Diluvion - Captain's Journal Download By Utorrent

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About This Content

The Diluvion Captain's Journal documents the game's rich lore and provides more information on the history of the world and its characters and terrifying creatures.

Title: Diluvion - Captain's Journal Genre: Action, Adventure, Indie, RPG

Developer: Arachnid Games Publisher:

Good Shepherd Entertainment Release Date: 2 Feb, 2017

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More an experience than a game, so it's best to view it as such rather than expect something that isn't going to be delivered.

What will be delivered is a play field which gives a great illusion of being much larger than it is, familiar mechanics which drive the experience, but also give the player cause for thought as the conclusion gets closer, and a simply rendered, yet beautiful environment accompanied with a great music score (if that's the right term). Even though this game is covered in the 1001 Games you need to play before you die. I don't see why as it is rather disappointing!. Holy balls this game is sexy. So very very sexy. It also happens to be a really fun puzzler with a simple mechanic that's fun to play around with (all the while listening to a wonderful soft soundtrack). It's sometimes a little tricky to actually plan things out, but an amazing undo/redo system makes just trying things out easy and stress free. I highly reccomend.. Massive amounts of potential with this one. The art is amazing, the gameplay is pretty solid and the story could go in some really interesting directions. I'm really excited to see where this goes.. Amazing job! Please, keep making great games like this one:). The game is sooooo long that you need to play in accelerate mode. It is just so slow.... You run thru the forest, thru the trees, thru other animals. The animations are really bad and the bugs are everywhere.. Dont stop playing untill you get through the whole first area. It's scary dont get me wrong, but the second monster scared the sh*t out of me so much I screamed and had to stop playing. I was traumitized. But its really fun to play with friends. Seriously.

As a long-time fan of the genre who grew up with games like Dungeon Master, Eye of the Beholder, Captive and Lands of Lore, I was really excited for this game and tried my best to love it. But already half an hour in, I just can't go on playing this and asked for a refund. This is no Legend of Grimrock, sadly.

On the bright side, the game's production is surprisingly good with gorgeous graphics, great music, alright lighting and fluid animations. The interface is also rather intuitive and easy on the newcomers, and the menus are clear and well constructed. Hat down to that, it is directly impressive for a budget game. But the good stops right here.

Now on to the bad... First of all, the game hurts you really bad if you try to move while in combat. Yes, you read that right: you cannot really allow yourself to move while fighting, which is probably the core gameplay element in any dungeon crawlers. So you must stand there like an idiot, let the monsters strike you again and again while praying that you will have enough health and protection to survive the encounter. Forget strategic fighting, and you will have to look at the boring sleep/rest screen almost each time between two fights. Secondly, the character placement seems to be on a line. Which means that the two weaker guys also are on the front, taking damage as much as the warriors, but able to strike with melee weapons. It does not make sense either on a strategic plane. Moreover, their portraits are on the bottom, totally obscuring the ground right in front of you. The consequence is that both items and traps are really hard or even impossible to see if you are close to them. Worse even: I dropped a weapon on the floor and was not able to pick it up again. There is something about the game's mechanics which seems to be missing or broken. Last but probably least: there is no story except for the fact that you're broke and go dungeon adventuring to earn money.

Overall, there is a cruel lack of depth in this game. Variables like lighting, weight, hunger/thirst, multiple spell handling and combination, tiredness etc. are just not present. It is a beautiful, shallow game with an unsatisfying gameplay system. There was a huge potential here, but it is wasted on very surprising and ill-advised design choices. Hopefully there will be a sequel addressing all its negative aspects.. I do like me some good COH mods, and this is one of them. Its really quite good, with some well thought out gameplay with the odd little bug here and there but as a mod, and heck, if it was a game its well worth your time.. No clue on what to do at first...

The game is alright but still has a lot to work on...

That woman has a♥♥♥♥♥♥

5/10. What a piece of crap...wow...holy balls.. Fun, but short game. Story is eh, not great but not god-awful. Apparently based off a TV series called Heroes Reborn. The whole game has a very Mirror's Edge vibe, except replace parkour with telekinesis and time manipulation. Definitely recommend it for its price even at full value. If you see it on sale and/or need to kill a few hours, it's a must buy.

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