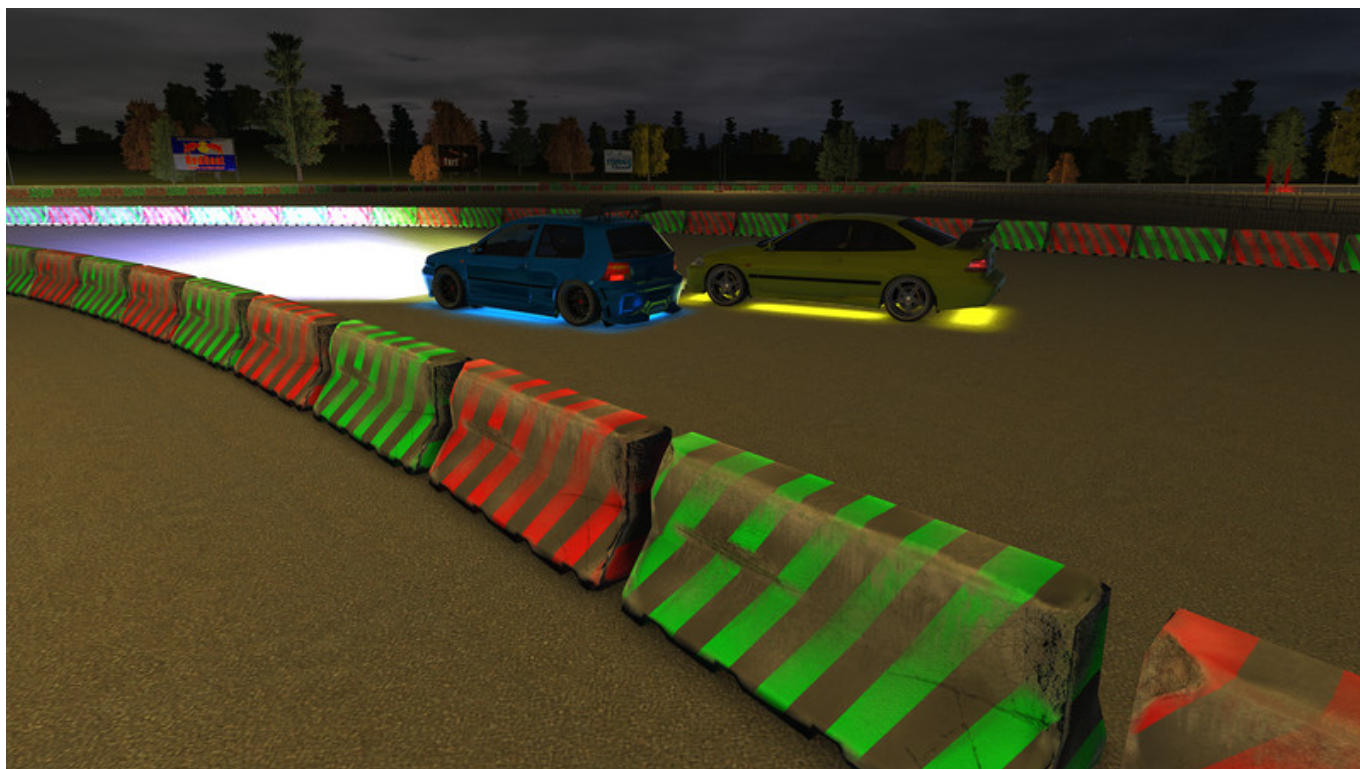


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## Who Is Mike - A Visual Novel Free Download [portable]



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### About This Game

You wake up with an aching head and the world out of focus. In front of you is a man accusing you of being “fake”. He looks exactly like you, down to the last scar and pimple, has the same memories, the same voice and the same personality.

But who is lying and who is telling the truth? Who is fake and who is real?

With over nine different possibilities, you can either end up as the tragic hero, the sly villain, or an innocent victim. Will you keep your cool or pick a fight? Play through all the endings and take a peek at the truth of your demise.

Whatever action you take, ultimately, you must answer the question: “Who is Mike?”

#### Features

Screensize: 1280 x 800

Endings: 9 endings

Length: 10,500 words (approx. 2 hours gameplay)

CGs: 22 CGs

Genre: Mystery/Thriller, Supernatural, Comedy

Rating: PG-16+ for Strong Language and Violence

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Title: Who Is Mike - A Visual Novel  
Genre: Casual, Indie, RPG, Simulation  
Developer:  
Fervent  
Publisher:  
Afterthought Studios  
Release Date: 29 Sep, 2015

b4d347fde0

English,German

Fantasy Grounds

Max Reed John Scott Graham Tension Edmund Dearb

2. Summary of Events

In the year 1916, Kenyan cultists hold an obscene ritual dedicated to the God of the Dead, Tenebris. Mysteriously, a few of the cultists have been

8. Characters

These are the important people in Masks of Nyarlathotep.

**al-Sayed, Tewfik** — London spice-dealer and high priest of the Brotherhood of the Black Pharaoh.

**Atwright, Miriam** — a Harvard research librarian who in the past has aided and admired Jackson Elias' researches.

**Baines, Reggie** — proprietor of the best Nairobi hotel, Hampton House.

**Barrington, Insp** — "murders" for the LC

**Besart, Warren** — in Cairo; what he is him a hashish addict

**Blackwell, Noel**

3. Background Events in Masks of Nyarlathotep (1918—

Though some of the dates listed below are either conjectural or approximate, the sequence of these events is correct. Dates are all in the format Day-Month-Year.

• 11-01-1918 Dr. Huston first sees Roger Carlyle as a patient;

10. Initial Player Hand

Information on the ill-fated Carlyle Expedition published in the press. The following (through 10) are a sample of the given to the players prior to the the investigators can digest the

The Carlyle Expedition

Nyarlathotep Papers #3

Nyarlathotep Papers #4

Nyarlathotep Papers #5

Nyarlathotep Papers #6

Nyarlathotep Papers #7

Nyarlathotep Papers #8

Nyarlathotep Papers #9

Nyarlathotep Papers #10

0 Modifier

Keeper Max Reed

A-1 A-2 A-3 A-4 A-5 A-6

Story

\*Credits

\*Forward

1. Intro

2. Summ

3. Backg

4. Locat

5. Concl

6. Getti

7. Ocea

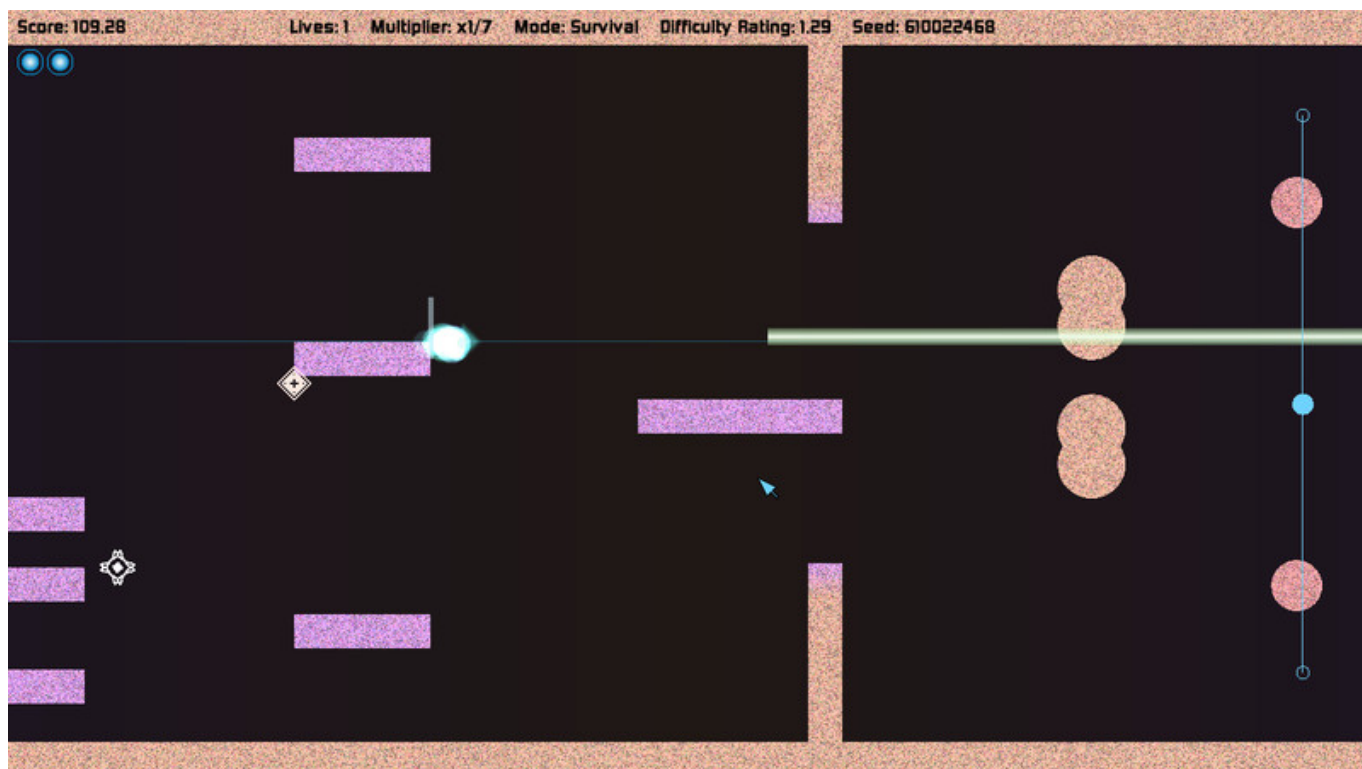
8. Chara

Nyarlathotep Papers #3

## Big Apple Dateline

ROGER CARLYLE, the playboy whom everybody knows—or knows about—is quietly leaving New Yawk tomorrow to check out the tombs of Egypt! You've seen the cuties ROGER has found in the nightspots. Who can doubt he'll dig up someone—er, something—equally fabulous from the Egyptian sands?

—NEW YORK PILLAR/RIPOSTE, April 4, 1919





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One of the best achievements for Achievement Showcase!

Thanks Developers!. if you shorten it to the first letter of each word it says pp haha. Another time management game. 3rd in the serie of Viking Brothers.

You have to perform actions so as to achieve a goal (i.e. select an item (wood f.e.) so that you character goes to pick it up). Same thing as Viking Brothers 2 - save that it's way more difficult. My 9 hours of play are on the main part (40 levels). There's a bonus part I didn't try yet - though, I have triggered all achievements. Some levels, here, are really really tough. I gave up obtaining 3 stars on these. After up to 5 tries, it isn't fun anymore for me.

I didn't have any issue playing this on Win7 64 bits.. Buggy, lazy mess. Not as fun to play as I thought it would be.. Don't bother with this game it is a giant honking TURD. Really fun. Action hardcore FPS at it's finest. Really not much to say, the HD graphics look great, the game is fun, and the guns feel great. And it's all set in a number of great looking, fun levels. If you're looking for a fun, hardcore, Fast-paced classic shooter, then Painkiller should do it.. Better then CSGO. Great so far, despite it not having any actual game to it yet. I really like how it controls. Unlike other VR games that i have tried that do not rely on teleporting to move, this one actually didnt make me feel dizzy at all. Cannot wait to see how this turns out. An excellent expansion this is how you do dlc right.

You get new aspects a fun 4 level campagin(and more dialogue from richard ridings the narrator which is always good) and 3 new themes all for the price of 8.00 dollars I hope to see more expansions in the future hopefully one where you can play as the empire:). Games with a heart are few and far between, but this one is one such game :3

Trails is a really good rpg, definitely one of my faves! The world is expansive, and charmingly presented, there are lots of fun places to visit, there are lots of quests and sidequests that help grow our protagonists - two young junior bracers, Joshua and Estelle as they travel around the world to train and get involved in something much bigger than they may have thought. We meet a number of colourful, fun characters. Writing and story are well crafted, explain things and unfold bit by bit, taking time to reveal the secrets. It's exciting that way. There are a lot of questions that are explained little by little, it does really keep the interest. Everything's been thought out.

I enjoy that. It's overall the full package that keeps being entertaining all throughout. As bracers, Joshua and Estelle need to complete quests to gain rep. They can collect books, helpful recipes and random battles drop material needed for upgrading the source of their power - orbs. Story goes into much detail and unfolds bit by bit - I enjoy that a lot, it takes its time to unfold. It's a fun, charming and well presented game. I enjoy the different locations and how they are introduced via camera panning, very nice. Some of my favourite locations: the seaside Ruan and Zeiss. Each place has its unique traits. More later, i still haven't finished the final chapter but I also really like this game, its colour and breadth. I like isometric views in animeish games, particularly when the maps & buildings are so beautiful and detailed. The soundtrack is very nice indeed, perfect for the game, it does enhance the experience for me. The game is full package and it's one of the most fun rpgs & jrpgs.

I wish to play the Zero installments I hope they'll come too.



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As a long time nascar fan and player of almost every yearly game since Nascar Racing on old school windows, I just can't recommend this one.

Graphically it's ok, but it's the physics and controls that kill it entirely for me. While I know this is more arcade like than sim, the controls just...don't feel natural if that makes any sense. Cars feel far too tight, unless you want the car setup so it spins out the second you touch the control stick.

Dirt racing felt good, but the braking and steering of oval tracks/road course cars killed it for me. Refunded it. Maybe if it goes on sale I will give it another look, but if you didn't much care for Nascar heat 2, you won't find too much here to change your opinion. Not worth the full price in my opinion.. This is a pretty good game that's also an mobile app, Search me as "CapnFalcon" in the game (I use mostly the Speedy "Toxic" car), the game is a top view racing time trial game where it has Official levels which if you earn medals to unlock achievements for new vehicles and there's the custom level design and race where you can make your own tracks and send them to everyone and your buddies, the cars are unlocked by achievements. I personally like the "Speedy" cars (But i have Toxic\Green car and Angry\Red car unlocked).

Overall score: 8/10

PS: Funny enough the game supports Workshop but it only has a race pack to begin with.. WELL YOU MESSED UP AGAIN 704 WHERE'S DEEP ROAR OF ENGINES WHINING VACUUM CLEANER AGAIN WAKE UP SOUNDS ARE IMPORTANT

oh they forgot to put multiplayer lobby clock so we can get all player's in instead of restarting

a lobby five time to get all racers we invite to race..... again you dropped the ball on this important part of racing together many people don't know what to do fix your wheels setting

LOOK IDIOTS .....option\controls\wheel delete all buttons map your own buttons\functions and you wheel works fine i see too many ppl say wheel controls don't work here' the FIX. Having played the demo then Early Access I am pleased with the state of the game. The developers are quick to respond to any bug and suggestion reports and overall the gameplay is enjoyable.. If you own a Vive, you should own this game. Simple as that.

It has the best gun play I've seen, varied weapons, varied modes, leaderboards, and the developer has continually updated the game to add valuable content.

. No two player controller layout for local co-op, you need to play on the same controller or keyboard. Terrible design, skip.. I can see how this game might be difficult to play with a regular controller, I didn't really like that control option with my Touch. Would like to see an open air location -- something with a lot more room to fly.

. Simply beautiful. Short but well worth it. The music is good and the atmosphere is something unique. I particularly liked the start of it.

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