
A Timely Intervention Free Download [serial Number]



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About This Game

"Those who control the present, control the past. And those who control the past control the future."

Storyline

That's what they say, anyway, but maybe they are wrong. Who knows?

If you were able to go back in time and take the risk of changing everything you know, would you do it?

"A Timely Intervention" is an innovative role-playing game featuring spectacular battle visuals, polished gameplay mechanisms, an intricate storyline and a cast of colourful characters.

For the first part of the game, play as 2 separate parties, as the story goes back and forth between them. Each party has its own hopes and goals; when they meet can those be reconciled as they join forces? And how can they know what their choices will bring? Delve into a brand new world full of characters, secrets and possibilities.

Features

Customize your game to suit your preferences

- Choose between visible and invisible enemies
- If you choose invisible enemies, vary the encounter rate from the menu

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- Choose your difficulty level: Easy, Normal, Hard, Legendary. Be warned - it's called Legendary for a reason
 - Choose enable/disable mouse as often as you like

General

- 10 characters
- Five characters in the active party to add strategic depth
- Many skills level up with use - how strong they are depends on you
- 8-direction movement with mouse or keyboard
- 17 side quests
- 30 secret rooms to discover
- 30+ hours of addictive gameplay
- Fresh-looking enemies, dynamic battles, beautiful environments and charming music
- The "Common Man" team back for another epic of masterful storytelling

More games by Gemelle Games

http://store.steampowered.com/app/370670/The_Tale_of_a_Common_Man/
<http://store.steampowered.com/app/332390/Undefeated/>

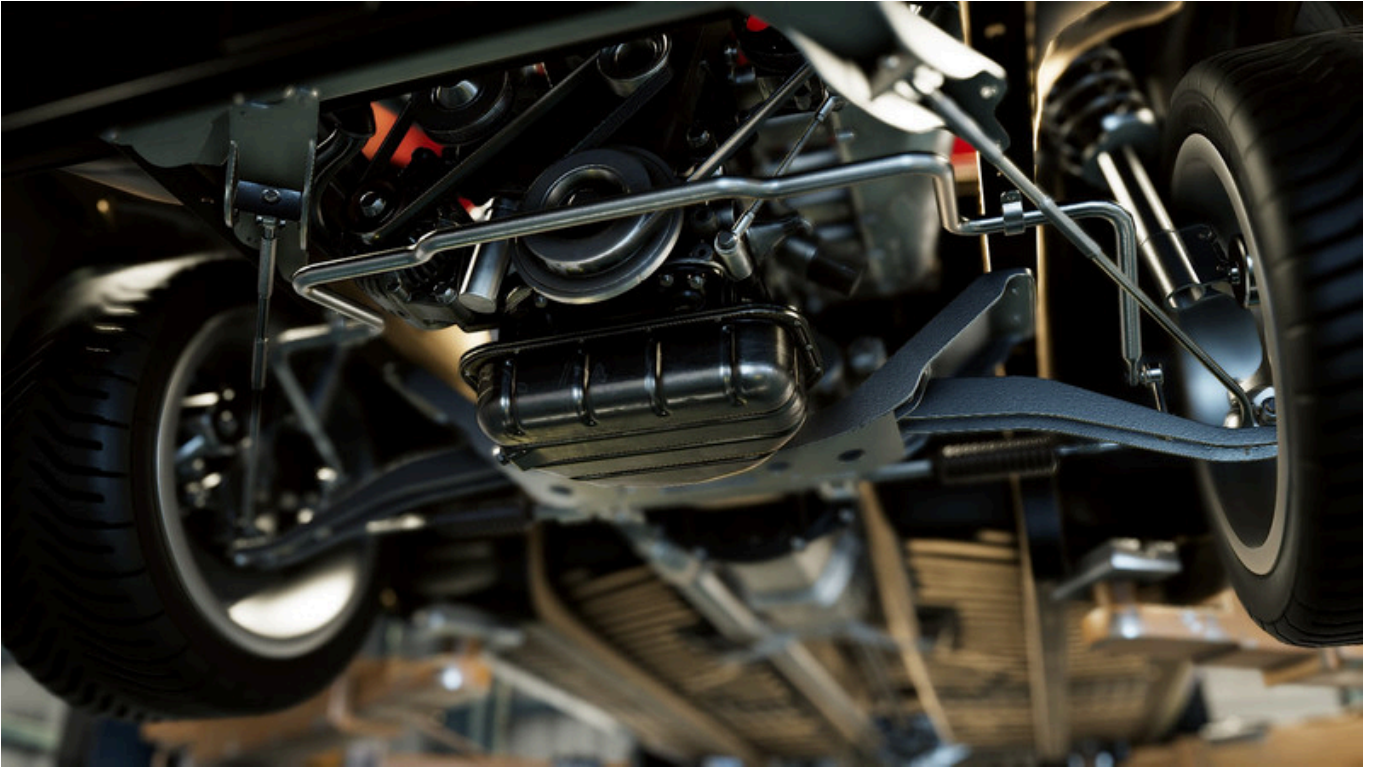
Title: A Timely Intervention
Genre: Adventure, Casual, Indie, RPG, Strategy
Developer:
Aldorlea Games
Publisher:
Aldorlea Games
Franchise:
Gemelle Series
Release Date: 24 Mar, 2017

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English







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There is not alot to talk about when it comes to a game where you control a pigeon and your main goal being to take a dump on various targets but sometimes the short and sweet games are the most enjoyable.

I bought this game with a coupon I received for crafting Steam badges and I think despite its broken English text\grammar I would genuinely recommend the game to anyone.

There are a decent amount of story missions in the game that branches off into three separate stories. They are all very well thought out despite the main goal being to pigeon poo over everything. The missions are not all the same and vary a little with mechanics which held my interest for longer. Missions are also relatively challenging too when taking into consideration limited 'ammo' and wind speed\direction.

[Follow my curator page if this review was helpful and you want to see more reviews like this one.. For a free game, it's a must have. I can't wait till a full blown experience like this comes out. It was amazing, albeit brief. The best storytelling I've experienced yet on the Vive.](#)
[.Only halfway through the game and I can't take anymore...](#)

[I adore platformers. Ever since I was a kid with my first console.](#)
[This is NOT a platformer. Its a gimmick. A creative yet frustrating gimmick. Noodle \(the snake that you play\) controls like absolute garbage with a keyboard. There were many times I knew what I needed to do, and how to tell him to do it. But he just does not care for the clickety-clack sound of my keys. And the fact that the button I need to press in order to go a direction changes, JUST BECAUSE THE CAMERA MOVED?! Absolutely infuriating. I cannot stand to play more than a level or two in one sitting. I even was nearly brought to tears trying to 100% Lazy Lagoon...](#)
[If you do try this one out, the line: "We recommend using a controller to play Snake Pass" should be advice you listen to. I refuse to out of spite :P. The Maestros is like if you take an rts and and boil it down to mostly just intense micro gameplay. I was more hooked than I expected. I kept coming for more and more games.](#)

[In terms of cons if what you enjoy about RTS's comes from base-building then this is probably not for you. That said, if you want to play an RTS where the fights can start in less than 40 seconds, you have come to the right place. Make sure to try the conductor unit which chains electricity between each unit. The high risk\high reward gameplay of that unit is really fun.. fast and furious. Easily one of my top 5 favorite RPGs of all time.](#)

[Pros](#)

[-The artwork is fantastic, probably my favorite part about the game.](#)

[-The story is original and interesting. I enjoyed it for the most part.](#)

[-The soundtrack is great](#)

[-The gameplay and skill system is fun to mess around with](#)

[-Very few instances where I had to level grind my characters, and even then it wasn't very much. For the most part I was able to just play through the story from one area to the next, battling things on the map from time to time](#)

[-Really cool combat system and tons of different skills to try out party combat in different ways](#)

Cons

- Wish it was a bit longer, it's from 15-20 hours long depending on how much you like to run through a game vs explore
- Could have been a bit harder, some of the boss fights were easy to steam roll through
- Story is sad :(, Screen flickering and poor graphics makes this game unplayable on an intel Core 2.5GHz Windows 10 laptop.

This game is really cool. I've been looking for a dragon riding sim, and this is awesome! I can see how it would make some people dizzy, but it didn't bother me. I wish the dev would add more levels or longer courses, but otherwise the execution is spot on.

Btw, we play on top of a little kid's rocking horse to give the sensation of really riding. It's a blast.

Edit: since writing the initial review, I discovered 4 courses for each race type. So, it turns out my wish above was already granted. One small wish: make the race time more prominent so that my friends and family can directly compare our best times.. - Nice game and Great DLC i love it. After playing a while and testing and trying to get into this game, the basic idea and level design is nice and definitely worth a look.

But there are so many annoying beginner developer flaws - and not sure if they are going to be fixed soon.

Those flaws make this game entirely annoying and completely unfair.

I love challenging games, but this one here feels wobbly and has quite imprecise controls. Especially a game where you need to be in absolutely full control of your perfect double jumps and reactions. I play with a Razer Wildcat and never had any problem with other platformers (except the bad designed ones).

Not with this game: Double Jumps are 100% random - and when your first jump turns out to be accidentally "double" and you jump into dangerous vines this is simply not fun.

These frustrating experiences have a really bad taste. If I manage to finish a level it's not like I think I played good - but just had some luck in a series when the controls did not suck that much.

It's more like a relief to hope when this game finally ends since I paid for it and did not want to quit quite early.

Then another thing: this is obviously not a Rogue-like game, because it has several checkpoints. Why the hell you need to start from the beginning of the entire level when you exit and restart the game? I mean if I need to leave and want to come back at a later time

I don't intend to play the entire level, but eventually just the boss where I stopped at the SAVE-mark.

So the solution would be to pause the game, don't shut down computer and play the next day? Don't tell me this is intended. All those things made me stop this game at Behemoth-boss. I will surely never continue and delete it.

That's why I would not recommend. Too many great games here on Steam to bother with something like that.

. Final Take is a Slender Man rip off game that has an interesting concept, but a pretty bad execution.

Story:

Final Take puts you in the shoes of two different characters, a man named Adam but you mainly play as a girl named Sarah who wants a job in a mental hospital, but when she arrives there she finds the place abandoned and someone stalking her throughout her exploring the place.

The story is nothing impressive, it's rather generic stuff and it's a typical cliché of mental hospitals have a bad history and is the result why it's haunted in the present. Not to mention the story doesn't really do anything special and in less than an hour of playing it all comes to a close.

Graphics:

Final Take is a by no means bad looking game, it's a decent looking game, but the VHS filter that is constantly distorting the screen is actually really annoying and makes certain areas hard to see even with a flashlight. In the second chapter this actually makes it much more difficult to play as you have to avoid an enemy you can see through a camera and with the darkness and the vhs distortion makes it hard to see her.

Audio:

When talking about Audio I'll start about the music as I don't have much to say. It's pretty much a single generic track that is played throughout every chapter and it's very mediocre, I can pretty much say this about all the SFX in this game, it's all very generic indie stuff that the more you hear the less scary it becomes.

Now the voice acting. The voice acting is absolutely atrocious. Sarah's voice actress talks way too much and she when she talks she says a lot of nonsense that makes you cringe and not get scared. For example her scream is so bad that I would say it's one of the worst screams in all horror media. Also when the actress talks she talks so loud that you can hear the mic feedback when

playing the game. As for Adam he rarely speaks, but his actor is pretty bad as well, but at least when he speaks there's no mic feedback.

Gameplay:

Final Take is pretty much a Slender Man rip off, to the point where in the second chapter the goal is to actually collect 8 pictures scattered across the hospital. The game is only 4 chapters long and you can finish the entire game in under an hour, maybe 30 minutes. There's two chapters where you have to get a certain place and two slender man rip off stages and the walking chapters are extremely short less than two minutes long.

Not to mention when doing the pages chapters you have to avoid an invisible enemy, in chapter 2 you're given a camera to see the enemy, but in the last chapter you can barely see her, so avoiding her is way harder, which makes it a really frustrating chapter to play.

Verdict:

Final Take is an insanely mediocre Slender Man rip off, it's incredibly short, not scary and frustrating to play. Honestly when you can play the original Slender Man game for free or even buy a fairly decent remake for cheap on a sale, I'd say it's not worth bothering with this.

Final Rating:
3/10

Pros:
+ Story is okay

Cons:
- Frustrating gameplay
- VHS filter makes everything hard to see
- Voice acting is atrocious

If you liked this review please consider joining <https://steamcommunity.com/groups/completingthebacklog> and <https://steamcommunity.com/groups/ImperialReviews>. Good game but lacks connection to individual character's like you have in *This is the police*. Nice amount of depth and custom maps are a cool feature.. Kinda like *Heroes of Might & Magic*, but somehow even better!

[Zero Killed will continue to grow and improve while staying in Early Access. A new chapter starts with a big update!](#)

[On your marks, Zeros!. Early Access 0.9.1 changelog:](#)
[EA 0.9.1](#)

[We keep going with another update and we want to keep pushing them every monday, so there is always something new weekly. Also we've increased our activity on facebook and twitter. If you want to read some tips about the game or about things we are working on then check out](#)
<https://www.facebook.com/zerokilledgame>
<https://twitter.com/zerokilledgame>

Changes:

- [Maps now have lighting scenarios. Each map has a different lighting depending on the gamemode. We've heard complaints about colour palette of the game, so this change should improve your experience significantly.](#)
- [Added a placeholder in-game menu to let you leave the match without closing the game. Activated by Y button on Oculus controller and Left controller's menu button on HTC Vive controller.](#)

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- [Fixes to performance in Main Menu.](#)
 - [Domination now has only one round, and its time is decided on a per-map basis.](#)
 - [Fixed some of the performance issues on Suburbs.](#)
 - [Fixed holo sight floating out of frame.](#)
 - [Fixed problems with player stuck in mid-air without a character.](#)
 - [Scoreboard now shows knocked-down and dead players.](#)
 - [Domination control zones now have a new VFX.](#)
 - [Extended loadout selection duration.](#)
 - [Rotation can now be disabled in main menu.](#)
 - [Bots now listen to noises. This make them smarter, stronger, faster.](#)
 - [Fixed bots sometimes not seeing people when their stomach was covered. I know it sounds peculiar. Programming.](#)

Known issues / extra comments:

- [Voice chat is disabled but should be ready in week or so, we have to write it from scratch to work between both platforms.](#)
- [Bots are available only in Evasion, so remember to choose this gamemode.](#)
- [Offhand pose is clipping through the weapon sometimes. Workaround is to drop the weapon on the ground and pick it back up.](#)

Hotfix EA 0.8.9.:

[We are working hard on the game to do not let down the people who see great potential in the game. We are now pushing some important fixes after 2 days of work and many more are coming at the end of the week. Stay tuned!](#)

EA 0.8.9d

- [Added support for player **nicknames** on Steam and Oculus Store. No more random PC names!](#)
- [**Fixed servers hanging from time to time. Because of this many people couldn't play, as the game connected them with server hanged. Now it is working correctly.**](#)
- [Added destructibles to Suburbs map.](#)
- [Fixed disappearing ladders. Damn ladders. Also we've disabled hand collision with ladders so it's much easier to climb.](#)
- [Region menu is no longer rendering over the top of your hands.](#)
- [Increased Domination and Tournament HUD size, so you can see much better.](#)
- [Domination spawn blockers are now working much better \(you can shot through them, but cannot move through them\).](#)

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- [Domination kills give +50 points for your team.](#)
 - [Moved spawn points a little bit on Nuclear so it's more balanced and harder to spawnkill.](#)
 - [Minor fixes in connecting to server, should fix problem with people connecting to empty server while there are ones with players available.](#)

Early Access:

[The Zero Killed closed beta tests showed one thing clearly: the game has huge potential to become one of the best tactical VR shooters out there and closed beta gathered a really dedicated community willing to help us make that happen.](#)

[That's why we have decided not only to continue working with player on the title, but also to give everybody a chance to try out the game and share their feedback. This means that the game will move from closed beta to Steam Early Access on October 3rd this year. We feel that this is the best way of achieving what we've set out for. We want to create a truly immersive, comfortable and bug-free multiplayer experience.](#)

[Zero Killed won't stay in Early Access forever, though. The game's new release date is November 30th.](#)

[During EA we'll implement a bunch of features requested by the community during the closed beta. From the small things like the left-handed mode, to big changes - such as AI bots.](#)

[If you want to get your hand at Zero Killed and see our improvement over time, there's still time to sign up for the beta on <http://playzerokilled.com/beta>](#)

[The beta will last until the early access release on October 3rd](#)

[Originally posted by **Shigeru Miyamoto**.: Wild West Saga: Idle Tycoon Clicker BUCK: Saturday Morning Cartoon Apocalypse ???? Ganghood Survival Zero Killed **Early Access 0.9.2 changelog**.: **EA 0.9.2**](#)

[We are back with a really huge patch that overhauls the game. If you want to find more info and people to play with check those links:](#)

<https://www.facebook.com/zerokilledgame>

<https://twitter.com/zerokilledgame>

<https://playzerokilled.com/discord>

Changes:

- [Cross platform voice chat! Finally!](#)
- [Progression system! Gain levels, unlock weapons, items and skins!](#)
- [Brand new menus for map selection, settings, skins selection and more](#)
- [Over 300 bugs fixed](#)
- [Events to gather players in specific times. Bonus exp for playing during events!](#)
- [New, better way, to plant mines/ sonars etc.](#)
- [Improvements to grenades throwing.](#)

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- [Weapons were balanced.](#)
 - [Reworked reviving players](#)

[Patch 0.9.2 adds plenty of stuff and it's coming next week!:](#)



[We've prepared infographic, which you can see here: Link\[playzerokilled.com\]](#)

[With this big patch going live on 24th April, we are back to regular updates. Join us on discord to see more daily info before the patch is live. <http://playzerokilled.com/discord>. **Early Access 0.9.0 changelog:** These past few weeks have been filled with hard work to bring you guys the things you requested. We've got the usual fixes, we've got settings and scoreboards, and **we've got bots**.](#)

[We present to you Zero Killed Early Access v0.9.0. **Zero Killed coming to Steam this September.:** We are proud to announce that after a long time we can finally show you our announcement trailer. \[Watch it here.\]\(#\)](#)



[The game will have its full release this September on Steam. Game will support HTC Vive and Oculus Rift hardware, so get your VR headset ready. PSVR release is planned for later date.](#)

[You can find a lot of info on our store page.](#)

[If you want to show us your support, please add Zero Killed to your wishlist.](#)

https://store.steampowered.com/app/645930/Zero_Killed/

[Also, we have a brand new website at http://playzerokilled.com/](http://playzerokilled.com/)

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