
Shadows Peak Patch

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About This Game

Shadows Peak is an atmospheric, open-world horror game focused on exploration that doesn't hold your hand.

The main focus of the game is on the atmo 5d3b920ae0

Title: Shadows Peak
Genre: Action, Adventure
Developer:
Andrii Vintsevych
Publisher:
Andrii Vintsevych
Release Date: 13 Mar, 2017

Minimum:

OS: Windows Vista, 7, 8, 10

Processor: Intel Core 2 Quad, Intel Core 2 Duo e8500

Memory: 4 G

English,Russian,French,Simplified Chinese,Japanese,German,Korean

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short but fun and there is more to come (free) well worth a fiver my complete walk through final chapter (spoiler). Update on game. Was very laggy with my old AMD 975. Replaced CPU with an AMD 8350 and game works perfect on maximum settings. Strange because 975 had no issues with any other game I have. Anyway, played the game a little more, good atmosphere, enjoying it atm. So far so good.. One of the best mystery survival gems from this developer (also Witch Hunter). There's a bit of detective, fps, ghosts n' horror and you get to see aliens too! Two decent sized maps and 3-4 hours of atmospheric gameplay. The price is well worth it and if you want more of this style, purchase Witch Hunter. Looking forward to Shadows Peak 2 or something similar.. Not bad for an early access game, though it was rather short. I will look forward to see what happens in the next chapter. Graphically, the game is lovely. The environments are spooky and creepy, but the enemies need work, they are just not scary enough. Survival Horror are the games I like the most and there was at no point in the game that I was scared or had a jump out of my seat moment, so a little work may be needed to make it scarier. All in all, if you like walking/running adventures, then you will like this game. My only gripe with games like this is that every character talks other than you. There is no player dialog and I always find that it makes the game seem dull. Also the English translation of some of the text in the game needs some work. 7/10 for me, but this may change when the new chapter is released or there are patches to improve what could be an excellent game.. 30 minute review: I want to get the glitches out of the way at the top of the review. The game's walls and obstructions are oddly placed. There are points where you can scale the side of a mountain by pushing up, and others where you'll get sent flying over the island like Superman. As for the game itself. it has more in spirit to do with Slender than Outlast or Alien. You're caught on an island following a horrific vision, and the game doesn't do a good job of telling you why or what's happening. The tagline says the game won't hold your hand, but there's a difference between holding your hand and giving some basic guidance. The island is scattered with landmarks in Slender esque fashion without the beating drum of an ever present monster hunting you. However, some of the sites are freaky and will make it difficult for scaredy cats (me) to enter. I had one moment where I had to summon up the courage to run into a church. The surprise appearance of enemies will make for some scream inducing moments. Sound design is pretty good. Although there's not much in the way of music, the howls and distant screams are disturbing. Overall, I enjoy the game, but it needs some more polish. The world needs to be better walled so that you don't get sent flying around. Second, a bit more guidance would probably be useful, not only to get the game complete, but to put together a cohesive story. I have only the most vague idea of why I'm on the island or what I'm doing. As the gods of the internet demand, I have played this game while recording. I streamed it last night at four in the morning. a bad decision. Specifically, watch between 21 mins and 24 mins for the big scream. and an interesting glitch.

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