
Wooden Floor 2 - Resurrection Torrent Download



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About This Game

"Wooden Floor 2 - Resurrection" is a first person horror/mystery adventure game. Just like the prequel this game is pretty much an one man project by me (Pheenix93).

The game is telling the story of Andrew Winter, an alcoholic living in a small cabin near the woods. He keeps having nightmares about an abandoned place that seems familiar to him. You have to reveal the dark secrets that are hiding in the abandoned mansion on top of the hill in Blackdust Field.

Are you able to find out the truth hiding in the deepest insides of the house?

"Wooden Floor 2 - Resurrection" is the sequel to Wooden Floor, telling the other side of the story and completing the puzzle.

Features of Wooden Floor 2:

- Multiple endings!
- Different playthroughs as the game changes upon choices you make, your behaviour and at certain points randomly
- More interaction with the world
- Secret riddles in game that may open up new possibilities for you (if you are able to reveal them)

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- Improved story telling in comparison to Wooden Floor
 - Different locations
 - Useable items
 - Big improvements to graphics and gameplay!

Besides all this there is still potential to add more content to the game once i feel like its about time. So there may be more to come...

Title: Wooden Floor 2 - Resurrection
Genre: Adventure, Indie
Developer:
pheenix93
Publisher:
pheenix93
Release Date: 11 Jan, 2016

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Minimum:

OS: Windows XP

Processor: Dual Core (~3,2 Ghz)

Memory: 4 GB RAM

Graphics: Geforce 240GT

DirectX: Version 9.0c

Storage: 2 GB available space

English







wooden floor 2 resurrection. wooden floor 2 - resurrection badge

Really fun old-school platformer, brings back a lot of nostalgia. Extremely well executed and leaves you thinking about it late at night. All in all this is a game you don't want to miss out on.

You play as a robot named "Canny" who leaves on a mission to save the engineer and restore the city grid to normal.

I recommend this game. 10/10. As of 1.1.1.0, it crashes on launch for me. Never really was a great game anyhow.. its too hard.

The old classic is back, man I missed this game. It is good to see them putting out a new version like this. For those of you who like management sports games, this is one of the best.. Simple nice voxel car racing game great for a casual gameplay - extremely cheap - customize your car and race against the clock or against your friends. God i wish this was a little bit better. But there are a couple serious problems.

First of all, unlike most VR games i play, i'm actually experiencing poor tracking. like the sword will strike at an angle you were not holding it at and frequently desync with your arm movements, lagging behind them with a delay. In a game that absolutely demands precision, this is a serious problem.

Secondly, the way the play area is set up is unsafe. I have a reasonable amount of room, but the game positions me in the *centre* of the play space. Considerign how targets only seem to appear in the *front* why am i not positioned at the *back*? I mean with things the way that they are, my targets are an inch or two from a wall. This is a game which absolutely demands violent, fast arm movements, to cut the bamboo mats. If you hit a wall with the force required to cut a bamboo mat, you will break your arm. And if theres a TV or window there? You no longer have a TV or window.

In closing, the only other issue is the simplicity of it. Theres two mini games. And if they played *perfectly* and *safely* that would be enough. They don't, so it isn't. I love the idea, but i cannot recommend.. Super interesting mechanics, the level design and lack of any real horror mean I'm unable to call it great or even that genuinely good but for it's small price and SUPER interesting design.

I'm super glad I played this.. Awesome game, Hope soon more maps and missions available!. Ball hogging simulator 2015.

Also scoring is the most unrealistic♥♥♥♥♥ever.. This game is impossible for me to play, let alone enjoy. This game is too broken to even be in early access.

Like other Neil Gaiman fans, I was excited to hear he was taking his story-telling talents to a new medium with this game. I was personally not disappointed. All I expected was that I'd like it. I'd learned that you can't expect much other than good story-telling from Neil; he mixes it all up too much. Between *Neverwhere*, *Sandman*, *American Gods*, *Anansi Boys*, *Coraline*, his picture books, *Fortunately the Milk*, *the Graveyard Book* and *The Ocean at the End of the Lane* (all of which I have read or seen), no two are alike. While I think it would be great to have more to the game, especially a longer story, I was pleased with Neil's work. I would love to see this as an illustrated novella of sorts.

That being said, I do have certain expectations about games, though keep in mind, this is from a very casual game-player. I expect them to run. I expect them to work. I expect a finished and released game to be complete and fully-functional. I expect them to entertain. I expect them to be worth the money. I expect them to be worth my time. It worked for me and all (I don't think I had any bugs, but I could be wrong), but I also expect narration to be coupled with text, particularly if audio is unavailable or undesirable (even if it is the wonderful Mr. Gaiman narrating). And I expect some sort of tutorial, even if it can be disabled, and there was none. I think an option to return to the menu between levels or chapters could be added; I had no idea I was almost done until the plot twist came.

Do keep in mind: a patch/update was released within a day of initial release, so any issues may have been fixed. The designers made some slight adjustments, too (i.e., there wasn't the magnifying glass when you couldn't click things before).

In all, I liked the game. I did not have ideas about what it would look like or what it would be about (save for the pre-release description), so on this I had no disappointments. Nor was I disappointed by the story, though as I said I wish there was more. The puzzles could mostly be solved multiple ways, which means you can play them differently several different times, and people who are great at these types of puzzles and those with less experience can all enjoy. Some were more challenging than others, but mostly, this is a casual puzzle-solving story. The background art was nice, though the moving pieces were rather square and jagged, as some others have complained (I don't put as much emphasis on graphics as most people seem to). The music had a nice haunting (but not quite scary) tone, which was pretty cool, too.

Bottom line: It was a cute, casual puzzle game, and I wish there was more.

Also, make up your own mind about it. Was it worth my time? Yes. Was it worth my money? I'm not sure, based on the length, depth, etc., but I don't mind supporting a favorite author and an indie company.. Warning: If you are allergic to the following, do not play this game.

HEADACHES

FUN

FUN-INDUCED HEADACHES. Amnesia without stealth but with guns, stupid monsters and lags.. Game is currently completely un-playable in it's current state. - DO NOT PURCHASE!

No tutorial.

Developers more interesting in adding pretty lights than fixing game.

Does EngRISH N01! (Text broken or doesn't make sense in many places.)

Tech tree & build tree broken.

Menu's broken.

Hiring / firing broken.

Contracts broken.

Building is borked.

Game is completely borked and developers keep adding cosmetic features which are irrelevant when the game doesn't work on a basic level. Developers have completely ignore their community and have no interest in releasing game fixing updates.

. The controls felt weird and broken for the most part. I couldn't sit for more than 15 minutes a session but I can see some potential there. Sadly it felt incomplete to me.

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