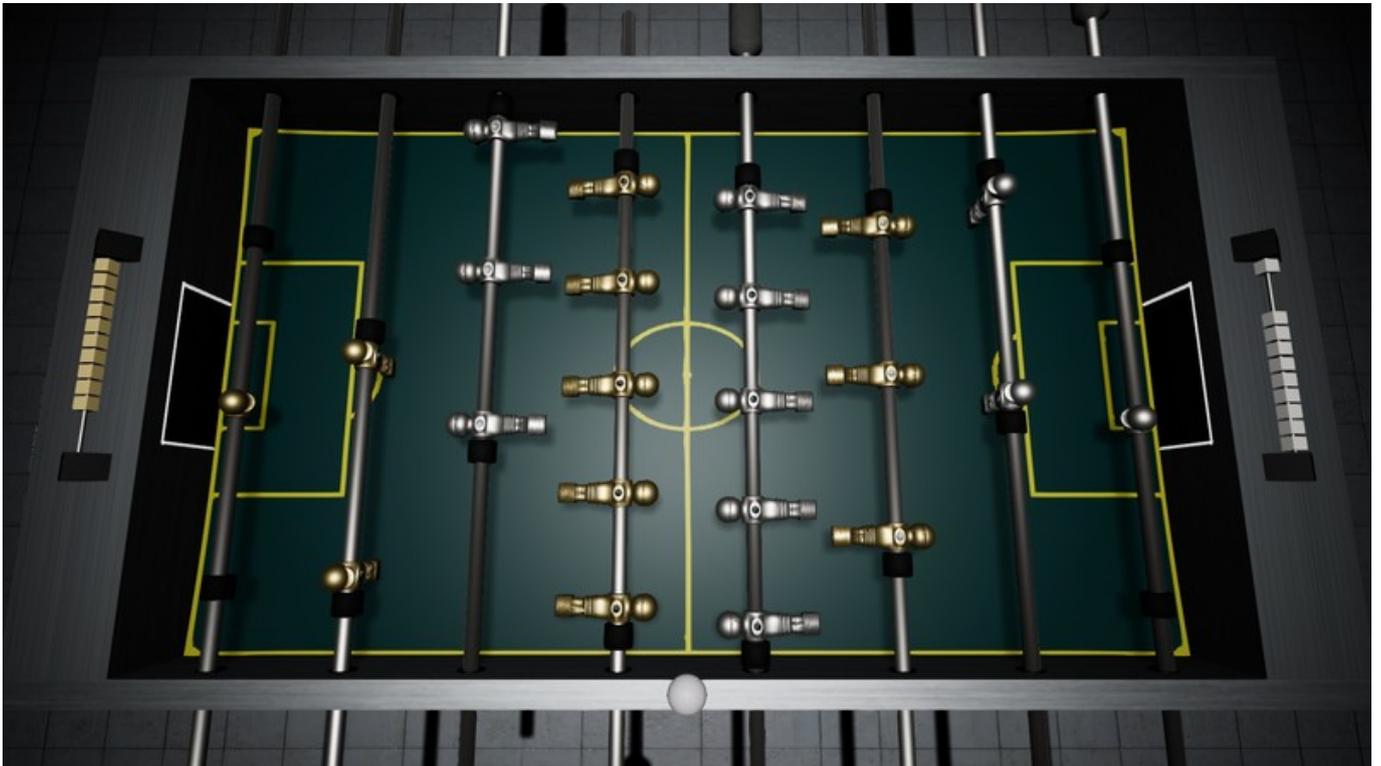

The Fog Crack Code Activation



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About This Game

The fog is a survival horror adventure game in first person, you were left in a motel room because you have shown signs of contamination, lucky you are not, once you get outside you will see how the fog is taking over, you will struggle to stay alive and it gets worse when you find out that there are creatures from another world around, the research team is your best option to stay alive if someone knows how to get out of the zone is them.

This is a Survival Horror Game, resources are low, the enemies are many, and you never know where you will find weapons, ammo, food or first aid, keep a good manage of your resources and don't waste a bullet if you want to survive.

Title: The Fog
Genre: Action, Adventure, Indie
Developer:
Horizon Games
Publisher:
Horizon Games
Release Date: 1 Dec, 2017

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Minimum:

OS: Windows 7 64-Bits

Processor: Intel I5 2500k

Memory: 4 GB RAM

Graphics: Nvidia GTX 750ti

DirectX: Version 10

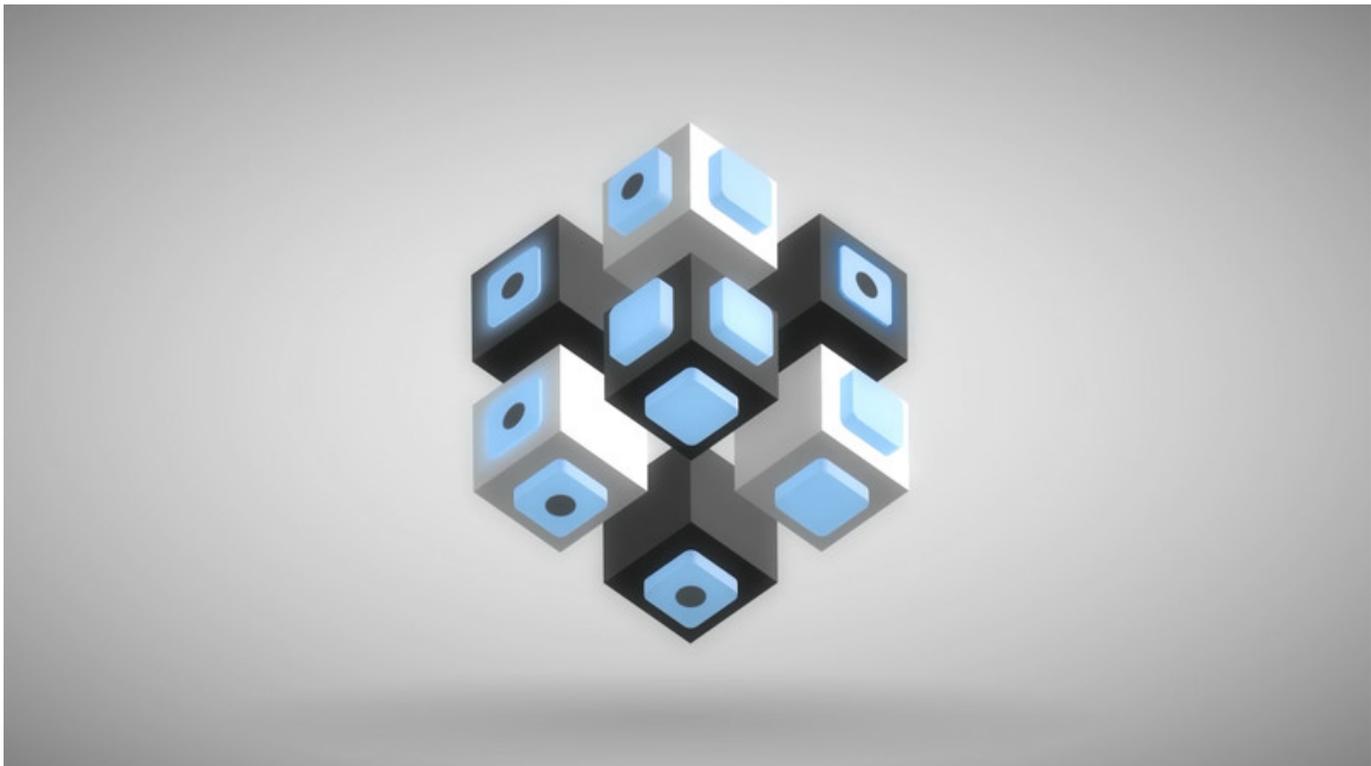
Storage: 4 GB available space

English



WORLD SELECT





It's a nice eerie 'walk simulator'. I like the atmosphere, the level design, the sounds.

The Basir (a little lense that allows to detect hidden things) is an interesting gameplay element.

But there are also things i would like to criticize:

- The game seems not to save changed settings like the resolution.
- Some level parts have a to intense graphical gray filter in my opinion.
- There should be more save points.
- Some objects can easily overseen. This provokes a lot of backtracking and detail search.
- Cutsscenes can't be skipped.
- The story feels a bit random and chaotic.
- There are only a few mediocre jumpscare who not really fits the story.
- A bit to short for this price.. This is terrible wasted 10 bucks to wait a hour for a simple picture to be fubar dont waste your money or storage
- . A cheap and cheerful rail shooter.

Pros:

- Great art style
- Runs flawlessly on my machine
- Decent voice acting
- Good music
- Great upgrade system that is tied to challenges
- Good enemy variety
- An okay story

Cons:

- Short, only twelve levels
- Weapon feedback could be better
- A couple of somewhat clunky mechanics. Runs smooth, has an amazing developer, and an amazing soundtrack. 8/10. Very fun given the overall small size of the game. If there weren't so much pixel blood I'd recommend it for children, but isn't overwhelming for a young teen. I bought it on sale and would rate 4/5 because they seemed to really stretch on making it more adult for no reason at all. The game could have benefited from a little more explanation of the obstacles, but wasn't too hard to figure out that pretty much everything kills you or steals your food lol. cheap and good, nice soundtrack, i need that. this game made my hungry again. Waste of time and money.... Pros:

- simple
- quick to learn
- addictive
- lots of stuff to collect, to create, and to find
- dank frog sage (and actual frog)
- it actually has some sort of guidance with the NPC'S

Cons:

- very dependent on chance (even the bonuses)
- almost impossible to get to the last level
- bows and crossbows are near useless due to using 2 actions (nock and fire)
- monsters tend to swarm in the later levels

Saving a playthrough then returning to it later seems to cause the session to disappear. This has happened to 2 characters already and I was very lucky with them.. Starts off okay, but I just couldn't get into the story, it started to become boring and wasn't creepy or scary.. personally not a fan. You can see my experience here <https://www.youtube.com/watch?v=3O8LaC3G05U>

I grabbed it because it was cheap and looked like fun! I have only tried it out for about 10-15 minutes but clearing the first few levels in all modes was fun! controls are solid (have to see if I can enable WASD, Haven't checked yet) and the levels seems to be straightforward at the beginning but still challenging when you just start. I'll update as I get further along but the one thing that I do appreciate is that in the settings you can toggle on/off the music you like or dislike in the playlist. Also, you can slide the music volume around if you prefer slight background noise or full 100% volume!. On the surface, the game looks and sounds (kind of) bad. The music is forgettable, the graphics are all over the place. Visually the levels are alright, but the assets are very low resolution and the pause menu UI doesn't fit with the game at all. The game is definitely not perfect.

...BUT to me the gameplay, especially the level design, is exceptional. I love how even though you don't gain abilities like you would in other games, you gradually discover new way to exploit the physics by playing. New shortcuts then appear in places you thought were untraversable. I also really like the branching levels wich force you to rediscover previous levels and give you alternative paths if another level feels too difficult.

Compared to the first Umihara Kawase, I think this one is an improvement in every way. The unfair enemy spawns is toned down(thank god!) and you are given more tries to complete the game. The difficulty curve is still brutal, and I'm not sure I'll ever finish every levels, but it feels a lot more fair. I also think the new 3d look is better imo

Very good game !. Shield your eyes from what horror awaits you ahead. I went into this but a mere foolish child yet I returned scarred and ravaged from a lifetime of warfare. This game is not for the faint of heart. So I give this warning to all that may embark on this journey. Steel yourselves for the road ahead, it will be difficult but the payout is vast. Maybe you will make it like I did. Maybe you will perish on the road. This is the only chance you will get, turn back now.. slightly less ♥♥♥♥♥♥♥♥ Gravity Badgers. Absolutely amazing soundtrack. IMO best part of the game. Love listening to it while I drive.. You can punch people with your fists like Lo Wang from Shadow Warrior 1997.. 5/5 best game. It's pretty polished for Early Access, but there aren't that many questions except for the classical Quiz.. Ok, gotta admit this, since I'm a hardcore Kongregate player all of Gelu's gameplay is something I have already played and seen in many other platformers.

Though, Gelu (by the way "gelo" means "ice" in Italian but idk where the developers are from, anyways, it's maybe 'cos you freeze yourself literally?) is very nicely designed for what concerns graphics and has a smooth gameplay even though only on the keyboard. So overall it's worth playing, it's still a nice addiction even if we all know the mechanics of these games. And these mechanics consist in the fact that you have more than one life per level, and you can freeze yourself (in older games you could like make a shadow of yourself, or things like that) so that you will restart from the beginning and use your newly created "block" in order to get on higher platforms, or to create "platforms" to avoid spikes and so on.

There's a lot of levels and difficulty increases (not that much xD) so it doesn't get boring; of course, you have to take this as a 2D platformer and nothing more talking about expectations - it's a simple time killer, but still it's nice.

It's really funny to read reviews complaining about the absence of storylines and plot in games like these.. they always make me think of my old 18yo self just approaching the Flash gaming world.. ahah, of course there's no story, it's a simple 2D platformer in which you make copies of yourself in order to get through the door or to get the things needed to open that door.. no one could expect a story in a game like this! :)

If you like this particular kind of game, seek them out on Kongregate or on other sites 'cos there's plenty of them, there are games in which your "clone" actually does what you did exactly and you use it to jump or to overcome big holes and so on.. this isn't that difficult, but still worthy. Don't stop here anyways xD

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