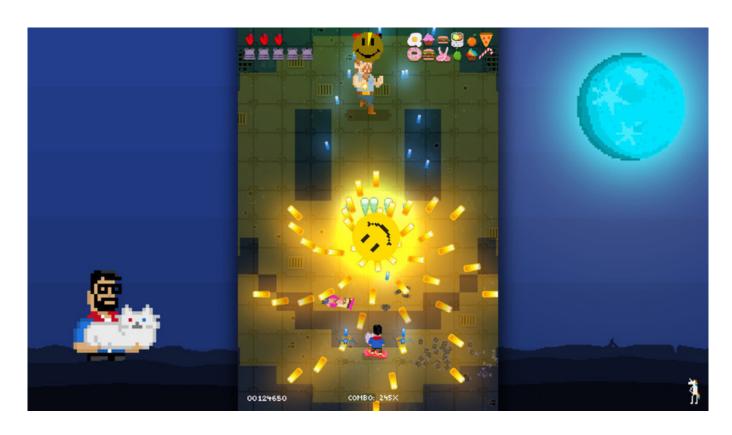Infinity Saga Free Download [full Version]

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About This Game

Infinity Saga's story revolves around Tetra, a teenage boy enrolled in college as an art major, who becomes smitten by teenage girl named Autumn through a social networking site. One day Tetra gets invited to Autumn's home for movie night, as well as to meet her cats. After running out of snacks, and unable to find Autumn's favorite chips, things go from bad to worse when the electricity goes out, and leaves Tetra and Autumn vulnerable to the evil lurking outside their door.

Zombies!
Yes Zombies, and a host of other horrors await our heroes in the game Infinity Saga. (As well as new friends!)

Will our heroes be able to survive the onslaught of level grinding forced upon them? (Will you?)
Will our heroes be able to formulate strategies and plans to dispatch hard to take down foes? (Not on your first go)
Will Tetra get lucky and get a smooch? (Maybe more?)
Will Autumn be able to save her favorite chips from the clutches of evil? (They are pretty damn tasty!)

Only you can decide! But beware what lurks around the corner and save often.

Game Features:
ORIGINAL ART!
-Pixelated Cat Petting!
-Casual Play (Save anywhere and continue where you left off!)
-Side Quests

-Arcane Magic System
-Skill System
-7-9 Hours of Gameplay!

Title: Infinity Saga
Genre: Action, Adventure, Casual, Indie, RPG, Strategy
Developer:
ArcticFox223
Publisher:
ArcticFox223
Release Date: 29 Feb, 2016

 b4d347fde0

English

one of the most boring game i've ever played. first of my playtime is wrong because i played in offline mode. i finished the game

the only thing this game has to do with undertale exept the name is how great the music and the dialogs are compared to the gameplay.

secret tip: you cant buy the soundtrack on steam (due to probably lycensing problems) but you can but it somewhere else for exmaple amazon

also there is a gay dragon. this is a kind of short wiki with a 3D image instead of a 2D one. there's no global map. refund here. Discovered this through Space Game Junkie's curation and since I like single player sandbox RPGs, particularly those with a sci-fi theme, decided to try it out. I was pleasantly surprised! There is an interesting story and background lore, a living, dynamic world with inter-faction wars, and a good core mechanic mix of both trading and turn-based combat encounters. Also gives me great nostalgic vibes from games I played as a kid, and the developer listens to feedback & updates the game frequently with improvements & bug fixes.. Not just another bow and arrow game! Its stupidly addictive and well made, the pace and variety is perfect. Working through the city is well worth the effort to make it to the forrest and instead of feeling like a chore like a lot of other similar games, you cant put the controllers down because you have to have one more go. The voice overs are brilliant, feels like an 80s film that can make fun of itself. Im sure there will be more levels to come, the devs seem to be pretty active and want feedback.

Put the air conditioning on, you will definitely sweat.. This game is♥♥♥♥♥. This game is ♥♥♥♥ing incredible, I was just supposed to check in a couple of minutes to see what the game was like, but i ended up spending over an hour, and would have spent much more if it wasn't so late. The game is expertly made, and it feels so great to float around, building up your own starship. Everything from the controls, the hud, the hands-on-menu, it's all great, and i really recommend this game.. While it is a classical FPS with a nice story idea, there are too many issues to really enjoy this game:

- Interact-Key is "Enter" which means you need to move one hand away from your regular controls to interact with stuff
- Sound effects are sparce and weren't placed in the 3D environment properly. On headphones this means I heard an enemy snarl on my right ear only when it was right in front of me. I can't hear my gunshots or if I actually hit the enemy. But I do hear that I'm hurt.
- The attack distance of the melee-Enemies you encounter right from the start seems off. It feels like they have arms longer than rendered and can attack you from a distance way too far away. This is only a minor thing though, since it just affects the difficulty of the game
- I stopped playing on the fourth level or so, because an enemy pushed me through the wall into the void, effectively killing me.
- After I died, I had to restart entirely, because the game does not save automatically for you. Not even upon reloading new levels. I know this was rather common back in the day, but being used to modern game mechanics it is something that should be indicated to new players.

To sum it up:
- Bad controls
- Misleading sound rendering
- Strange melee distances
- Clipping errors lead to insta-death
- No Auto-Save. A fantastic and unique game if you are fan of adventure games. A gold standard in storytelling and worldbuilding and worth the price on the tin. Demands multiple replays to try different combinations and grow your vocabulary. Great middle section and engaging storytelling hamstrung ultimately by a binary ending that made me think of Mass Effect 3 in terms of how frustrating.

PROS

-Some of the best world-building I've ever seen in a game. The way the lore is discovered, and how your own actions affect the characters' UNDERSTANDING of said lore is absolutely unique. Absolutely the best feature of the game and will make it recommended study in writing classes years from now.

-The translation mechanic is really interesting, and really pushes you to explore the world more and more. The logic of the language is sound (save for maybe an edge case of a word here and there that seems to be counterintuitive).

-Rewards exploration, combing over ruins rewards you with new words to really increase your understanding of the game.

-The replayability is insane. The new game+ concept of carrying over your dictionary from playthrough to playthrough makes each subsequent replay more revealing. I'm wrapping up my third and will likely start my fourth now.

-Writing and characterization is really well done, you're not creating a character a la an RPG (Aliya and her compatriots all have relatively set personalities) but your actions within those realms are very consistent and allow you to immerse yourself within them.

-Active dev team working to respond to community feedback and bug reports, especially narrative breaks and things like that.

CONS

-The artstyle of the game is... sometimes really unfortunate. While the 3D environemtns have a fun simplistic cartoony look, the sprites can become really tiresome. Setting aside the jarring animation (especially for any character who isn't Aliya or her robot) the artstyle chosen can only be described as tumblr-esque. Ugly characters across the board (save for our protagonist), weird proportions, completely inexplicable rosacia. It definitely took some getting used to.

-VERY punishing progression system. You can't revisit older ruins you've already explored (with no justifications save for ONE moon of the near dozen you can visit). Accidentally hitting the wrong button, missing an artifact, etc. can ruin an entire playthrough (especially if you had a specific goal). Which, if you're on a replay trying to do something specific, can make you play through hours before you can redo (as restarting the game wipes your dictionary).

-The ending is static, and literally nothing you do affects the actual ending (aside from your characters' understanding of what's going on). It's especially disappointing as literally every other aspect of the game is affected by your choices. The order you do things shapes your entire perspective throughout any given playthrough. But when you reach the last act of the game, (which can come at pretty much any point after the opening chapters), the game is gonna be pretty much no different playthorugh to playthrough, and the ending itself is entirely underwhelming, making it really unclear what the developers intentions were with the ending or the story as a whole.

Overall though, the game is a fantastic experience, its replayability makes the disappointing ending more like a bump in an otherwise incredible story. inkle studios has achieved something unique and incredible, and hopefully the work they've done inspire many others and lead to huge developments in storytelling and worldbuilding. Absolutely pick it up!

I've been playing all evening, and it's a lot of fun. I love the little self-deprecating jokes scattered all over. It's like the "Lost Skeleton of Cadavra" of the 8-bit RPG world. I really appreciate the "Auto" mode for combat -- I was never into the combats -- but for those who actually enjoy the combat mechanics, you can do that to your heart's content. I also appreciate the "optimize" on the equipment page -- though, again, for those who enjoy the "housekeeping" stuff, have at it. (I wish there was an optimize that would work on all your characters at the same time). You can have up to 8 in your adventuring group, though only 4 are in action at a time.

I totally recommend this for all who love the old RPGs. I got my steam account out of mothballs just so I could play it.. Mars Odyssey is short and straightforward but it is stronger because of it. You check out a space station then repair some robots on Mars. Along the way I learned a little about Mars and the real robots who have been exploring it on our behalf. Most importantly, I got lost in the experience and by the end I was excited about the future of our species on Mars and among the stars. This is not a game but as an educational experience, I loved it.. This game has needs some speed improvements, as well as a fix to the lag. Untill those are fixed Im not a fan of the game.. Purchased since it looked like *Pirates! Junior Edition. Not bad for the price. Entire game can be played with the mouse. left click steer, right click shoot, middle click camera and scroll wheel zoom. Gameplay consists of trade and missions between 4 different zones. Storyline is presented through visual novel-like cut-scenes when docked. Missions progress the story forward while still leaving the free roam options of finding loot, slaughtering pirates and picking up sub-quests. Supports 1080p and some basic graphic options. Should run on netbooks\/laptops.*
https:\/\/www.youtube.com\/watch?v=sog0_8DrX1Q
More aimed at the younger generation but I'm still having some fun with it. Would like to see the in-game trophies linked to steam achievements.. There are two types of games I really hate to review: criminally mediocre games that you can't really say anything interesting about and games like AR-K, a game that has a lot of heart, but is like a busload of burning orphans careening off a cliff; a terribly executed, tragic waste of potential.

 Update

Within the day, I was contacted by one of the developers to tell me that they read my review and are working hard to make sure the next episodes live up to expectations. That's great to hear! By actually talking with me about my criticisms it reflects very well on AR-K's team and gives me even more reason to hope that it might come together and I can recommend it to everyone. The review remains the same for now, but those interested in the community behind a work in progress may find that here.

 Back to the review

How shall I start to explain the trouble that is AR-K? I know. Look around your computer and try and find a belt or length of rope. Just trust me. I'm going somewhere with this. Got it? Okay, now fold it in half, grab it firmly by each end and pull it taut. Now rapidly move your fists inward and outward. The flapping movement you are seeing is quite similar to how the main character's mouth moves in the first episode of AR-K; outside of cutscenes, anyway.

You might think this is a minor gripe and adventure gamers have always had a knack for looking past poor and peculiar graphics. And you'd be totally right. But I'm only pointing out one teaspoon in an ocean of technical issues and bad presentation. The volume of the spoken dialogue hasn't been normalized, there are a couple of misread lines, the subtitles have been poorly edited, you can't save on your own initiative or have multiple game files, the voices of characters are prone to change once or twice (probably artifacts from old voice actors), there's been some weird scaling when characters interact with each other, it took me about fifteen minutes to figure out how to get items from the inventory screen to interact with objects in the world, and the English localization has a few wrinkles. That isn't even an exhaustive list.

Alright, alright. So that's all really quite terrible, but like I've said, we're fans of point and click adventure games. We can forgive any kind of presentation in the name of good puzzles and and a good story. Let's start with the puzzles then. So, you've got an object on a high shelf that you want to get, a length of rope, and a large-breed dog. What do you do? Obviously, as an adult of average physical ability and a functioning brain, you ignore the rope and dog and climb the shelves, get a nearby box to stand on, or you just wedge your arm behind it and push it over. But you're playing an adventure game so you're probably already conditioned to ignore logical brevity and will do exactly what the game expects you to do: combining rope A with dog B. That's a puzzle in this game I found intuitive and logical and solved within seconds of its presentation. So, dear god, what kind of anti-backwards madness-dimension logic must be

employed for me to call this game a completely illogical mess that demands a walkthrough?

Well, let's examine one puzzle from episode one that I like in theory, but was so horribly implemented it was unsolvable. In AR-K, you play an investigative journalist and there was a puzzle based around you asking other characters about a policeman so that you could create some sincere-sounding flattery to get him to help you. That's a totally awesome thing for a game about an investigative jounalist! However, the hints you actually get don't correlate to the actual dialogue options you're presented with during the flattery, at best. At worst, they're totally misleading. For example, you're meant to get his first name from a bulletin board where various people have left posts. Now, the names on the board include three of the four choices you have in the dialogue and absolutely none of the bulletins suggest character traits specific to an officer or to anything else you've learned about him. In fact, the closest logical leap I could find is that one of them mentioned a feature of the specific area he was patrolling, so I assumed that must be the one. Nope. So to solve the puzzle you have to choose one of four dialogue options correctly four times. The game will not tell you which you have gotten correctly and none of your hints are better than my example. Oh, yeah, and in episode one you can't cut off dialogue you've already heard (at least I couldn't find a way).

That's exceptionally awful. And it's doubly bad, because that's such a neat idea poorly done. But it's not the worst. Actually, episode one wasn't too bad. There was one other highly questionable moment that I only solved by clicking everything I had on everything else for long enough to get a result, but only that dialogue puzzle sent me to a walkthrough. Episode two, though.... Did I somehow kill your family without knowing it, episode two? Is that why you tortured me so? The first half was perfectly logical (well, dog-rope-shelf logical), but then there's a bit with a rat, and a trap, and you have to shoot it, and you have to... and you have to *rocking back and forth while crying*. And then you're taking exams for some reason!? WTF!?

Okay, so the puzzles are half okay and half unsolvable moon logic. That does not a good adventure game make. But, hey, we've still got the story, right? It's a noir thriller, with the cartoony charm of Sam & Max, and it's set in space - the best setting! There's no way this could be bad, right? Well, hmm. It's okay. Episode one starts off with a good noir hook involving a mysterious MacGuffin and ends with the uncovery of a sinister plot, a betrayal, and ominous forshadowing. I even like the simple touch that we're playing a female investigator under the influence of a "homme-fatale" in a typically masculine genre. However, episode one is just a lot of screwing around on a college campus with very little movement in the story. It also doesn't help that the main character is kind of rough around the edges and performs some unlikable deeds. And it's not so gut-bustingly funny that you can forgive the character's misanthropy like with your Sam & Max. That said, episode two fixes all of those problems. The plot thickens and things happen. The protagonist actually appologizes for, say, maiming her mostly helpful roommate. And, most importantly, a disembodied narrator is introduced that only the protagonist can hear. There's some wonderfully funny lines between them and the narrator is able to voice our concerns with the protagonist's actions and manners.

The narrator is also supposedly there to give you hints, but these are as helpful as the aforementioned clues with the policeman puzzle.

So we've got a badly designed, technically messy game with a story that's all over the place. No, I can't recommend this game. I really wanted to. If you had told me last week that I'd be playing a noir-themed adventure game in the style of Lucasarts or Telltale set in freaking space, I'd have said, "Yes! All of this! Melt it down and inject it right into my eyeballs!" I want AR-K to be the video game equivalent of the underdog kids in an 80s sports movie, where after a synth music montage with a robot, the devs crank out an adventure game that beats down the big bully Triple A teams that give adventure games wedgies.

Maybe it still can be that. There are still two episodes that haven't been released and episode two was mostly an improvement over episode one. In recent history, Tales of Monkey Island went from a mediocre first half to an adventure worthy of its pedigree. I'll keep an eye on AR-K's upcoming episodes and maybe I'll have the good fortune to erase my work here and tell you how badly you need to play this game. For now, though, I wouldn't.. still holding realy well. DO NOT BUY!

Devs have abandoned the game while it still contains game breaking bugs that cause crashes and erase game saves.

It does NOT contain a "repair" feature and does NOT have raiders, making the "What's Mine is Mine!" achievement

[unattainable.. Even for less than a dollar, this "game" is just a boring grindfest. Tycoon in name only.](#)