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## About This Game



### Story Details

Past Cure is a dark psychological thriller that blurs the lines between dreams and reality. An intense, cinematic, story-driven experience that challenges the player to use mind-bending mental abilities to survive. After years of torture, former elite soldier Ian lives in a safe house with his brother, struggling with memory loss and the effects of the experiments he was forced to endure. In an attempt to tap into the hidden power of the mind, his captors left him scarred with unrelenting nightmares, visions and unstable powers such as time manipulation and telekinesis. Driven by his desperate need for the truth and a thirst for revenge; Ian, aided by his brother, sets out on a thrilling hunt for the masterminds of this conspiracy, hoping to uncover exactly what was done to him and why? As Ian plunges into a criminal underworld in pursuit of his only lead, he is forced to use his powers more and more to survive. But with each use, his mind becomes ever more detached from reality, revealing the presence of an even darker force at play.

### Gameplay Features

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- A story driven supernatural thriller

Past Cure is a cinematic, story driven experience where the player follows the struggle of a broken man searching for the missing pieces of his mind. With intense cutscenes and intriguing story items throughout the levels, the player can unravel a story that will keep them guessing til the end.

#### **Action vs. Stealth**

Be bold and engage your enemies with time bending gun battles and brutal jaw crunching combos. Or pick the stealthy approach where evasion tactics and slick stealth takedowns allow you to outsmart your enemies in silence. Choose the right approach to each situation as there are pros and cons to each playing style.

#### **Mind bending abilities**

Unleash the unlocked power of Ian's mind against those who unlocked it. To truly master the Past Cure experience, players must utilise time manipulation and astral projection to gain an edge on opponents and overcome obstacles.

#### **Dreams vs reality**

Ians mind is torn between the gritty real world and the nightmarish horror of his dreams. Past Cure contrasts between the cold, brutal combat orientated levels of the real world, to the more puzzle solving and survival gameplay in the abstract dreamworlds.

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Title: Past Cure  
Genre: Action, Indie  
Developer:  
Phantom 8 Studio  
Publisher:  
Phantom 8 Studio  
Release Date: 23 Feb, 2018

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**Minimum:**

**OS:** Windows 7/8.1/10 (64-bit versions)

**Processor:** Intel Core i5-2400/AMD FX-8320 or better

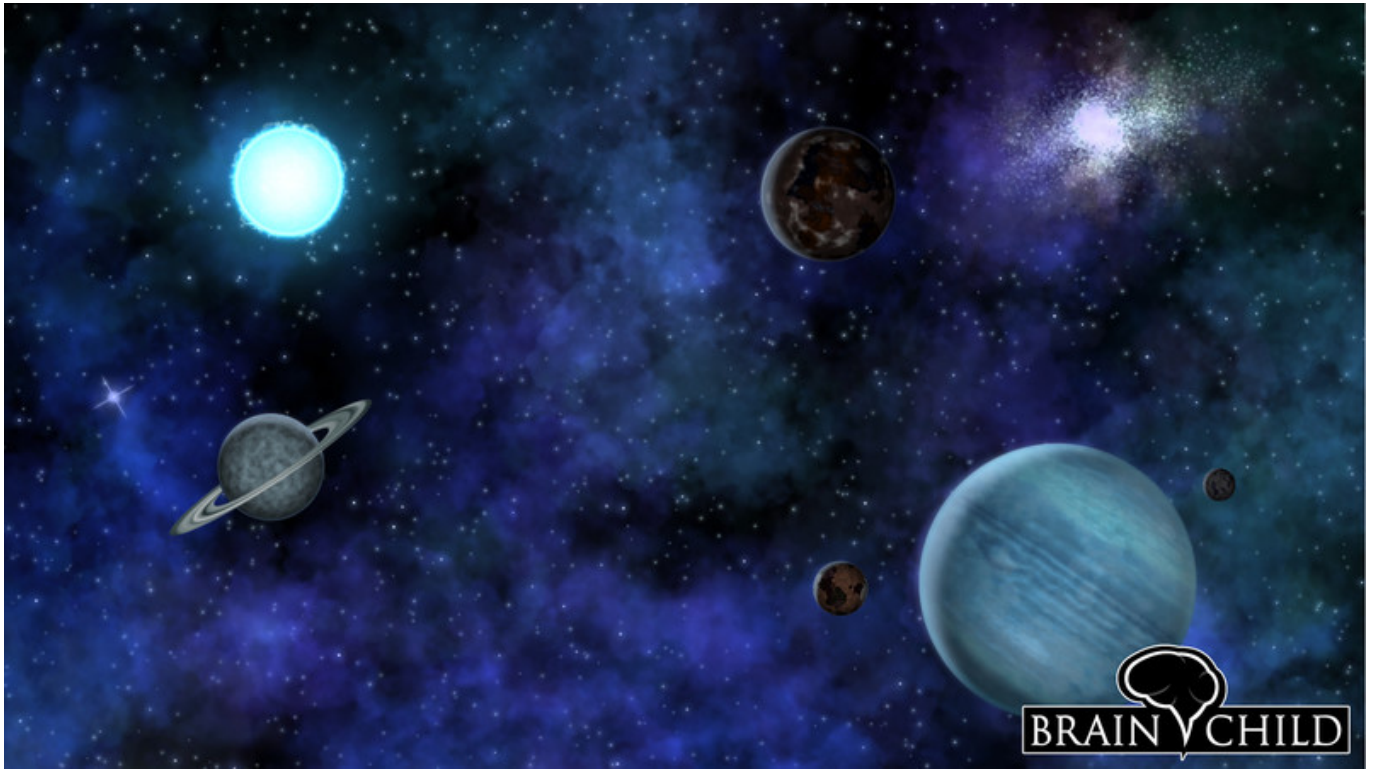
**Memory:** 4 GB RAM

**Graphics:** NVIDIA GeForce GTX 670 2GB/AMD Radeon HD 7870 2GB or better

**DirectX:** Version 10

**Storage:** 13 GB available space

English,French,Italian,Japanese,Korean,Russian,Simplified Chinese,Traditional Chinese,German,Hungarian







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BIT.TRIP.FATE Soundtrack is the soundtrack to BIT.TRIP FATE, the fifth game in the BIT.TRIP series. It can be sampled prior to purchase at the developer's Bandcamp page: <http://v/gaijingames.bandcamp.com/album/bit-trip-fate-original-soundtrack>

[Unlike the other BIT.TRIP games, FATE's soundtrack is less intrinsically tied to the player action, so the songs work a little better outside of the game environment. It's a fine, if short, soundtrack.](#)

[Similar to the other BIT.TRIP soundtracks, half of the tracks are very short - the noises for completing or failing a level, etc. so there's only five "full" tracks on the album. I recommend looking at the price accordingly.. This locomotive is amazing! Like really good. One of the best steam locos I've seen from DTG in a long time. Here's what I think in detail.](#)

#### PROS-

[Very detailed model](#)

[The whistle is just beautiful](#)

[The new controls \(steam heat compressor, turbo compressor etc\) all work really well just like a real steam loco](#)

[Has great sounds.](#)

[Very very very high response braking](#)

#### CONS-

[The reverser is glitches and will sometimes accelerate when in 0%](#)

[The chuffing sounds don't really sounds very well until you reach about 30mph](#)

[Very prone to wheelslip](#)

[In total I think this is an amazing loco.nl have created a scenario for it so check that out when possible](#)

[Out of 10? This deserves a juicy 9!! My Favorite character DLC](#)

[>Little Friend Rifle = m308 with grenade launcher which is very powerful](#)

[>Tony Montana](#)

[>Chainsaw. Once you play this game, you cant un play it. Dun worrie port or not its worth it to me. Maby you too eah?. I'm really not sure what to say about this game. I got it as part of a bundle that had some other games I wanted in it. But it was an interesting experience playing it.](#)

[I have to say that it is a very unique form of puzzle game. You're given a 3D object in 3D space, and you attempt to tie it up with rope, and cover it in paint. A very simple game mechanic that can very quickly become complex. The levels themselves come in various complexities and styles.](#)

[Initially, I found managing the camera to be quite odd, but once I got the hang of it the game plays quite well.](#)

[The graphics in this game are not overy complex, but they do a fairly good job at detailing the materials of the the objects. The](#)

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[rope can get a bit glitchy at time, though.](#)

[This game has a calming "zen-like" soundtrack to go with your ropework. It fits very well.](#)

[I still don't think I fully understand the concept behind this game, but if you are into the whole "zen" and "calming" puzzle game experience, then this is definitely worth a buy.. pretty good game. Casual ARPG with high production values. Unique historical setting that seems really well researched. You get some cool abilities and having 5 characters to choose from on the fly keeps things fresh. I'm not a big fan of the inventory management. Having to stop and sort through tons of items a few times per stage isn't something I enjoy but I guess that's kind of a staple of the genre. Still a bit buggy at times but the devs have fixed a lot with the first patches.. This updated version is fantastic. I remember playing the original, and this does a pretty good job of staying true to that version. The graphics are up to date, and the gameplay is actually fun. As usual I wish we could avoid the need for crap like Uplay, but as long as the game works I hardly care.](#)



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The game has nice, lengthy and narrated text adventures with lots of player choices, and even when multiple options sometimes lead to same conclusions they give a nice depth to the RPG part of the game. The game doesn't have the same feeling to it as the original tho: units have sort of "tiers" where the crappy ones deal ~50 dmg and the best ones ~400 so the army progression feels kind of forced. In the first game you faced giants with human spearmen, in this one you run around with magical ubersoldiers (or die). The game also lacks the whole economy aspect of the first title, so enlarging your empire feels meh. Performance in combat is suboptimal most of the time, even tho it doesn't make me want to die. If you like RPG elements, and running around a huge map with a personal army, you might enjoy this game. I would check out King's Bounty first though.. Got this piece of DLC on sale and I still think it is not worth getting even with a discount. I really like the FSX and its missions, that is why I bought this DLC. I did read the reviews and knew this had some flaws, so I waited for a sale. First, let us talk about the positive things: the idea is good; I would really like to fly in and out of dangerous airports. The flight routes are taken from real life flights and usually go over scenic terrain. Now let's focus on issues.

First of all is air traffic control (ATC), as it stands there is no mention in the product description that ATC is missing from all the missions. In user reviews it is pointed out, that ATC is missing and the developer responded by writing own review and stating that ATC is impossible due to limitations of core game engine. It demonstrates that the developer clearly knows that most of users have an issue with ATC not being there and still did not put this critically important information in the product description what makes the product description simply misleading. The ATC either must have been patched out before releasing the DLC either the missions should have been designed in such a way that players would not need this feature and state this information in the product description.

Second, the mission compass is missing too. Currently this is mentioned in the product description and if ATC had worked, it would not be an issue. It is mentioned in the description that basically it could not be used for these high precision approaches. It leads me to the main issue: if game engine does not allow proper approach control, then what is the point of this DLC. Some of you might say that real pilots do not have mission markers or sometimes even ATC on these approaches, then I would ask where is the content worth of 16.99 EUR at full price? I could find using Google a dangerous airport and some flights that come in or out of it, program them into a flight plan in free flight mode and have mostly the same experience free of charge.

Good narration could reduce need for ATC, but again narration just is not good. The statements by narrator are very basic like "Take off when ready" or "Fly towards 13000 feet" and that is all she says. The narration is so quiet that I needed to change my sound settings to even hear it, when this problem does not exist in missions of the original game.

What you are left with is a vague text description of how you should fly this mission, which contains a runway number you are supposed to land on if you are lucky. No maps, which would describe the approach path and possibly could substitute missing ATC, mission compass and lackluster narration. The descriptions does not contain information on how long each scenario will take, so when going into a mission you can spend anywhere from 20 minutes up to 3 hours according to product description. At least these are missions, which generate rewards. However, this is a standard feature even for free user made mods available to download from the internet.

I really wanted to like this DLC, but it has a minimal amount of effort and content put into it. Almost every aspect you touch just falls apart. The developers instead of fixing the issues just explain why these cannot be fixed, but at the end of the day these explanations does not make the final product any better or worth more money. You could get the same experience with some Googling and free flight planner. Just do not buy this even if you think "if I don't like this, I will get a refund" since Steam's new refund policy covers only first 2 hours of play and some of the scenarios are longer than that. This leads me to the conclusion: do not buy this DLC, even on sale.. I recommend this route but and the locos are fine besides from the crap horn on the gevo and the sounds on the SD70M but it could have a little more rolling stock included. I've found it brutally hard on anything but the lowest difficulty, but the music and story are good. Worth buying if it's on sale and you like Celtic influenced stuff.. The Alien Breed 3: Descent gave me a lot of fun and I really enjoyed playing it

Pros

- +Klein talking to you when you are slaughtering aliens
- +Aliens are great
- +Challenging
- +Camera ofcourse
- +Weapons - I loved Link Gun and Project X
- +Story of this part wasn't great, but it was the best out of whole trilllogy

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Cons

-Short

-Predictible

-Ending didn't satisfied me but it's just my opinion

7/10

I recommend this game. This game is really fun and challenging. The devs seem like cool guys and i and i would recoment this game 100%. this is a brocken game. poor translation, broken game play with the same area just changed. XD these humans can not have sex as it kills them XD, the one responsible for this broken trash must be ♥♥♥♥♥♥♥♥ or be handi caped in some way. you will die more from the text box then anything (asuming you put up with this bs exscues of a game long engoth) aye i have deslexia but this guy is most likly getting the mental help he needs. 4/10 for story and text 2/10 for controlls and -100/10 for the hole thing. do not buy think of your sanity!! overall score 1/10 and i am being very gearus with the 1/10

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