
Graveyard Shift Torrent Download [FULL]



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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 yaptığınız 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 elementsel mantarlar, yerden topladığınız 5 tür elementte mantarlar var. Bu elementsel 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





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UPGRADING...

MENU/PAUSE HELP

I keep getting stuck on things....
Camera Seems to stutter...
Can't change controls...
Cant Run (or maybe you can, but there is no way to find out what key it is)
Terrible car handling physics...
Most of the time, I have no idea which way my character is facing...
And at night time, I cant see my character at all...
There is no animation for entering\exiting a vehicle, Just a black blink of the screen.
9 Servers, 0 People online, Cant find a car in online.
No Map (even though it refers to a map in game)
The City seems like a maze, rather than a 'Diverse open world'
Clunky Menu's

The list could go on... But I think you get the idea...

Refund Requested....

If you are looking for a fun 'Early-GTA' style game like I was... Do NOT get this game.. Pretty disappointed the Harmony is a minor faction now, they were my favourite faction from the first one because of their unique gameplay style and mechanics. I also loved destroying the galaxy's economy while thriving. But oh well. At least they do return at all from this DLC. Their bonuses as a citizen and faction are pretty neat I say. 2 FS is pretty nice when they're on strategic resources and the bonus for assimilation is converting 10% of food into science. Extra science is always good. Although I have to say they are best spliced by Horatio for the 2 FS perma bonus.

Oh and the music is nice. No complaints there. I do recommend this but it isn't that essential to have. If you want extra songs to play as you watch over your galactic empire then that's a good excuse to get this. For one minor faction however I don't see the point in buying it just for the Harmony. Even if splicing them is incredible.. I think this route is good. It is fun however I have only completed the Amtrack missions and not the freight. They did a good job recreating Florida on this route. I like this route but the only thing that i dont really like is the braking on the P42 Engine. Otherwise everything is great and I recomend this route.. 100% indie, 100% amateur a one person made game, exluding voice act of course. First of all, I have to admit that this is a first game what have been made by this author. So you don't expect nothing more from Amalon than terrible graphic, optimization, bad voicecs, bugs. Everything of that you can find in the Amalon, but if you have an open-mind aproche and you are looking for independent and ambitus title you are in the right place.. Some good old fashion arcade racing!!.. The Characters are intentionally spiteful and inept. Fun gameplay for the short amount of content. Ending in a flat and abrupt Ending.

Challenging and Fun game.

10/10.. Great game, love the aesthetic that the game has. I have not finished the game because I'm stuck yet I thoroughly enjoy. Some parts of it can be hard but its worth it when you finally reach a new checkpoint.. This game has a few MINOR issues that a google search will solve. I have all setting maxed out on my 1080 and have had ZERO crashes since disabling cloud saves. It's a shame they don't fix the cloud save bug but it's also a shame people can't do a simple search.. Its a good game but it could be longer.

Also there are some glitches but nothing game breaking.. What do you think is in this DLC? Another building. Seriously. It's not even unique just another building that you won't even build and a outfit that only a luny would wear. I just wanted a great dictator role not a madman.. Really fun puzzle game. The only thing it lacks is a level creator. As it stands I beat the game in less than 2 hours of casual play. Well worth the what I payed for the game, but I think everyone that liked this game would dig some additional content. Whether it's dev made or not.

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