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## About This Game

*???* *We cannot choose in this unfair world.*

Hao-Chen Jiang did not understand what it was when he opened his eyes. Before him was a dim and dreary room that he had not seen before. Trying to get up to turn on the lights, he finds that his arms are tied behind him and that is when he realizes that he's been kidnapped. It is then that a mysterious girl appears before him and with a look of disdain tells him that he's been kidnapped and unless his family agrees to pay a ransom he has no chance to escape. But perhaps there is more to this than just money...

The rich boy stuck in his never changing daily life...  
The fierce girl struggling for survival...  
Two people in totally opposite positions in life.

During his days of imprisonment, they will learn of a world they were never aware of which will crumble away at their deep-rooted prejudices. In the face of confusion and the choices before them, what will they find...?

*A Light in the Dark* is an original visual novel game from the creative minds of CreSpirit (Developers of *Rabi-Ribi*), Storia (Developers of *Dong-jin Rice-hime*) and Narrator (Developers of *Companion*).

The game features a story part and an interactive part where Hao-Chen can examine the items around him as he tries to

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formulate a plan to escape his kidnappers but beware of your stamina! *A Light in the Dark* also features multiple endings and language options in English, Traditional Chinese and Simplified Chinese.

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Title: A Light in the Dark  
Genre: Casual, Indie  
Developer:  
CreSpirit, Storia, Narrator  
Publisher:  
Sekai Project  
Release Date: 15 Jun, 2018

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English,Simplified Chinese,Traditional Chinese







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This game is a great idea, however it does need some work. It's still worth buying I would say.. Tsioque is a remarkable point-and-click adventure game, made by the same creators of Tormentum: Dark Sorrow. So expect a great experience ahead!

The impressive hand drawn animations make it feel like you're playing an interactive cartoon! There is so much detail and care put in each scenario and characters. The soundtrack is also very beautiful and pleasant. The story seems simple and straightforward at first, but an unexpected "twist" reveals a deep and heartwarming surprise.

Tsioque is one of the best adventure games released this year and I genuinely recommend it!. This game was fun! At first, anyway - meeting new characters, figuring out the game mechanics, plus funny and novel dialogue.

Near end game however, there is a lack of content. No new story, no new dialogue. You've paid off your debt, married, got a house, been promoted to the top. Everything is pretty much figured out. Only a couple of dungeons/bosses remain. However, the remaining monsters and bosses are ridiculously powerful, yet you have no way to deal with this. There is no more equipment to be scavenged, there is nothing to spend your money on. I just quit.

Anyway, I had a great time at the beginning!. Good lighthearted puzzle game, albeit tremendously easy, it has a lot of charm to it.. MCR - I think it is the best car in the pack, so good i would go as far as the best in the sim! it is great fun to drive and great to race. nuff said, well not quite, the are great fun at Oulton Park

Ultima - Depending on what type of cars you like this is gonna change your opinion. I personally prefer race cars, but, if they are the right car, road cars can be amazing. This one, not so much :( It is a bit meh in every way to be honest. Fair enough, the 630hp variant is fun at some tracks but not at others. Best at Oulton or Brands

Caterhams - These are the right road cars, they are basically bees. if you are calm with it and respect it, it will be calm too. If you upset it though, well, you have a different thing coming for you. These are especially fun round Cadwell Park

Formula Trainer - Pretty fun for the most part, I find the handling a bit wierd though. One moment i was going around completely under control and taking it pretty easy, then, with no aparent reason the car just spun round, I didn't do anything wierd or out of the ordinary it just spun. If Reiza were to fix this car up a bit i am sure it could be great fun, but, at the moment it needs some work. Best at Brands

The Tracks - They all seem really well done! I can judge Brands better than the other tracks on realism as i have Assetto's Dream Pack 3 where it was laserscanned and i must say, i can see no difference. I don't know what you did, but it is good!! Cadwell and Oulton Park seem very good too, though i am not much of a judge as i have never driven either of them before. Oulton has some nice bumps and Cadwell has amazing elevation changes, they both make for great tracks . My friend and I played a round of this. I mainly stayed close to the ground, and off in the distance, I could see his tower ever reaching to the heavens. And then, just as he was satisfied with it's size, I ran up and blew the bottom most portion out from under it causing the whole thing to fall on him and kill him.

10/10 would destroy their friend's dreams again.. The controls were so bad that I just put the game down. Seriously, they are that bad.

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Great puzzles thus far. Girlfriend absolutely loves the game, and is mesmerized by the beauty and depth of the game.. A considerable improvement over The Hero Project, winnowing down the list of characters considerably and allowing you more genuinely free choices with more logically-following outcomes. A return to the high narrative and characterization standards of The Prodigy.. Most of the negative reviews are seriously erroneous! Bought it at 6pm, started playing by 7pm cant stop at 1am.... Awesome tech tree / well thought out / everything works for me! Spent 35bar before I started showing a profit.. research research & development and get the goods to market....and VOILA 28K a day profit. One of my competitors went out of business, LOL. Gonna start again in the morning on hard :) BUT there is undeveloped potential and lots of 'wish they had this' and 'wish it did that' but if you like tycoon economy games and are not too small minded to be satisfied with an evenings worth of solid entertainment thats all you'll get..... You'll enjoy the depth; you can mine or grow simple raw materials, you can produce primary product, you can use that to make components and you can assemble all of that to produce motor cars - AWESOME! WELL WELL WELL 10 hours in I find out the AI competition is not competition at all, it just throws in the towel for no reason at all. there is now no point to the game at all, just start another production line and make some more money and carry on alone on the map. ridiculous and I guess whats worse is the devs dont even respond on steam SO A BIG DONT WASTE YOUR TIME WITH THIS PIECE OF JUNK!. Don't get this, this has major problems downloading,the developers don't do anything.. It really pains my to give it a negative review, but I feel I must. The game itself is pretty fun. I like that your plane is different and can hold more crew members, it has different upgrades and is pretty cool to customize. And there are a lot of missions that are pretty fun. But the thing that kills this game for me is the ace fighters. They make the game so damn difficult that you can hardly beat it without your plane getting destroyed and your whole crew dying. And once your plane gets destroyed you have to buy all the upgrades again. And the upgrades for your plane in this one are WAY over priced. A simple gun can cost you up to 4,000 dollars, and trust me, you don't get a lot of money per mission. And once the ace fighter comes into a mission, it stays there, there is no way to avoid it. You will get gang banged by up to 10 planes at once. I had some high level parts on my plane including one of the more powerful guns, and even with that I lost. I've been trying over and over and over doing everything that I can, but nothing works, so I can't even progress through the campaign. It really sucks, cause I loved the base game, and that one can have a challenge, but it isn't unfair in it. So unless they fix it, this is going to stay negative.

Edit: I found out how to beat it without it causing you to rage as much. So, first, DO NOT do the first critical mission. Just do the generic ones that are always popping up. Grind for about 4 hours and get every gun upgrade and fuselage upgrade you can. Take out all the Ace Fighters first and when they're all dead you're good to go.. This game is a lot of fun. I'll just say that up front. It's a roguelike with 8 bit graphics and it's fairly straight forward game play wise. The controls are simple and intuitive for both keyboard and controller, the game play is fluid and addictive and the overall concept is fairly unique. The spells you cast as the warlocks vary from character to character, and there are a lot of characters to choose from. The objectives are straight forward and no fuss. Just do what you came there to do, cast spells on things and do damage heh. The multiplayer throw downs are fun as well! A very good game at a great price. A definite good buy!

Overall rating: 8/10. Qbeh-1 is one of those games that really make you appreciate good puzzle game design. Unfortunately, this is because "You don't know what you got 'til it's gone."

I quit halfway through the second world, so I don't know what kind of other cubes/mechanics get introduced later on, but the beginning gave me a bad taste. The "puzzles" in world 1 are nothing but picking up cubes and placing them in dedicated zones to reach more cubes to increase your supply to repeat ad nauseum. It gets old quick, especially with the great many instakill pits that respawn you at FAR-too-infrequent checkpoints, forcing you to repeat the earlier tediousness. The puzzle design might be redeemable later on with more mechanics, but the QoL here is too low for me to recommend.. This game has almost nothing to do with it's predecessor, it will bring you weird stuff that wasn't even in the prequel. The game is also somewhat laggy, with an FPS averaging 15-20 (for comparison, I ran the original Platypus at 60). I hear only from the right side. I feel like someone bought the series and decided to ruin it. The original Platypus was addictive, whilst this game will make you want to quit after the first level. It's like someone stole the code and models from the first game and decided to make his own version of it.. Nice game, but not as good as something like Tasty Planet.

Rather than being able to destroy cities and consume space itself, you're just stuck in the ocean eating whales and submarines. The music also gets annoying far more quickly than in something like Tasty Planet.

I still recommend the game though, pick it up when you can.

**Game on Review! // Get ready for launch on November 29th!:**

Greetings, users!

After such a long journey (one that is still far from over) we are excited to announce that **we've already submitted our full**



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**build of Broken Reality to Steam for review!**

That, and the current state of our internal build, lead us to confidently announce that the game will be ready for sale on Steam on **November 29th!**

After release, we will work on providing quality Mac and Linux builds through Steam, so expect those to be delivered before the end of the year!

We want to take a little moment to thank all users who have been giving us invaluable feedback these past few weeks. Your passion, curiosity and downright thoroughness, helped us achieve the level of stability we dreamed of. Again, thank you from the bottom of our hearts! <3

See you soon on the other side! ^\_^

**-DYNAMIC MEDIA TRIAD-**. Interplanetary: Enhanced Edition Broken Reality **Digital Soundtrack available NOW!:**

Greetings, users!

We are happy to announce that our OST is now available on the Steam Store!

You can buy it as DLC for the game, which will download the music files on your game folder!

The OST includes all music made by featured artists, and will be updated with Broken Reality originals within a few weeks! Thanks for being patient as we "songify" our real-time soundtrack!

Here is the release track list for the OST:

Amantes del Futuro - Zombies en la Lacandonia (MP3)  
BROKEN\_CANYON - Nameless City (MP3 + FLAC)  
BROKEN\_CANYON - Stratosphere (MP3 + FLAC)  
BROKEN\_CANYON - Promise (MP3 + FLAC)  
death's dynamic shroud - *BÆ* (MP3 + FLAC)  
General Translator - Departing (MP3 + WAV)  
General Translator - Back Again (MP3 + WAV)  
General Translator - HD Memory Projector (MP3 + WAV)  
General Translator - ██████████ (MP3 + WAV)  
██ Corp - ██████████ Consumer [kahvi] (MP3 + FLAC)  
CYBERREALITY██████ - We Own the Streets (MP3)  
CYBERREALITY██████ - (Hope to) See You Again (MP3)

Stay tuned as more news come along!

**. New and Improved Demo Just Uploaded to Steam!!!:**

Hello from Mexico.

We are thrilled to announce that we have just posted an updated version of the demo for Broken Reality. The demo is essentially the first level of the game and is a much better representation of what we want the final game experience to be.

We are working hard to put the final touches on the game including testing. After you have played the new demo we would love if you can share your thoughts but more importantly make us aware of any bugs you encountered so we can quickly address them.

The development journey for Broken Reality for the most part has been amazing, and we are super excited to be able to share the full game with you shortly in the near future.

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We apologize to our fans that have been anxiously awaiting the full release, that you will have to wait an additional 45 days. But in the meantime, we hope you will enjoy the updated demo and appreciate our effort to try and make the full game an amazing experience.

#### DEMO CHANGES:

- \*Added the ability to save your data, even within the Demo!
- \*Made great improvements to UI and graphical animations
- \*Re-hauled our character animation system
- \*Re-organized and improved audio engineering
- \*Re-wrote some dialogue

All of this to reflect the evolution of the game's quality. Improvements still coming to both the demo and the final release.

Thank you for your patience, more news very soon!

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Stay tuned as more news come along!

#### . **Game is OUT!!!:**

Wonderful users, the day is here!

Broken Reality is out NOW!!

To celebrate, we're doing a 10% discount that will be running through December 6th!

We really hope you will enjoy this adventure, share it with friends and tell us what you think about it!

**Backers:** We highly recommend deleting your older Backer Build datas because of changes done on the save database, and various fixes that we did on the game throughout the month! Having said that, it may work, it's just less risky to do so! Plus, you

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gotta check out what we did to all levels! :P

Hope you will all enjoy the game!

Thank you all so much for your support, feedback, bug reports and awesome vibes!

**-DYNAMIC MEDIA TRIAD-. Game on Review! // Get ready for launch on November 29th!:**

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See you soon on the other side! ^\_^

**-DYNAMIC MEDIA TRIAD-. Demo release & Kickstarter Campaign:**

Greetings, users!

Thank you so much for being here. For being the first few to try out our game and specially for all your wonderful feedback. It really makes it all worthwhile when we read such beautiful comments and messages.

So, big news!

[We launched a Kickstarter!](#)

We're doing it for a variety of reasons, such as assuring the quality of the game by expanding our team a bit, and being able to develop for major consoles.

If you liked our demo, you can secure a copy of our full release at a discounted price, while helping Broken become the best it can.

So again, thank you so much for being here with us in these important days.

It means the world to us to have such an amazing community, and we won't let you down, neither here nor in future projects.

Dynamic Media Triad

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-DYNAMIC MEDIA TRIAD-

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