
Truth: Disorder Download]



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About This Game

Truth: Disorder is an exciting story about a guy named Thoru who once realizes that his whole life is a lie.

The game will surprise you:

- An interesting story full of mysteries and secrets.
- Unexpected twists and turns in the plot.
- Several bright characters, each of which is unique and in interaction with the hero.

Title: Truth: Disorder
Genre: Indie
Developer:
JustE AAN
Publisher:
JustE Publishing
Release Date: 5 Dec, 2017

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English,Russian,Simplified Chinese

Alter Ego

by Peter J. Favaro, Ph.D.

You are in a sandbox playing with your favorite toy. A larger, stronger child pulls it away from you and screams, "MINE!"

Select a mood:

ANGRY

ANXIOUS

Select an action:

GRAB IT BACK

GET AN ADULT

CRY

Next





Really fun game! It can get kind of repetitive, but it's a very satisfying game. The developer seems to care a lot about it, and I'm excited to see more content come from this!. Yet another bland wave shooter. Honestly I really want to like this game. Matter of fact I have installed and uninstalled it many times because each of those time some adjustment had been done, so I thought maybe it is better now. Except that for awhile now the moment you do your first pick up, your car basically turns into a cop cars magnet. Literally you will have like a dozen cop cars chasing you and if you stop then they just start piling on top of your car until you blow up, that makes no sense. If you had done a few pick up and then the number and aggressiveness of the cops increased, this would be fair. Plus the pick up are like for a few hundred dollars. If the money is that low, you don't need a getaway driver, you need a brain. So once again, it has been uninstalled.

UPDATE

The most recent update "week 35" resolved a lot of issue. So much the game is now playable and so much more enjoyable. I will give them credit for keeping the game updated and also to keep working on it. At least now I can recommend the game.

The other thing I wanted to correct was that before the latest update, you could maybe do one run before your car exploded which meant earning a few hundred dollars per job. With the recent update, you can do a lot more jobs as the difficulty just keep on increasing which makes a lot more sense and that will put also more dollars in your pocket.. pay2win game with unfriendly community. Such a lovely game!. Golden Realms not only adds a significant amount of content to the base game, but it also solves a number of issues that AoW III had, massively improving the game.

As far as new content goes, the game adds a new race (Halflings), a new independent dwelling (Nagas), two new spheres of magic, a new campaign, a new victory condition (seals), and new buildings (special buildings and turrets).

The Halflings are the most unique race in AoW III, as they get their own mechanic, lucky, which allows them to dodge incoming attacks based on their morale. The already-existing morale mechanic therefore becomes even more important than it was before, and the race really fits very well into the rest of the game instead of feeling tacked-on. The Nagas pull the focus a little bit towards naval combat. Always a bit underwhelming in strategy games, the Nagas let you increase your naval power without losing your land power. The spheres of magic are interesting. The partisan sphere lets you use hit-and-run tactics, while the wild magic sphere does random things and is funny to use.

The new campaign is short. To be honest, I disliked the voice actor who did the big wall-of-text stories that I already dislike about AoW, but that's the main concern. The campaign makes sure you get to play with all the new toys of the expansion and the final mission was one of the most challenging scenarios of AoW III that I've played.

The new victory condition, the seals of power, is a fantastic addition to AoW III. Like many turn-based strategy games, AoW III has the tendency to put you in the position where you've practically won the game, but have to slog over half the map in order to get rid of the last enemies. The Seals prevent that. Every turn in which you have an army on top of a seal, you gain one charge, and after you get a specific number of charges, you win the game. But you have to keep the army there, and it better be large enough to defend itself against the random enemies the seal spawns now and then. The seals massively speed up the game, especially on huge maps.

The new buildings are equally important. As you capture independent treasure sites around your cities, you can unlock new buildings to build in those cities. This really lets you specialize your cities, which is great, because in the base game, every city was pretty much the same and it didn't matter where you produced your units. The turrets are the best addition to AoW III, however. During a city siege, they will automatically attack one random besieging unit every turn. In the base game, you could comfortably bombard the city's walls and defenders from far away and just wait for them to come outside. This is no longer possible, because the turrets will hurt you quite badly if you do. This makes besieging cities a lot more fun and challenging than it was before.

All in all, the Golden Realms solves a few of the biggest issues that AoW III had, while also adding extra content. It is a definite recommendation and I wouldn't want to play the game without it anymore.. Great tracks, great audio quality. Well worth the price.. One of the my first major gaming experiences, before dipping into Portal 1, 2 and Bioshock. While obviously neither the in-game graphics or cutscenes compare to those other titles, Master Reboot is a solid, story-driven puzzle and adventure game

with some quite beautiful levels (Like the field before you enter the Soul Cloud or the level with the encased neon-tree in it) and enjoyable puzzles.

Some levels are deliberately designed simply to be hard rather than fun (The godawful end level following the plane level and the infuriating time-trail end boss are the major culprits here) and the platform gaming elements in first person mode are especially frustrating. Whatever engine this game uses, this is the ONLY game where my laptop was constantly whirring away trying to cool itself and given the rudimentary style of the graphics this is hardly acceptable. Sort your bloody game engine issues out Wales Interactive.

The save feature is also irritating because the only save points occur after you've finished both the level and end boss\level. More save features more often would have made this game more enjoyable.

The menu screen also didn't function well on my mac. I had to force quit the game nearly every time I exited to the desktop, so I don't know what's going on there.

Overall however, a satisfying game for entry-level gamers like myself.. I actually think that off all the zup games this one is the most interesting with the puzzles it uses

Great start for this games first DLC. 4.99 ain't that bad when you get 30 images, so show some support and pick it up if you enjoyed the base game. I was waiting for this since it got announced. It truly is a wonderful stress reliever.. The only super hero in this super hero game. Weak somewhat in the beginning but after you level her and get elite tech for her from the region missions(the map thingy on the ark end lair thing). She is a super hero. Put the elite tech on her weapon. Level her to 40 as well. My only complaint is the fruitbar haircut they gave her.. Really fun game, definitely worth the money if you have a friend to play with.. game was okay but once you get to the maze part when you use your flashlight the gameplay just goes to fun to complete crap. if you dont have patients and you dont have a big place to move your mouse than your SOL

Pros

Nice concept

puzzles were really tough

Amazing concept art

Cons

Not many hints. I wish there was a neutral button. Because I'm having fun playing the game but their is some frustrating things about it.

Pros:

Great atmosphere

Excellent art style

Fun puzzles

Good couch co op

Cons:

Horrible controls for the boy, I think it would be a much better game if he was in 2 1/2 D instead of 3D. It also feels like there is some missing sound assets or something, because there is no weight to the boy. He feels really floaty and awkward. The crappy controls really brings down the fun factor of this game.

It totally could be an B+ or a solid A but the controls bring it to a C+. It's totally worth it for the sale price but not full price..

This game I have rather mixed feelings about primarily due to the fact that the balancing in this game feels off a considerable amount. What I mean by this is that the early game is exceedingly brutal and the further you get the easier things become. This is very strange when at the start of the game everything kills you in one hit (no joke) and at the end due to the fact everything is vulnerable to status effects the final boss literally CANNOT DAMAGE YOU, or can't damage you more than poison hurts him. I swear what is with developers making poison like the deadliest status in the universe?

But besides that it is obvious the person who made this wanted to try and make something of his own. And he did a good job, even if the writing is cringe worthy. That and the game ends on a cliffhanger that I kinda expected but not in the vein that the game actually pulled off, so I was impressed to an extent. But the entire battle system feels like it needs an overhaul especially in the early game. For example you get your first two party members at around the same time. However by the time I reached the 3rd they were both lv 6, and she was only lv 3. Sure it took a bit of grinding but she did catch up.

That and personally my biggest complaint is that at the start of the game you are dirt broke in every sense of the word, and by end game you will inevitably have so much money that you don't know what to do with it! I had over 5k ducars at the end of the game and there's virtually no shops to spend it on!!!!

That and there's very little equipment in the game. What put a bad taste in my mouth there is that the armor of light (supposedly the best heavy armor in the game) has WORSE STATS than the orc armor that you can buy in the 2nd equipment shop you visit. THERE ARE ONLY 2 EQUIPMENT SHOPS WHAT THE BLECK????? Yeah that also feels like this game was majorly shortened.. My reviews for the DLC in the game that don't actually add storyline will begin with this one. AND I will be explaining them in mind that I have ALL of the DLC. so things will be compared to other DLC. I do reccomend getting most of the DLC this game has. but some not so much because it only has a place if you are trying to look a part. or just enjoy the way the weapon or cosmetic item looks! with all that said. lets begin!

First. and the biggest reason to get this DLC. is the beautiful and useful Abandoned Backpack that the DLC is mostly based around. it is said you get the items from this. but it's more than that. not only does it look much nicer than the backpack you start with, but it gives you extra carrying space. which you will come to learn is very very useful as you get into the game.

Second! the daggers! these bad boys are the only duel wielding melee you are going to have until you have progressed a fair bit into that game. but even then, they are best early game or for fighting zombies in camps way under your level. they can pick off a zombie with time as long as you keep your skills up to par. but they suffer damage fall off as they are one of the only DLC weapons you cant upgrade outside of skills, the other would be a grenade launcher, but that does have attachment slots so I am not yet sure if there is things to place on it. so these daggers will be a major hinderance later game. but you can replace them further down the line with a much better Non DLC duel wielding melee.

Third! the hat! This is the most.. Fun, DLC hat the game offers. it just has the 'derpy' factor to it that all the others don't. because yeah you don't expect anyone to wear this kind of thing! it gives very small buffs to defense and ups your scavenge skill. but I can guarantee it will only find itself in the vanity slot of your character after a few hours of play.

And now lastly! because I forgot about this darned thing! the pet! a very dissapointing pet for such a decent pack. the pet gives the normal DLC pet stats of carry weight bonus and zombie detection range bonus. but then just a small quarter time taken off the amount of time to revive an ally. which is insanely outdone by the DLC pet in the last review I made. so overall. the pet of this DLC is quite bad.

None of the stuff in this DLC is needed to beat the game. but the more things you have to play the game with the better.. This is a freaking hard game, I got it for free for what ever reason, it's side scrolling Third Person Roach shotting simulator with a kick\u2665\u2665\u2665\u2665\u2665sound track, but can get annoying after a while, also you can't turn it off!. pretty good game, has tons of potential:

this game may not have the best graphics, nor is it bug free, but the basic mechanics are great! it replaces the turn based game play that we're used to in monster collecting Role Playing Games and replaces it with something awesome, not to mention that the game developer(s) added the ability to craft items and remodel your home into any design you please. this game is off to a good start, but it also has plenty of potential that the developer(s) could add more evolution paths for the monsters (specifically for the starting ones), they could even add a fusion machine so that you could combine monsters into totally unique and powerful ones (the drawback could be that after combining two or more monsters the new monster's level resets back to level one).my point is this game has tons of potential and I hope that the developer(s) could choose to achieve that level of potential. I had my concerns when i first tried it on PC as i read a lot of review stating "NOT MUCH CONTENT" however have found there is a lot.

More cars and Races have been added recently and there is a whole bunch more than there was when all the negative reviews were written.

great fun racer, great customization options for the cars too.

i only just got it recently as i played it during the free weekend and then bought the Gold Edition for \$40 AUD.

had it now for like just under 2 weeks and already racked up 130 hours!

loving it and they seem to be adding new content fairly regularly.

also people complained bout the handling physics.

that was greatly improved in the last update and no longer an issue and they are looking to still further improve it.

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