Dead Sea Free Download [key Serial Number]



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## **About This Game**

Dead Sea is an open-world, first-person survival game. It also contains elements of horror, adventure, and puzzle solving that creates a hardcore gaming experience. The game is difficult but not overkill; surviving isn't supposed to be easy. On your way you will encounter many mysterious story, clues and puzzles leading to various paths that can be explored. Your main objective is to overcome the harsh and brutal desert. Not only will we make a great game, we will make it an enjoyable experience for everyone.

#### **KEY FEATURES IN Early Access 0.5 \***

- The power of CRYENGINE with 4K resolution support.
- A large desert containing mysterious and customizable assets.
- Small, medium, and massive creatures with different agendas.
- You will need your wits and guts to survive the harsh desert.
- Day/Night system that affects the player directly.

- Random goals and missions.
- Hidden and secret loot to search only for \* Early Access 0.5 \* version

### DEVELOPMENT ROADMAP

# **Planned Key Features**

• full Survival System.

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3 main story-lines and the ability to choose paths.

Intricate crafting system.

More areas and locations on the map.

Co-Op Mode.

Each creature/monster will have its own life cycle and routine.

Giant bosses and several more creatures.

Save your progression by sleeping on the bed that is located in your camp. You will re-spawn to the nearest camp location when you die.

Avoid starvation by hunting different animals. Eventually, you will acquire a skill to farm your own food.

Customized Vehicles

Title: Dead Sea Genre: Action, Adventure, Casual, Indie, Simulation, Early Access Developer: Phoenix Studio Publisher: KISS ltd, Phoenix Studio Release Date: 25 Mar, 2015

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### Minimum:

OS: Windows Vista SP1, Windows 7, Windows 8

Processor: CPU: Intel Core 2 Duo 2GHz, AMD Athlon 64 X2 2GHz or better (multi-core processor is strongly recommended)

Memory: 4 GB RAM

Graphics: NVIDIA series 400, Radeon HD 6000 Series or better (DirectX 11 minimum)

**DirectX:** Version 9.0c

Storage: 6 GB available space

Sound Card: DirectX®-compatible

English, Thai







Fun and cheap game.. Worms Pinball is great fun if you love pinball.

That said, it's not worth Steams asking price of  $\pm 5.59$ . It's and old game, it's not been updated for new screen resolutions and you can get cheaper if not free tables with other pinball games on Steam.

But as I said, it is fun and it is worth owning.

So go buy it on humblebundle instead...you'll still get it attached to your steam account.. Very good model but the way the key binding is for the brakes is \u2665\u266

I love the idea of turning the books partially into a board game, it makes the progression very clear, which is an advantage compared to the books and a good reason to make it a computer game.

Overall it was a great experience and I'm looking forward to playing more gamebooks like this!. The most anticlimactic ending since yesterday night when I saw the drawn out boring and unanswered questions of Line of Duty series 6.

I decided to refund after I could not even start a new game.

In the profile creation window, I enter the name and click the confirm button but nothing happens. I could not find any guids how to get around this problem.

Also, the Quit menu item does not work in the main menu.. basically minecraft .....

don't waste your money.. The game is too simplistic to be taken seriously as a "tycoon" kind of game, I refunded mine.. Fun, but I'm left wondering what grants a three-star level. Using the least amount of items in my inventory to complete the level or hitting the goal closest to center? One level had ~6 items in the inventory. I reached the goal using only two items and received a single-star rating. What!? I used different items in the inventory and was eventually able to get a three-star rating. What!? What!? Yes, I'm the anal, over-achiever who wants three stars on every level, so it got old fast. I stopped playing because of the unpredictable ratings.

If you just to play through the levels and solve the puzzles without any concern for the ratings, this is a great puzzle game and utilizes controls and space well.

\*It has implemented blink\/transport locomotion.

\*Controls are intuitive and work well with the environment.

\*It would have been nice had they utilized true room-size room scale for this game. It would have made for a more enjoyable, more immersive experience.. This is the second zombie story by this author and the first is still one of my favorite choose your adventure zombie stories. This is still in development but so far I'm liking it even better.. Sound Problem ....

. There a true gem in here but it needs some polish

The AI is often confused and seems intent to getting to rooms by making a hole in the roof. Forges and anvils just made my dwarfs skip over them over and over.

But you can tell a game is going to be really good because your willing to put up with the bugs.

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