Kholat Aftermath Part 1 - Comic Book Torrent Full

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About This Content

Kholat Aftermath is a comic book continuation of a video game based on the motives of real events known as Dyatlov Pass Incident and created by IMGN.PRO in 2015.
Kholat: Aftermath presents four seemingly unrelated stories:
- a secret interrogation referring to a hidden note from the game
- a letter from Vitaliy Grazeniuk (main character of the game) to his fiancée
- an appeal for help from a person being a prisoner of a something called "section 22"
- and the beginning of an investigation conducted by two Moscow militiamen

How the fates of the heroes will go?
Could all the events be a product of the sick imagination of Grazeniuk? Is he murderer or a victim?
Or maybe someone is trying to hide the facts that experiments in section 22 got out of control?
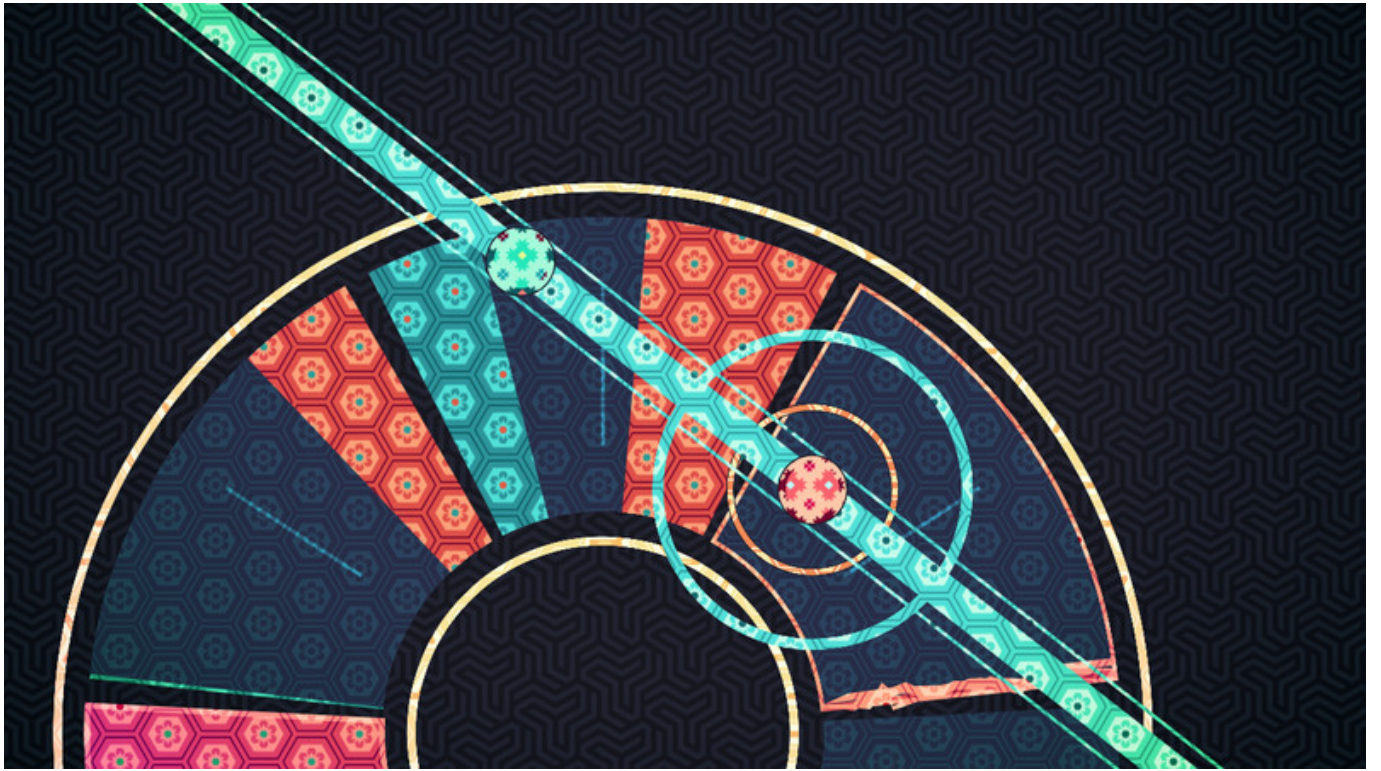
And who is the mysterious Anton?

Title: Kholat Aftermath Part 1 - Comic Book
Genre: Adventure, Indie
Developer:
IMGN.PRO
Release Date: 15 Dec, 2017

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Minimum:

OS: Windows 7, Windows 8, Windows 10

English

This is a good game, but it is almost the same as 2013.
You must see it as a DLC.

My advise is to wait for a sale.
I bought it for like \u20ac7.00, which is not so much.
I don't think it is worth \u20ac30.00.
. I was a little hesitant because of the "from my childhood" reviews. But then I considered that people regardless of age hate fundamentally bad games, so people wouldn't remember this game so fondly if it sucked. Then I remembered that games like this existed to teach basic I\O skills on computer and waving the mouse around was one of the styles... and on that basis I feared it really MIGHT suck.

Well after giving it a go I'm happy to say it doesn't suck. In fact the gameplay is well-tuned and very skill-based, and overall this game is charming and compelling. I have the hand cramp of a life time, but it was worth it and I plan to play a lot more when it un-seizes.

What you see in the previews in the Steam Store is what you get here. But it is the kind of game that keeps calling you to play more because you know you can hone your skill "just a bit more" as you click to play again. Worth it!

Edit: I came back after about 3 hours of play to say I'm done with this game. It was a fun diversion and worth what I paid for the fun I got back. Sure it wasn't AAA gaming but the core gameplay is fun enough.. Best VR MP shooter I've tried so far. Highly recommend and very much looking forward to seeing it develop further.. Game showed promise. Short, buggy, uncomfortable in general it still felt a bit somewhat like the great old Clive Barker's Undying. At the end of the game there was clearly a hint for continuation. Then the developer disappeared. The forum's dead, noone's answering. If there's ever going to be the second part, if it will be at least not worse than the first one, this review is gone. Until then-it's an abandonware.. Nice, good, short and to the point. A platformer that you can enjoy in a lunch hour.

Warner bros spited on MK X, PC players and PC community. I have bought every DLC pack Milestone has put out so far, just to have all the bikes and a complete game, but this is starting to get ridiculous. Avoid this DLC pack completely. Except for the two Supermoto bikes, this is a shameless cash grab. The bikes are IDENTICAL to ones you already have and probably got for free for playing the game. They are just re-textured copies of the existing R1, GSXR and F4. There is NOTHING different about them.

Milestone, please don't pull a fast one like this again!. Extremely bizarre game.

The overall environment looks good, but my problem is that I didn't really understand the story and the camera is pretty annoying to control in the tape worlds.

Game was pretty boring though.. ITS\u2665\u2665\u2665\u2665\u2665\u2665DONT BUY IT. Very Good Game.. This is a hard one to review: the concept is great and it is certainly presented well. Particularly as a VR title, this had a pretty good aesthetic to it that drew me in, and I had an interesting 2 sessions of about 30 minutes each. I was initially pretty excited when I realized all of the different resources (primarily food, water, fuel, population, and science) and the rogue-like objective of staying alive in a pretty hostile, procedurally generated universe.

The writing and random events are good, but that's where the meat of the gameplay ends. I never felt like I was actually doing anything except scanning planets and sending ships to collect resources, and hoping for an event to pop up. Between those pop-ups it was more of the same, and keeping my resources up was easy and dull. Even on the hard difficulty I never felt threatened or... really felt anything at all except tripped out which, in the right mood, could be good. Otherwise, I can't see myself playing this any more than I already have. It was a decent pickup on sale, but not something I could recommend to my friends or anyone else.. Music is outstanding, visuals are great and the gameplay is fun and challenging.. this game is a massive skinner box, and not a good one either. At first, it looked like there was going to be some sort of interesting resource management game play going on here where you had to manage stamina and scare randomly generated resources... but then, this game is the complete opposite of that.

It's horribly easy, and the game just hurls resources at you with such disregard that quickly nothing has any value anymore. I don't understand why this game was getting hyped up, so much, it's really not good.. Just downloaded this addon. It doesn't even load what a load of w*nk. Don't buy it because all your doing is circulating money from them to your wallet as you request a refund..... Game is really good but it\u2019s too short. I was left wanting more but the price reflects the short length.

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