Three Days Free Download [FULL]

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About This Game

Timed gameplay-

Not often attempted, with modern survival games, is the sense of seriousness to escape in a period of time. Three Days gives a new perspective on urgency by adding a 72 hour - three days - time limit allowing the player to get involved in gameplay with an incentive to escape. We have fine-tuned ThreeDays to suit most players without it being impossible,and for the more casual

players we have created an endless mode which has no time limit allowing a less intense experience.

Unique creation system-

Three Days has its own unique crafting system: simply take a movable resource and drag it onto another resource to see what you can create. No inventory, no fuss.

Procedurally generated islands-

The game includes islands that are randomly generated every time you play allowing diverse gameplay every time it's played. Not only this, but each island has its own original name and generation and all resources that are generated on the island will be placed elsewhere.

Stats-system-

Three Days contains a dynamic ever changing stats system, where the player is in constant need of attention to survive which is achievable by looking after the players hunger hydration and temperature. The system is ever changing is and the player is always in a new procedurally generated island, meaning different amounts of resources and different weather effects to survive with.

Auto-mine-

The automine mechanic was influenced by playing other games with different mechanics requiring the player to hit or hold a button to break and collect resources. Personally, I disliked this system and wondered how I could do it differently and came up with the automine feature. The player is simply brought over to the resource desired to break and it will automatically start to break.

Upgrade/levelling system-

ThreeDays also allows you to collect experience from breaking primary resources such as trees and boulders, this allows level ups and PPs (Perk Points) which can be spent on 15 different upgrades for the character, such as killing and catching fish without a rod to slowing the timer down. The level system will also directly affect the player's fate at the end of the game via 4 cutscenes.

Personally, I enjoy a game with a bit of context and I really wanted to bring this to ThreeDays. Its unique storyline was managed by allowing the player to play and learn, for instance throughout your time in game you will discover random notes around the shoreline, washed in by the tide, which explain the backstory and what really happened.

This is a fan made SCP game which has not been endorsed or made by anyone from the website. I have spoken with the foundation and have done everything legally under the Creative Commons Attribution-ShareAlike 3.0 License

Title: Three Days
Genre: Adventure, Casual, Indie, RPG, Simulation, Strategy
Developer:
Lewis Bergin, GorePixelGames
Publisher:
Lewis Bergin
Release Date: 19 May, 2017

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Minimum:

OS: Windows Vista / 7

Processor: 2 GHz

Memory: 1 GB RAM

Graphics: Direct X9.0c Compatible Card @ 256MB

DirectX: Version 9.0c

Storage: 120 MB available space

Sound Card: Onboard is fine

Additional Notes: If playing on a Laptop, please make sure it has a dedicated graphics card.

English

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Things cannot avoid, and just accept.. Really a great RPG game and has been really well done.The combat brings back the old days and the old RPG games really.This game is just a piece of art i recommend you buying it. I normally don't give immediatly bad ratings, bought it for 3,99\u20ac and still don't feel it's worth it. Why?

PROS:
- have many character and face portrait parts...
- layering, hue and other paint.net options...
- animation preview...
- Steam Workshop (didn't tried that out, but some objects look nice, but a developer shouldn't rest on those)

CONS:
- ...that you can find all in the specific RPG Maker
- ...but paint.net is free
- ...that sometimes doesn't appear and sometimes it does (don't see a pattern there)
- you need to close the programm with the Task Manager in Windows 8.1 64 Bit (else steam say's forever Game
  Character Hub is still running)
- the RPG Maker XP is a mess, every single part needs to be moved manual, because nothing fits
- easy things are really laborious to do, like mark pixels, mark cells (much easier on paint.net)

CONCLUSION:
I hope I mentioned all above, but all in all I can't recommend it. The RPG Maker VX\/Ace editor is decent, but nothing special. Most parts are in the Character Generator of VX ACE, only 1 or 2 are from the GCH itself. For that pricing I really expect more, because there are free tools that are easier to use and have all the options GCH has. If you plan buying it for XP, then don't do it, every part needs to be moved manual!!!
Probably the rating would be better, if "Second Story" would be implemented in the GCH and didn't cost another 3,99\u20ac normal price or at the moment 2,99\u20ac. That way, it's a cheap rip of from the Game Creator from VX Ace which is not worth money. (\\s\/). Ive been using Leadwerks c++ version for some time and i recommend it.
Best thing for me the engine api is simple to use and the documentation reference is great.. Noticed this in my Steam library and saw that it was a visual novel. Figured I'd check it out. It was honestly really interesting and enjoyable. I liked the soundtrack a lot, too!

Word of warning: If you don't know what visual novels are, they're not like normal games. It's like reading a book, except it includes sounds and some animation, and you get to make a lot of important choices. There are multiple endings you can get, depending on your decisions. Don't get this and expect a different kind of game.. I've played a LOT of local multiplayer games, and I think this is a little gem.

Almost every level introduces a new gameplay mechanic, which causes three things to happen. First: Utter chaos and confusion. Second: Some people figure out what's happening, and start yelling at everyone else. Third: A collective "Aha!" moment.

But after figuring out the puzzle, you still need to DO it. This is always harder than it looks, due to the madness caused by 5+ characters moving around. The most difficult levels demand a near-telepathic degree of synchronization. Winning those levels

feels amazing.

It's a short game, but it barely repeats any ideas. The designer could have built 40 more levels by recycling stuff, but chose quality over quantity. (Actually, I'd happily play more levels which recycle the idea from level 13.)

Highly recommended if you want a ridiculous teambuilding activity for 5 or more people. The world needs more games like this.. This game is really interesting , the physics and customization of the tower is really good . However , there are still some bugs and problem with the 3D vision. Consider it is a indie game and single operator game , i will it is good enough already. Hope to see more update and bug fixing<3.. This was probably the most complicated Nancy Drew game I've ever played (or at least so far). There are a lot more mini games and stuff to do than usual, and you switch between playing as Nancy or Bess, which was a fun twist. In many ways, this game is completely different from the typical Nancy Drew series.

For those who have never played a Nancy Drew game before, I probably wouldn't recommend starting with this game because it's so complicated.. As a big Neil Gaiman fan, I was eager to try this game. What could go wrong, I said to myself the day we bought the Steam key. I didn't realise that the author of Coraline and The Graveyard Book could be involved in such a broken, easy, repetitive game!
I played this for an hour and completed three chapters out of five. I sat through the same levels and did the same thing for one hour. ONE HOUR! That is enough to drive someone mad. 3/10.. 01. Saw game on sale.
02. Thought it's crazy cheap and looks as if Zombie Army and Painkiller had a child.
03. Checked system requirements - All OK.
04. Bought the game.
05. Installed the game.
06. Entered the game.
07. First level looks like this:
https:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=1312013941
08. Noticed the camera is shaking and life is going down fast.
09. Died.
10. Repeat, same result.
11. Uninstalled the game after 5 minutes.
12. NEVER AGAIN!

you cant drive anyhing

. I LOVE Wayward Manor!! It's not hard to play and still very entertaining. I really like the music and the graphics. The story is original. I definitely recommend this game!!. Well, the game is extremely short. It's like they shrinked the comic book into a few pages and then they took the synopsis out of it. The missions are extremely boring. I really liked the voice acting though and, because I love the comic book, I'm going to give this game a positive review.. good for casual

-not for hardcore hidden object finder. A very good adventure game with great story and unusual ending.

+atmospheric moody graphics
+good music holding tense
+strongly outlined characters
+not-naive story

-not always so intuinive, i got stucked few times
-sometimes boring - you have to go from person to person few times to get something

Overall: 8\/10 - one of the best adventures games that i have played.. Do not waste your money. I requested a refund due to the fact that this game was not worth the price.. It's not bad if you have some spare time you want to kill, I had a 90% off coupon for it so I paid $1.

Not worth $10 though.. No soundtrack don't cry.
No, soundtrack don't cry.

- Edited:

Seems that the problem was solved soon.