
Child Phobia: Nightcoming Fears Best Crack



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About This Game

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"Child Phobia: Nightcoming Fears" is a 2D psychological thriller, horror.

We will tell you a story about a little boy, that has problem in family – and this problem converts in fear during the night. You will be able to explore various locations during the nightmares, and watch the family drama during the day.

Features:

- Beautiful hand drawn scenes and environments!

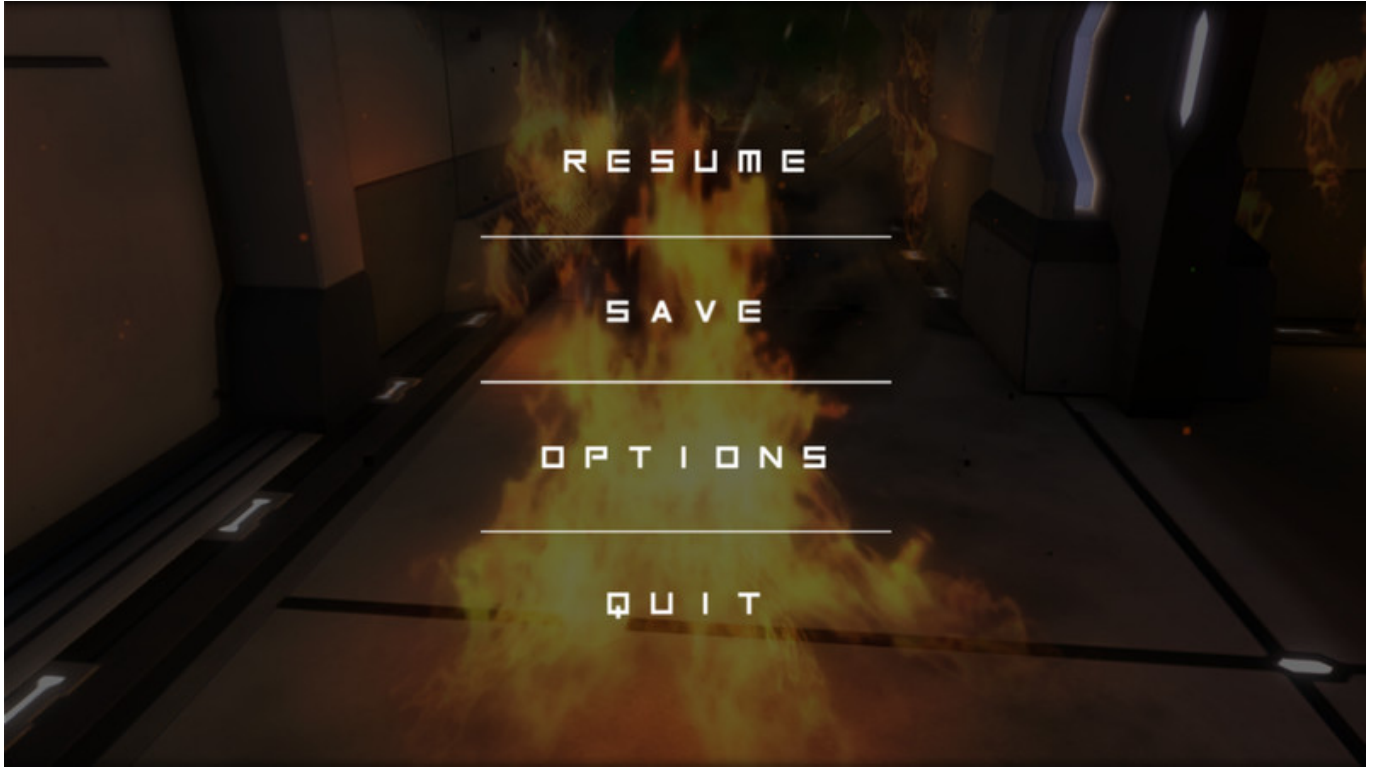
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- Find and use items to overcome obstacles.
 - Intense gameplay.
 - Amazing, well-written story.
 - Moral choices and plot twists.
 - Hide from monsters and creatures.

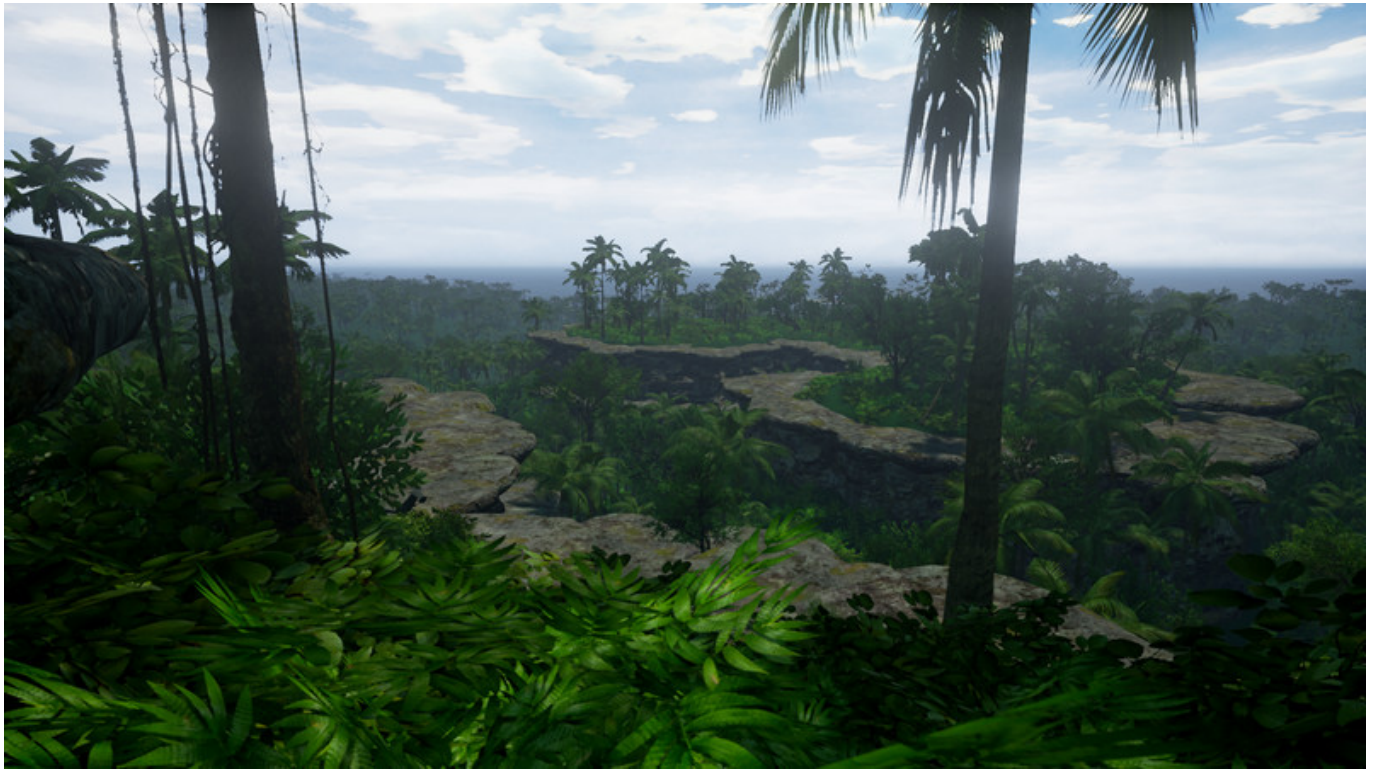
You will have to face some moral choices, and the final ending fully depends on your decisions. Gameplay is non-linear, story has some branches and story lines.

Title: Child Phobia: Nightcoming Fears
Genre: Adventure, Indie, Early Access
Developer:
2B_GAMES
Publisher:
2B_GAMES
Release Date: 20 Dec, 2016

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English,Russian







child phobia nightcoming fears

I just ripped the biggest anal fart.. I can't believe this piece of♥♥♥♥♥♥has so many positive reviews.

Season of Mystery is a really bad hidden-object game with mediocre graphics, laughable cutscenes with no voice acting, a few unoriginal puzzles and particularly bad HO scenes. I mean, the low resolution graphics are unclear, the objects don't respect realistic scale and are often virtually invisible.

There are **dozens** of better HO games, like 9 Clues series or basically anything from Artifex Mundi. Stay away from this game. Square Enix, shame on you.. Well, the story is pretty interesting and the gameplay [OK...in](#) those rare moments when it actually works.

Sadly the whole game is riddled with bugs that sometimes prevent you from completing missions.

Overall: an interesting experience and lots of potential if only they'd fix the bugs. (not very likely). Only playable with keyboard or controller.. I bought this game reading the reviews, I regret! The game is really simple and gets boring after the tutorial, this game lack so much. Asked for a refund, but gave it a second chance. AI ingame is incompetent, going bankcorrupt after a year or two in most games. Lacks automatic actions as what product you want to ship to and from a production site, after a few buildings you get bored setting up the same stuff again. The traffic coming out from your production sites is just getting messy after a few buildings and there is just one big trafficjam and then one by one just disappear. The random events appear to be built into when you place a building as it's the only time iv seen these(except for the bank instance). Could be a really fun game where you could spend hours, but I don't believe that it is in this state, maybe multiplayer would be a nice addition but then again you have to be playing it in fastforward because of the current state.. pretty underwhelming game. good music, nice graphics and aesthetics but the dialogue and 'humor' just falls flat on its face. i wouldn't pay more than \$10 than this which is what i got it on sale for.. If Im being honest, I only got this game because of the -90% coupon. The game is just a simple timewaster you can play while waiting for your favourite game to update or download. My opinion is mixed, but it is what I expected for its price. I LOVE YELLOW!

A brilliant RPGmaker game

Part farming sim
Part Pokemon
But a ton of fun

It is very well made, but have a few bugs.

Definatly worth the money.. So over a decade ago, there was this little browser flash game called **Material Sniper**, a fun little shooter that tested your aiming skills through a variety of challenges. Unfortunately despite the promises of more features that game offered, it kinda fizzled out and now pretty much abandonware.

Heroine of the Sniper is pretty much that game with a price tag and nice 3D graphics. Yes, there's now actual WASD movement available now and your targets are now presented in 3D, but otherwise the core mechanics of this game and presentation is essentially identical to **Material Sniper's**, right down to the somewhat jazzy soundtrack style. It was nostalgia for that particular game that drove me to get this, and while this may not be the the best shooting game here on Steam, it's a nice little time waster at least.

So this game is a first person shooter where you're tasked with shooting a variety of different targets in different situations with your trusty sniper rifle. Like the aforementioned **Material Sniper**, this game uses pseudo-realistic shooting mechanics, with scope sway and bullet flight time being factors in shooting, and even the need to hold your breath to stabilize aim. The main charm of this particular game though, as with its predecessor/possible inspiration comes from the animated female avatar to the lower right of the screen, who provides a bit of character to the shooting as her various facial expressions and actions reflect the actions that occur in the game: hit a bullseye and her face lights up in satisfaction, whiff a shot and her face sours, and if you manage to screw up on a mission the look of absolute terror on her face is hilarious. The game takes you through 15 missions, each with their own unique enemies and conditions to challenge, from timing shots to destroy bombs at their safest moment, to car chases, and even a short puzzle-like segment in secret bases. Unlike in most other FPS where you spray and pray, precision and accurately are normally your most important performance metrics here, though a couple of moments in the game do give you the chance to go full auto firepower. And after successfully completing each mission, you're given the ability to upgrade one of several stats like recoil reduction, magazine size, scope sway reduction, etc., which will further improve your ability to shoot more precisely in more harrowing situations.

By its own merit, **Heroine of the Sniper** isn't particularly great, and its low resource production clearly shows in sparse environments and lack of polish, though the game's missions do offer up a nice variety of challenges that'll test your aiming skills in different ways. While this game does have a semblance of a story that embraces action b-movie silliness, for the most part the gameplay will be the thing that'll attempt to engage you.

However, for me knowing that **Material Sniper** exists, I find myself comparing this game to that one, and in many ways I find **Heroine of the Sniper** to be the lesser product for a simple reason: **Heroine of the Sniper** doesn't have a lot of the smaller features that **Material Sniper** has which makes it richer. **Material Sniper** was a complex shooter for something so cheap, with mechanics like actual bullet flight time and even windage being a core part of gameplay, adding that bit of depth to how you shoot targets. While **Heroine of the Sniper** does have bullet flight time in its gameplay, it doesn't communicate this fact very well, and the gameplay structure actually makes it something you won't even worry about in 13 out of the 15 missions where your weapon might as well be hitscan.

That doesn't mean that **Heroine of the Sniper** doesn't have its own advantages, like having actual free movement that allows for scenarios potentially more complex than **Material Sniper's** has. However, **Heroine of the Sniper** doesn't realize the full potential of the resources that it has despite the inklings of creative ideas that it hints at (like having to time your shots to the sound of fireworks) towards improving its core game mechanics, and instead towards the end it simply becomes a generic action shooter in the vein of say **Call of Duty**. Without the extra mechanics that **Material Sniper** has, being generic is possibly the worst thing this game did, and unfortunately it's overwhelmingly that.

For me, while **Heroine of the Sniper** is quite the quaint little inoffensive game that does scratch that itch of a particular subgenre of shooter for me, seeing that it's not actually any better than a free flash browser game is kind of disappointing, and makes me feel like it's really not worth the money I put down to get this. **Heroine of the Sniper**

could've been the game that finally made me stop waiting in vain for Material Sniper, instead it simply showed me that a 10-year old incomplete flash game is actually somewhat better than a fully released game on Steam, which is rather sad to me. If that other game didn't exist, I could perhaps recommend Heroine of the Sniper as a somewhat laid-back shooting game, but Material Sniper does exist, and hence why I can't recommend this particular game in good conscience.. Looking for a game like Legend of Grimrock (1 and 2), this is the closest thing I have found since. Not quite up to their level, but very enjoyable. They removed a lot of burdosome detail that is really not a lot of fun, like food and arrow storing. You never need to eat, and if you have a bow, you can shoot arrows. The levels were well made, all dungeon crawling and puzzles

A hint if you are just starting out: This is not like other games like this, you generally do not run around while fighting. Your group will take 15 HP damage every time you move away from an adjacent enemy, a coward penalty I guess. Took me a while to realize this, I thought it was incredibly hard to win a fight at first.

For \$10 it is a good deal if you like this type of game. About 10 hours to play through, do not think their is much replay value though.

Really need a rogue on the team if you want to find hidden rooms, many of the hidden buttons would be nearly impossible to find otherwise.. Where the real competative csgo happens. I love this expansion ^~^, only issue is a bit graphical glitches.

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