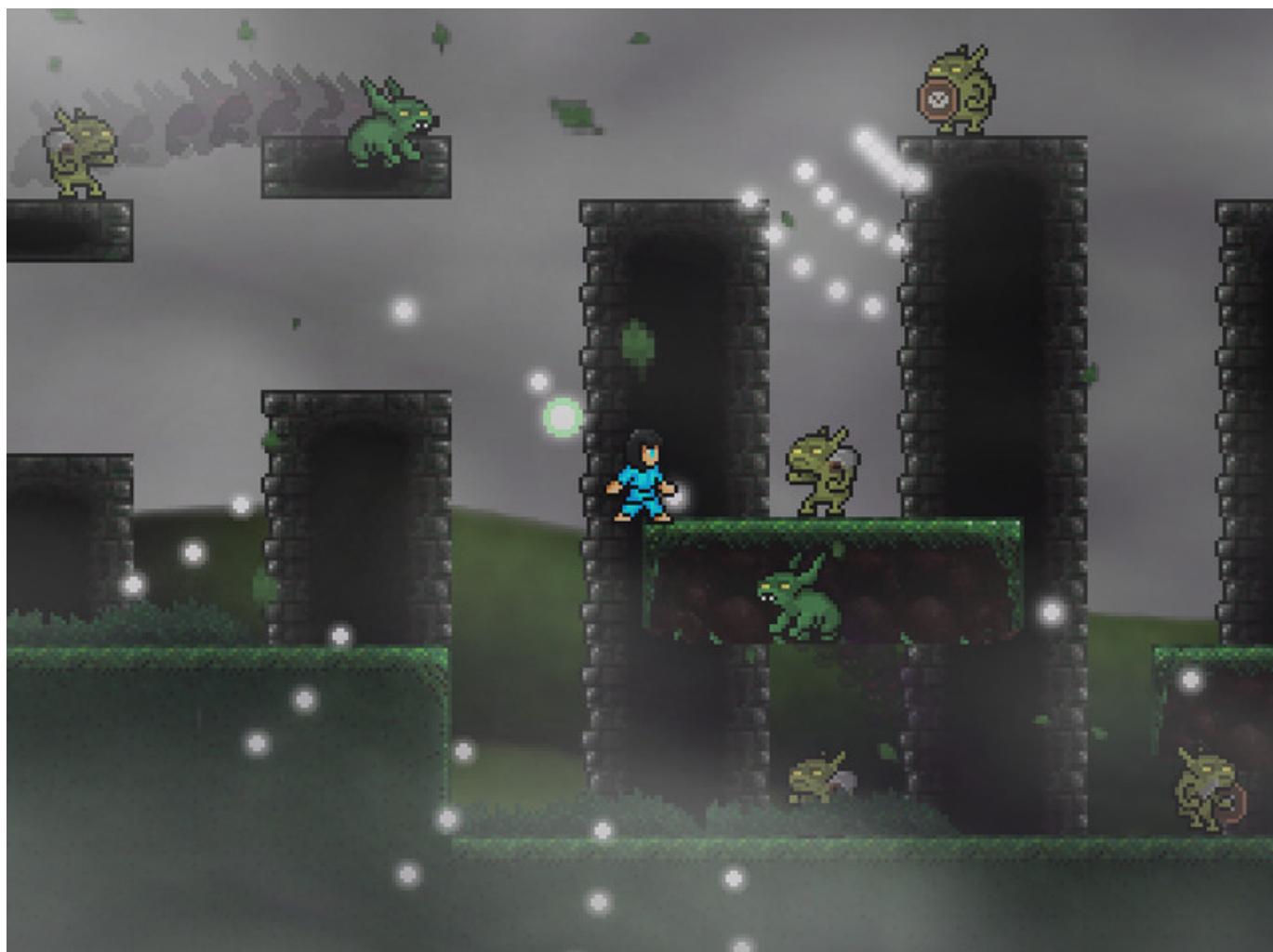
Publisher:

Studio Elfriede

Release Date: 19 Jul, 2018

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English







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"Alchemilla" с таким же концом. Во третьей главе игра напомнила "Пенумбру". Но до "Пенумбры" этой игре далековато. Какая-то непонятная солянка получилась.. Deadstone is a simple game that's deeper than it appears to be, but ultimately, how much that RPG elements added to the character is a bit suspect.

Basically, you play a mercenary who were forced to evacuate Icarus station over Mars. You made your way to the Deadstone colony, and it seems to be attacked by... zombies. Initially, there is only you, and a pistol, and you have to be accurate and fast to make sure there are no leakers. Every leak means one death in the colony. Too many leaks and you have no colony left. Later, you get mines, then turrets. Then different types of turrets (sniper, auto, shotgun, etc.) plus enhancements like auto-repair, autoloader (no need to reload manually), thumper (knocks back attacking enemies), self-destruct (takes out enemies before dying), etc. You also get later access to SMG and LMG, shotgun, and sniper rifle, multiple models of each. Personally, I'd stick with SMG/LMG all the way.

The terrain doesn't vary, as you are defending a colony. Though periodically, you get a "rescue" mission, where you need to survive for two to three minutes against all comers, but you may get a few turrets to help. You also periodically get an "arena" mission, where you don't get any turrets, but you can move around a lot and hopefully, survive for about 3 minutes.

Enemies get deadlier. First, it's just zombies, then zombie dogs, then command-type (rallies other zombies), then soldier-type (with guns), dogs with dynamite packs, and finally, phasing shamblers (short distance teleport). And you usually kill a few hundred at a time. To take them out, you have guns, mines, and turrets. You have unlimited pistol ammo, but you are limited in carrying MG ammo, rifle ammo, or shotgun ammo. And you *can* run out.

The game turns into RPG in that you have four main stats: CONstitution, ACCuracy, SPeed, and MEchanical aptitude. Speed affects how fast you move, and your sprint speed, CON affects your HP and how long you can sprint, and how big of a gun you can wield (some of the heaviest guns require CON=12), ACC affects how accurate your shooting is, and MEC affects how many mines and turrets you can place. With MEC=12 I was able to put down 18 minutes and 4 turrets. I'd imagine you can go to 5 turrets if you want to go that high.

In practice, the ACC rating affects bullet spread and chances for critical hits, which doubles damage. But if you have enough bullets, or have one of the abilities to scrounge up more bullets, then it won't break your bank. As you don't get the extra weapons and whatnot for free. You earn 'credits' after each mission, usually based on kills and how many colonists you saved. CON basically controls which gun you get to use. While the best LMG requires CON=11, you don't need it to survive. It's just nice to have.

Some of the perks are a bit tongue in cheek, and some of them are just replicating attribute gains. Some of the more memorable ones include DEATH ROBOT, which gives you a sidekick that has its own weapons and will shoot enemies in range automatically, and follows you around. Another would be auto-loot, where the powerups you gained from shooting enemies dead, will come to you automatically, instead of you running over them to collect. There are dozens of perks to choose from, and depending on your stats, more can be enabled as you go along.

So what's the problem? The narrative, while scientifically accurate, is also a bit of a snoozer (as in boring). Perhaps that's why they also included a farcical alternate narrative as a bonus alt campaign. Also, the defense mission do get a bit old. Another complaint would be inability to move turrets... You can only demolish (which loses 25% of 1000 spent, before upgrades) and rebuild.

There really is no "strategy" per se. Once you get turrets, things got easier, but not that easy. Turrets can be damaged or even destroyed. Placement is crucial. Turrets don't have the engagement range that you do, so you will be doing most of the killing any way. Mines barely slow the zombies down, but any help is better than no help.

All in all, the game is simple, effective, and provided hours of entertainment. For those who want more challenge, there are multiple levels of difficulty to choose for the main campaign, as well as challenge yourself in survival mode. There's even Ironman (single savegame) mode.. It's cute, it's fun, it looks good and it has costumes, what the hell are you waiting for ???. 10/10 on fun and ❤️❤️❤️❤️❤️ me off worthy. I bought this game on a whim because a friend said it was cute. Now it owns my soul and I am glued to it. The story is adorable, the gameplay is enjoyable, and the pacing is decent.

Pros

- Affordable, reasonable price for what you get
- No glitches yet from what I've encountered
- fun story
- lovable characters
- puzzles (reminiscent of Golden Sun)

Cons

- puzzles (if you hate puzzles, you will hate the puzzles in this game)
- lack of a tutorial (it took me a while to realize defending restored MP). Suitable graphics and excellent BGM for horrible atmosphere.

Simple, but enjoyable gameplay.

i get motion sickness but its a huge rush i love it thanks for mking this .. Cross-platform, peer-to-peer play? Yes, please!

Turns out it has issues when playing from a PC with another using iOS. The latter couldn't purchase anything from the in-game store (with the skeleton merchant).

Even though the game can get dull, it is still fun to play.. This game is my favorite game of all time ive been playing scince the first one came out on browser and im glad to see how it has grown and added so much new stuff if you can you must buy this game its so fun!. I bought this DLC for 2 reasons. 1) The skins are cool and you get tokens. 2) The developers truly deserve to be paid for a free to play game that is incredible in its current state. Keep up the fantastic work devs!. A simple, fun, and cute puzzle game. :). My Puzzle Island strarts up in level 20 and there is no way to enter level 1 to begin the game!

How do I fix this ?. Good little game. The artstyle is pretty cool and although the gameplay is simplistic it's kinda fun. The only issues really are that some of the enemies are annoying and while your character is in an animation you can't turn around at all so you have to wait for your attack to finish and then turn to hit another enemy. Aside from that it's pretty cool and the music fits rather well. I'd say get this on sale, isn't worth full price in my opinion but check it out if you like. Good if you like getting achievements and killing lots of monsters.. it's like rock-paper-scissor but with a twist

it's fun for the first few hours
but then boring kicks in

Wishlist Act II!:

The store page for *Because We're Here* Act II is now up, meaning it's available to wishlist! ([LINK](#))

Act II is titled *Live and Let Live*, and is the longest of BWH's four acts, at an estimated 6-7 hours. It's scheduled for release in June - I'm working off the provisional release date of the 20th.



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