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Shadows Peak Download]

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## About This Game

**Shadows Peak** is an atmospheric, open-world horror game focused on exploration that doesn't hold your hand.

The main focus of the game is on the atmo 5d3b920ae0

Title: Shadows Peak  
Genre: Action, Adventure  
Developer:  
Andrii Vintsevych  
Publisher:  
Andrii Vintsevych  
Release Date: 13 Mar, 2017

### Minimum:

**OS:** Windows Vista, 7, 8, 10

**Processor:** Intel Core 2 Quad, Intel Core 2 Duo e8500

**Memory:** 4 G

English,Russian,French,Simplified Chinese,Japanese,German,Korean

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Interesting experience featuring a clever change in protagonist and plot direction. I finished the game in five hours. I did get lost for a little while until reoriented as the wilderness can be hard to navigate if you leave the beaten path. I got this game with the Witch-Hunt bundle, (WH is awesome BTW) otherwise I probably would not have acquired Shadows Peak. Not really an FPS, although it has a few point and shoot moments. Mostly a sci fi-horror story where one location leads to another to advance the plot. The map is open but there are a couple methods employed to keep the player following the linear story: which is a good thing because its easy to head the wrong way in the dusky wooded environment. Also, expect to explore a couple caves along the way. I don't think there is enough game here to stand on its own, however as part of a bundle I am OK with it.. With cheap tricks, graphics and gameplay like this, who needs.. This game just tries do be something that it isn't.. Perfect example of how to ruin an atmospheric horror game!! The game never had any good gameplay mechanics but it was fine in the first chapter, as there was little combat and the game was primarily focused on the atmosphere. It all changed in the second and final chapter. The game suddenly became a shooter with aliens attacking you. This would not be so bad had the games controls actually been good. The aiming is atrocious and the character movement just horrible! Worst of all is the battle against the beast. How stupid! You are forced to fight a bear with a gun that is next to impossible to aim, even if he is right in front of you. The controls are barely responsive and something even reloading is a chore as you need to press the reload button a few times. When you manage to reload, for some reason, it takes a few seconds to be able to shoot, whilst the bear gets closer. The game had great potential in the first chapter but the programmers decided to become lazy and make this a shooter with controls that were not even acceptable in the ps1 era. Fortunately, this game and so I did not waste so much money in buying this crap.. Let's Play- Over all this game is smooth, creepy, and fun! Sure the plot's not a triple A seller, and its not as scary as you might expect, but I have high hopes for it! Hey, let me set that teddy bear on fire and I'll give it a ten out of ten! But for now I'm going to give it a 7 out of 10. I'm not judging harshly because I enjoyed the game and its still being worked on. The plot could use some fleshing out, the music could be a bit scarier, the enemies could be a little less forgiving, and there could be a few more places to go into on this wide scale map.. I have played several Early Access Games where the game machanics were so-so. Shadwows Peak is by far ahead of the curve. For the Price, I highly recommend the game for overall playthrough and graphics.. Interesting experience featuring a clever change in protagonist and plot direction. I finished the game in five hours. I did get lost for a little while until reoriented as the wilderness can be hard to navigate if you leave the beaten path. I got this game with the Witch-Hunt bundle, (WH is awesome BTW) otherwise I probably would not have acquired Shadows Peak. Not really an FPS, although it has a few point and shoot moments. Mostly a sci fi-horror story where one location leads to another to advance the plot. The map is open but there are a couple methods employed to keep the player following the linear story: which is a good thing because its easy to head the wrong way in the dusky wooded environment. Also, expect to explore a couple caves along the way. I don't think there is enough game here to stand on its own, however as part of a bundle I am OK with it.. This game was the 12th Episode of My SHN Tales of the Horror World Livestreaming series and i played it completly live on stream. What can i say this game scared me! Awesome soundtrack, awesome locations which also includes a ultra creepy cave and a house in which sometype of a Demon was conjured up. If you want to get scared, plug in your headphones shut the lights down and play it alone at night. If this does not scare you one tiny bit. Then i honestly do not know what will scare you. I highly recommend this Game. the developer: Final Chapter now please!!!!!!! I need to re-edit this review! The Final Chapter has so many flaws! getting stuck on corners make this game literally unplayable for me ! I died many times because i got stuck in corners and yea even during the chupacabra bossfight i even glitched inside the creature . A good Horror Game with part 1.atmospheric and brilliant ! but the final chapter was not needed and it killed the game IMO sorry :( The game play style is pretty simple. You have an open map so the story isn't strictly linear which enables you to explore the game freely. The story of the game starts off very vague and throughout the game you still don't have much of an idea of what's really going on. The sounds in the game are good when it comes to music which I liked but for some of the sound effects they were pretty basic and didn't fit the part just right. Like the walking sound effect for example. The graphics are pretty good. One issue I discovered while playing was a bit of lag as I walked. The rain and lightening were pretty sick. The shades are creepy. Since there is going to be more context released later on for this game I'm looking forward as to how they are going to develop the story, the characters and most importantly the plot. I feel like this first release is lacking luster compared to what I was expecting but I had fun playing the game nonetheless. I don't want to give away too much but I was confused and disappointed in ending of this part but I am hopeful for more DC to come. Play it for yourself! I enjoyed it for what it cost and what it is. 02/22/2017 Just finished playing the final chapter of this game. So overall review. I liked the style of this indie game. It fits the definition. The graphics were clean and I liked the ambient scene and music as well. To me the music can really make or break immersion and that it an important factor. I enjoyed the first part of the game the most. I loved the gray cloudy sky and the feeling of isolation. I wish the story had more meat to it. I still don't understand what the dark souls have to do with the story ( it may have been a piece of information I have missed in the

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game). The shades still creeped me out. I still recommend this game and had a lot of funny playing it.

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