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## About This Content

Turn up the bass and enjoy these upbeat electronic tunes composed by Ryu-Lighter.

You can find composer notes for each track in the Music Player in-game.

- 01 scratched amethyst 2:24
- 02 Marbles 0:57
- 03 binaly spectrum 2:37
- 04 G01-AN 6:19
- 05 Indigo HELiX 3:07
- 06 Books&Knuckles 3:53
- 07 Aspartame 1:04
- 08 Cubism 2:52
- 09 Optical illusion 2:36
- 10 After 5 0:57
- 11 Sand Cloud 2:47
- 12 Twice a second 2:13
- 13 Call of Core 1:58
- 14 RecallProcess 1:39
- 15 immune.sys 1:57
- 16 Unearthed Deus 2:13
- 17 In\_cLement 1:11

- 
- 18 Acid Rain : Reverse 1:38
  - 19 And the world collides. 2:02
  - 20 break; Prism Memories 1:17
  - 21 Re-Pray 1:51
  - 22 Old titles 1:14\*
  - 23 Crimson diver [from RedRive] 4:12\*

\*Tracks 22 & 23 are bonus tracks.

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Title: RefRain - prism memories - ORIGINAL SOUNDTRACK

Genre: Action, Indie

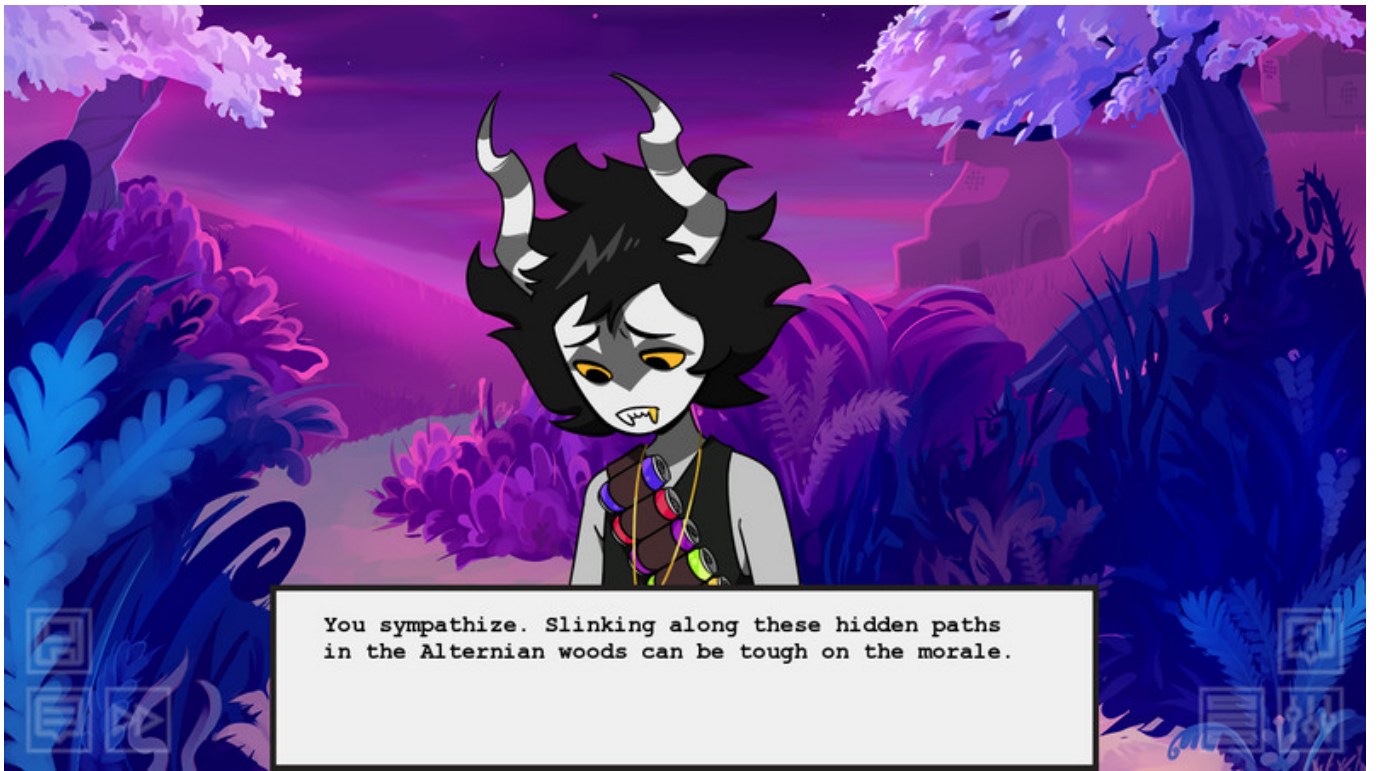
Developer:

RebRank

Release Date: 12 May, 2016

b4d347fde0

English,Japanese



You sympathize. Slinking along these hidden paths in the Alternian woods can be tough on the morale.





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Interesting little quest driven progressive rts...

Fairly simple concept, the main reason to keep playing is for the story line. Ill probably come back and play from time to time. This game will be more of a time filler for me then something I dedicate hugh amounts of my time to.... This game is like a simplified, shorter version of Legend of Grimrock. Combat is a bit difficult, but backstabbing makes it easier.. Infuriating, difficult, and stupid, but also corny and charming.

I have no idea if I should recommend this game or not.. meme 6/9 would bang. very fun little arcade shooter. This game is worth its weight in potential but requires a different mind-set to enjoy. The fragmented storytelling worked amazingly well as trying to remember the night before the day after can be a struggle but as a player we never felt we are being withheld information as we know our character is a drunk and we know drunks have a hard time remember the night before so going along with Caroline as she tries to remember is a worthwhile experience. A film franchise did very well off this very idea.

4pm will split opinions but it's just a shame at what it does well is let down by technical issues. The blurry camera works for me because we see the world through a drunk's eyes or as Bunk would say "Soft Eyes" but other aspects that a period of polish would fix is obviously lacking.

Don't be afraid to hate this game just don't hate it for obvious reasons. Look past the tree and see the forest. See the whole picture.

<https://www.youtube.com/watch?v=tmZUI1LTYZQ>

. Poorly edited + sounds are so fail (AWP shot sounds like Scout, Tec-9 makes AK sound etc).

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I do not think this game is for everyone, but the price is fair for my likings.

At this date 17/05/2019 it has much to improve.

To be clear:

I bought this game because I am a hardcore Resident Evil fan.

I found this game to be an obvious "copy-paste" of the first Resident Evil games, which are my favorites, and I treated this game almost like a fan-made copy. Do not get me wrong, I like the idea and I am happy to have found this title.

This being said, I think the developers can improve many things to make this game not a parody of itself, but an actually good tribute game. (If you are going to deny the copy-paste, shame on you, developer).

The animations:

- The character Lydia, finds herself in a terrifying environment, but she runs around like she's jogging a sunny Sunday morning with her bestie.
- There seems to be no recoil when shooting weapons and the axe has no mass the character has to deal with.
- The "zombies", upon being hit with any fire gun, they just get moved back, without any animation implemented that shows the damage being taken, they simply slide back in a very awkward way.
- The way the character Lydia holds the various weapons, including the Knife, the Axe and the Shotgun, is extremely awkward and looks like an incomplete animation.
- The "poison" those green "gorilla-like" creatures (hunters like for REfans) spit comes out with a very bad looking effect, and the animation that prompts this is very poor.

The aesthetics.

- The face of the character Lydia, looks like plastic and does not show any type of life, is like a mask.
- The texts used in the introduction of the game, and on the various files you find during gameplay can be improved.
- Some models do not fit the atmosphere, the zombie models are quite sloppy, and the colorful character Lydia stands out in such a horror setting. Her clothing should blend a little more with the color palet of the environment, making it a little darker should help with this.

[Good things]

- The atmosphere created with the old style fixed camera is well made; I like how it turned out.
- The retro style of the game itself is not bad at all, most of us entered the gaming scene with the PSX or the PS2 and this game could be a good way to remember simpler times, where the goal was simple as that: play a game for fun.

Others:

- The menu is very clunky, harder to use than it should be. I used a healing item while trying to combine my ammo with my handgun, the whole menu could be redone, if you want to keep the Resident Evil theme there are many ways you could keep the style while improving this.
- Some places bug you into a stuck position of where you cannot come out. I found myself losing a lot of progress in the game because of this.
- Another thing that could be added is the status animation. Make it so you can understand the health status of the character by how it moves, it walks, or it interacts with items.
- I have found no information, anywhere I have been in the game, that declares how the zombies work, how they respawn or if they do, if they are unkillable or they just walk around the area. What those green zombie flames mean etc..(Although I have not finished the game)
- The lack of a map, this can be seen as good as it can be seen bad, I think this is more like a personal taste, but in this type of game I like to have this possibility.
- When trying to store an item that you have equipped, the game won't tell you why, but you can't store it. After a while I figured out you can't store the item if, at the time, is equipped, so go unequip, then store.
- Some puzzles in the game are more an annoyance rather than an obstacle to overcome. The "latrine. Bath sink" for instance, is all in one room, the door that it opens, the file that reveals the solution, and the tools to decipher said solution, all in one room.

There are more things I think could be improved, but I wasted enough time on a review that will be ignored cus no one cares about it.



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Have a delightful evening gentlemen.. This HO game had potential, but is very badly executed. Making a 3D HO game is a great idea, but that's where it ends. Instead of expanding on the 3D concept they decided to add annoying and bad content. Aside from the HO games it is packed with tedious unskippable puzzles (unless the skip function is hidden in the ugly interface). The writing is atrocious, luckily you can skip it as fast as possible. The hints are bad and some puzzles not logical. The art is ugly.

Very disappointing.. This game would have been good maybe 10 years ago. But for 2017 its just not enough. The graphics are okay i guess, through the style is not my cup of tea. The level design is repetitive and tedious, the attempt to make this game difficult just made it annoying and frustrating, the controls are clunky, the fighting boring (Attack button, doge button, attack button, doge button) This game has the pace and control of a story driven puzzle game, but the content of a jump and run/fighting game.

For games like these I expect some kind of twist, something to make it tasty, something new, a wow effect. Breath-taking design, emotional story, a new gameplay element you haven't seen before \u2026 this game has nothing of those.

I feel kind of sorry to give this game a negative review, because I do think someone out there did put some effort in it. And I don't want to compare this game with -75% AAA title, but rather with other smaller games. Considering the fun I had with games for the same price, games that either went a completely new way, or were just so incredibly well made this one is just dull. It is lacking the heart that I expect in such games.

I am still planning to finish it, as I do expect a cool ending, but honestly, its just not fun. I am finishing it for the sake of finishing it. Should the devs ever make a new game in my opinion they should focus on making their game more of an experience. Make all the little parts work together nicely, so that you have something to dive into. I know that might not be the best explanation, and from other reviews it does seem like some people are enjoying it, but even though this game seemed to made for me, it's just not enjoyable.

. This was pretty fun and kinda funny too. For £0.79p and for 53 minutes of gameplay its quite good but there are no jump scares and thankfully there is a way to turn off the shaky cam mode.

I recommend it.. Creepy, atmospheric and stupid hard. Without some assistance from other players/YouTube videos I probably would have never completed the game. You definitely need to LOVE puzzles.....and self torture.. If you like racing, slicing up zombies with your customized car blades and burning the hell out of them, you'll love this game. It's quite like Carmaggedon, but with better graphics and customizations. I personally really like the game, especially because it has this classic game feeling.

10/10

Love the game.

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