
Aesthetic World Activation.rar



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About This Game

Aesthetic World

A Vaporwave world full of aesthetic things and activities. A computer to choose the music, a shooting range to relieve the days stress, our custom Aesthetic-AHX car to race around paradise, a fantastic Vaporwave soundtrack to accompany the experience and if that sounds good to you prepare to get lost in paradise together with multiplayer! (Coming Soon).But remember, It's all in your head...

Retrowave Drive

The newest addition to Aesthetic World, Retrowave Drive is the brand new racing mode where you drive the Aesthetic-AHX to the retro metropolis. With a great track to drive to, the blazing sun in the distance and neon lights everywhere...the 80's fantasy never looked so good.

Lucifer's Forest

Lucifer's Forest is our unfinished horror game, We scrapped the project a while back but we include it with Aesthetic World as a bonus game.

Title: Aesthetic World
Genre: Action, Adventure, Casual, Indie, Simulation, Early Access
Developer:
Scran
Publisher:
Harissac
Release Date: 19 Sep, 2018

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English





COMPANY OF HEROES 2



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This game...wow. So much can be said about this game. I can't get enough of it! Here are a few main categories to sum up just some of the many amazing things about this spectacular game:

The Gameplay: The dungeon randomization makes every year and every life unique, and it is up to your wit and problem solving to decide how to best craft and cluster the right items in order to get to the children. Sometimes the game can be **UNBEARABLY HARD**, but you still push on 'til you die or have to return to town without having saved all the children. Many of the negative reviews I see have to do with the difficulty of some of the dungeon generations, and yes, it **CAN** get infuriating! But there's nothing wrong with just starting a new life -I did it several times and got amazing careers afterward.

Energy preservation is key -a simple step in the wrong direction can take your life, or make your journey incredibly more difficult, so it is best to evaluate every room before taking action. You also do countless backtracking trips as you need to craft and arrange items with just the right amount of items, so your adjacent rooms are your friends. Low on health? Have an axe in one room and a ninja bear in the other one? Just throw it over and kill the bear for your apple. Need to get rid of a dark spirit **AND** acquire health? Take the blue fire from one room and throw it at the spirit in the other room to get a very helpful stew.

I **LOVE** how creativity is emphasized -there are numerous ways to create the same item, and this mechanic can be both beneficial (multiple ways to make food) or detrimental (multiple ways to create daemon bunnies or dark spirits). The "teleport to mayor" mechanic can save your life in very many instances, or help you get to a room from one entrance if the other entrance is blocked or dangerous.

Because this game uses permadeath, you should always find ways to acquire money, rice, or berries, because the game is graceful in providing you a shrine to offer to and ensure that you will respawn. However, you lose very important charms upon death, so sometimes leaving some children behind when in a rut is a better choice than dying and letting your character respawn with next to nothing.

The Art: The art is beautiful, charming, and deceptive- very gruesome and dark themes can be overlooked because of how cutesy the art style is. The atmosphere is remarkable -the sounds, surroundings, and music totally and completely immerse you, making you easily waste hours upon hours on this game.

The Characters: The customization in how you build your relationships -friendships and romantic- with differently generated characters every life gives you the desire to do better in the dungeons, and thus, receive more rewards to use as gifts to give to villagers. The dialogue is hilarious, sad, moving, touching, and sweet -the writers of this game put great thought and work into the dialogue. It makes the game that much more alive and real to you, and in combination with how you've built your relationships with the other characters, it can get you emotionally invested. I felt happy when a character would do kind gestures, return romantic feelings, and became unreasonably upset and sad when they would cheat on me (in romantic relationships) or simply decide they didn't like me anymore. I had to take a step back once in a while to remind myself that **THIS IS A GAME! XD**

This game holds a dear place in my heart, because you can see all the heart and soul the development team poured into it, and it offers infinite playtime that can always feel fresh and enjoyable. Because of this game, I have become a loyal follower of the small game developer team -SpryFox. There is something incredible about a small indie game developer doing so well with their games and it's encouraging for all other small groups of developers and artists that want to make their dream games become reality.. I never played the 1st Culling, have only watched my favorite streamer play it a lot, and bought it because they wanted to plan matches vs. subbies. I play PUBg casually, and it's not my usual genre, but even so could immediately see the easy access to everything and overabundance of guns totally killed the original melee and crafting fun. The size of the map and lack of

players, game machiniques are also a problem. I'm in Europe, never could get a game on EU server at all. I can understand why so many people are angry, but you can make it fun if you don't take it too seriously, but for the price?

I think they make the original character so ugly to encourage you to win or place high to get some funds to buy customizations for appearance. I prefer games that may be simpler, without skins and all that crap, but are high on quality. Too many poor copies, even lower quality full releases are out there, and devs are being lazy money-grabbers in my opinion, just trying to hop on the party train. Some get funding because of who and what they are, when there are so many really original ideas, games and higher dedication and skill level game designers/makers out there who can't get a buck or promo.

Too high a price for this kind of game when you have FTP ones that are better or more worthy minority devs (wonderful ladies, indigenous people, mixed teams) who can't catch a break and get funding who are really being innovative or expanding on a unique concept. The Culling had that before.. No graphics options. Jerky and Unplayable. Refunded.. Oh look another Orange Juice game where you can will beat the crap into people over pudding

I love it.. Very Very nice engine, i have feeling it will be awesome in 2-3 years soon, keep it up m8

a nice contrast to other games..a mixture of physics, puzzle and inventive level designs. Game still has potential; as an avid sports gamer I loved the concept of playing CFL; just wish there was a season or league play. Otherwise the Developers are on the right track. I was not expecting Madden quality right off the bat. Just was released too soon. I will be watching.. At first I didnt like it, but once the difficulty ramped up, it was really enjoyable. very fun i like it a lot!. I hope they keep comming out with more DLC packages. i have them all. Very pleased with this game. I hope the next DLC they come out with involes suspension parts. Maybe some custom stero parts. Keep up the good work guys and girls.

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