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Sorry. (Entschuldigung) ~ A Psychological Horror Visual Novel Ativador Download [Keygen]



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## About This Game

**WARNING! Entschuldigung is a dark, psychological horror story that contains disturbing themes.** *For an optimal experience, read this haunting visual novel alone in a dark room.*

You're trying to find your place in a foreign land that brims with an undercurrent of anxiety as the war rapidly approaches. Your search for sanctuary is misguided as you become infatuated with an out-of-place, grand old house. Not only does it hold many unsettling secrets of its own deep within its walls, more importantly, it'll serve as a blighted vessel into the murky depths of your own soul.

...The question is, are you ready for what lies ahead?

With light sources scarce, you are equipped with an old gas lamp to explore the secretive hallways and bedrooms. Possessions once loved by its inhabitants now sit there forgotten, but no longer. If you see something interesting, click on it! Objects of note you have discovered are added to the gallery where you can read a related diary entry which will provide a glimpse into the protagonist's unsettling past.

Entschuldigung features Achievements, Trading Cards, Profile Backgrounds, Badges and Emoticons which exclusive to the Steam release. Please note that you have the option to switch the diary-style font to a plain alternative in the preferences menu.

To learn a little about our protagonist in advance of reading the story, be sure to visit the website linked to the right for a chance to read exclusive diary excerpts.

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Title: Sorry. (Entschuldigung) ~ A Psychological Horror Visual Novel

Genre: Adventure, Indie

Developer:

NeoNight

Publisher:

NeoNight

Release Date: 20 Dec, 2016

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English





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## Great Lakes 2

Round 1/2

Round Score	285
Bonus Points	8000
Time Bonus	1500
Max Chain:	400
Penalty Points	0

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**Level Score 10185**

Shot Accuracy: 58.3%

Vital Shots: 9

Head shots: 1

Longest Shot: 223 ft.

Level Record: 0



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WMR USERS!

There is a beta branch to op into that allows for thumbstick movement soo major thumbs up for that.

I can see this game becoming a huge part of esports if the devs keep adding more maps\courses whatever you want to call them.

Your objective is to beat the other player to the other side, sounds simple rite? Wrong. You can not just run straight to the other side.

On each course there is something like 4,5, or 6 stages i don't remember exactly. In each stage you have to complete an objective while shooting and blowing up things that are trying to kill you. During these stages there are also obstacles to overcome that are quite difficult until you die a bunch of time and get the hang of it.

The final stage is a boss fight each very unique and different from one another in the 2 courses i tried so far. Lots of fun and also hard till you know what to do. During all this time your opponent (another player) is on the side of you running the same exact course. You can see their progress just by looking at them.

There are different light and heavy weapons to unlock each with a secondary fire mode and gadgets also.

I ran into some performance issues so that can be improved upon.

I hope this game does not get abandoned because this has soooo much potential. Crap controller support, crap sound, crap sense of speed.

Expected anything like the old games or trials HD, got nothing.. Over The Void is interesting, but broken to an almost unplayable degree.

First off, this game is not a puzzle platformer. It is a walking simulator. Which is fine. I love walking simulators. But if you're looking for anything more than "get from point A to point B with nothing hindering you by the broken physics", then this is not what you should be playing.

The environments are cool. The method of traversal would be great if it wasn't so broken. Everything about the game is an utter disappointment.

All of the levels are fairly open and the goal is to travel around collecting widgets and pressing buttons. You can place a platform you stand on with LMB and place a platform that boosts you up with RMB. Unfortunately, the platform physics sometimes fail and you'll either fall through a platform or get stuck in one of them (you can clear platforms and do it again, but it's annoying).

The biggest problem is that the platforms place in front of your view, not under your character. This means that there are all of these gorgeous, expansive environments that you have to travel while staring at your feet. You're also frequently trying to hit buttons you can't see because you have to be looking down to place platforms. The placement issue really wrecks the game, and it's a shame.

So while the environments in this game might be nice looking, if you want to see them, just watch a playthrough on YouTube. If you actually want a walking sim where the exploration feels good, there are way, way better alternatives. That said, the problems in this game are fixable (and probably not that hard to fix). If that happens, I would probably recommend this at sale prices.

One other warning: If you are a Dvorak user, do not rebind WASD on to Dvorak mapping. The "o" button in the game is hard bound to release control of the mouse. This means that every time you move backwards, your ability to look or place platforms is lost until you press "o" again. Why such a function exists at all is beyond me.. The game has bugs on the Mac OS X version. When you die, a screen pops up with no options to click on. It's blank. I had to force quit the game and lost all progress. Sadly it's not ready for OS X user's. It could be the Steam client also. My PS4 controller didn't work either.

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The game it's self seems okay, but a little slow for an Action RPG Twin Stick shooter type of game. I need more time with it to really review it, but in it's current state, I can't play it and progress. Oh well...

This is just a warning for OS X user's. I'd report the error, but I am tired of reporting OS X errors which seems to be many here on Steam these days. I never have this issue with Mac Game Store, App Store or GOG games. They all work fine with Mac OS X. Even games I have on Steam that don't work, work when purchased them again from those other sites. Not sure about Steam anymore... I have a lot of games that used to work here on Steam that don't work anymore due to Steam updates.

EDIT: I read the forums and this is a KNOWN bug!!! Windows user's are having the same problem. Fix it please!!!

Hardware Overview:

Model Name: MacBookPro 11,5 (Mid 2015)  
Processor Name: Intel Core i7  
Processor Speed: 2.8 GHz  
Number of Processors: 1  
Total Number of Cores: 4  
L2 Cache (per Core): 256 KB  
L3 Cache: 6 MB  
Memory: 16 GB Type: DDR3 Speed: 1600 MHz  
Video Card: AMD Radeon R9 M370X, VRAM 2048 MB

Operating System: OS X El Capitan version 10.11.6 (64 bit OS). (SOMEWHAT LONG READ BUT VERY VERY INFORMATIVE TO BUYER)

It is not a bad game BUT some "features" are quite frustrating and unintuitive uncreative, also , the trailers are misleading, it seems you only get powerups like those after grinding - late game - spending money which brings me to

first off... THE NARRATOR, if there were any that make me wanna slit my veins.... he is very annoying.. and seems purposely made annoying with no real factor as to why.... other than to be a "joke" , a very very bad joke in bad taste... detracting from the games atmosphere.

Armor- you can craft armor that gives you bonus stats, helpful , but , they cost quite a bit to make even decent ones with scarce resources that you find , and the armor is too expensive to repair , and some enemys , hit you a lot of the time.

Crafting - is garbage... in my inventory i am told what powerups do such as split - grow ect. but when i want to craft at the bench 2 powerups together , the crafting screen doesnt tell me which powerups i am combining... only their picture\letter. making crafting a pain in the\u2665\u2665\u2665\u2665\u2665. having to close and reopen the menus to know what you are doing

Poweups- they have limited ammo and when combined have even less ammo??? and you can only have 3 equiped...

(i explain later) [why...WHY? is it because you enemies are bland? and would otherwise be easily defeated if i had unlimited ammo?](#)

[there are loot chests with more powerups and YOU HAVE TO BUY KEYS FOR THEM and the mostly drop mushrooms instead of powerups and those mushrooms seem 80% degenerative instead of aiding ... and money is already hard to manage. BC it cost money to combine powerups so you can keep the ones you found to keep in the three slots...](#)

[oh and if you die with your good powerups all combined together and equiped. you lose them. having to restart the quest of finding them in the first place](#)

[it costs money to repair armor , buy keys hoping to get powerups . buying HP potions because of cramped rooms . creeps hiding behind walls. and buying mushrooms in hopes of stat bonuses BC of slow leveling up... and Money to Combine powerups and buying ammo for those powerups so you dont lose them....](#)

[Enemies - bland.... boring . and annoying](#)

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enviroments - are also very bland and Cookie Cutter... only boss rooms are any different and have some some.. pizzazz

The town is annoying to navigate through.. having to load a shop that should be outside or be enterable already... Preloaded NPC are useless, personal home is useless

Overall a lot of what should make this game fun DETRACT from the game i guess thats what you get for 5 or less dollars though.....Fix it and i will change to positive, nice and short. For just \$2 this game is well worth it. It's not too hard of a game and not a bad puzzle game. Just make sure you play it with a timer otherwise you won't get too much challenge out of it. Took 7 hours to complete Story and Arcade mode but kept me entertained.

Will definatly buy part 2 and 3 when they are even cheaper on special like this one was. Enjoyed the game.... The best of season 2. I was able to relax into the plain graphics and looping sound, and actually enjoy the mood and twisted story. I was sort of charmed by the whole thing! Then came the first jump scare - as cheap and context-free as an old Youtube "maze" prank. I started to lose patience with the many cut-and-paste cabins scattered around, and the lack of a map. I read a bunch of journals, pulled a couple levers, and then - after an hour-and-a-half - I was lost, with no indication of whether I was 2 minutes from a solution or 2 hours. The game told me I couldn't quit (in words that had always suggested I might eventually), so I had to shut it down and pray for an autosave. But, when I booted up again, I was back at the start and p&%\$d.

I hate to trash a promising labor of love by a small development team, but the game didn't bore me, it aggravated me. I hope the team saves the day with a save feature, and maybe a map. Until then, I would advise against spending money on it.



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I hate to "hate" on an otherwise good game, but it's such a HUGE part of WWII, that without it, this is way off from being Grand Strategy. The tech tree is good, battles are a little boring, but all in all, good. There is NO supply chain though. There is for your forces on the ground (local level), but not in the big picture (country level). When Germany needs more oil, it can just get it instantly from Mexico, or anyone else who will sell it to them. Like wise, the German U-boats serve no real purpose (the Battle for the Atlantic doesn't exist) as you can't sink cargo ships and attack convoys as they don't exist. There is no real point to having/building/researching any submarines as they pretty much ineffective in game. But this single point is a show stopper for me.

Update to this from BattleGoat:

"While Supreme Ruler 1936 simulates the wide span of WWII, like other games of the genre we have strengths and weaknesses to what we can simulate in high detail. Naval is currently not a "specialty" of SR1936, though we do have every intention of continuing to improve this area.

-- George V BattleGoat."

From page 2 of the discussion from link:

<http://steamcommunity.com/app/244410/discussions/0/630802344410551969/>

UPDATE OCT 20, 2016

I realize this is way late and likely to not be read, but I wanted to write it anyway.

It seems there is some serious issues with balance and economy in the game. Unemployment goes down and never comes back. (I know low unemployment is typically a good thing, but too low means you have no workforce to work if you build anything).

I played a game as Brazil and after taking over most all of S. America by 1947, my UnEmpl. is 2.1% and never recovering despite growing in pop by over a million a day due to immigration.

Details on this here: <http://steamcommunity.com/app/244410/discussions/0/333656722971687056/>. It's fun for a couple hours with some imagination for different scenarios.. Stephen King's and HP Lovecraft would be ashamed of this game. The only horror in this game, is the skeleton model and the objects going through the walls.. THATS THE TRUE HORROR!

Go to 10:38 That is what stephen king would do if he saw this game..

[https://www.youtube.com/watch?v=rC\\_bgNxnW-Q](https://www.youtube.com/watch?v=rC_bgNxnW-Q). A very good DLC, highly recommended! :). Unquestionably the best EMU available on Train Simulator. It looks nippy, feels nippy and is nippy. 0-60mph takes barely 40secs, braking is amazing, undoubably the best of any train I have driven. You can enter a 12-car long platform at 60mph, put the brakes to Full Service (81%) and she will stop perfectly. In Emergency I'm surprised she doesn't rip up the track behind her, she stops that quickly. This train is far better for the Portsmouth Direct Line than the '450s', equipped with better brakes, a good First Class area and even a small buffet counter. Thoroughly recommended for those who like quick off the mark EMUs, and those who want give commuters a more pleasant (certainly speedy) journey.. These are great more dlc please, happy to pay. Useless for me (huge lags, it might be my router's fault) but it cost like \$3

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