
Countless Rooms Of Death Crack Pirates Bay



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About This Game

You open your eyes, slowly and painfully, as a dull throb pounds inside your skull. All around you is darkness accompanied by an overwhelming silence. There is a weight in your lap as you squint into the darkness revealing nothing but what seems to be the hospital bed you are lying in and the cold, metallic glint of a flashlight's metal casing.

You reach down anxiously, taking the flashlight in hand and trying to take comfort in its ambient glow. Your surroundings reveal nothing. A room. Cold. Dark. Lonely.

"Caution: This bunker has been evacuated. All occupants are instructed to make their way to their nearest assigned exit and to follow the instructions of security. Caution..."

It repeats its soulless instruction and the sickly feeling of dread coils in your stomach as you take your first steps forward. Your thoughts struggle to make sense in your head but instinct tells you that things are about to get worse...

Finding your way out of the bunker will not be as easy as you think; defended by numerous security systems, your journey is going to be a dangerous one. Sure, you could try to activate the shutdown sequences... As long as you can solve the puzzles required to do so.

You are alone. Defenseless. Confused. But then, for you, it was always this way...

About Countless Rooms of Death:

Countless Rooms of Death is a puzzle / adventure game with a horror atmosphere. There are no weapons or real enemies; instead, we aim to bully your mind. All you, the player, have is a flashlight with which to find your way through a dark labyrinth, solving puzzles to acquire keys which will allow you to enter the next level.

There are strange happenings and whispered voices to investigate, and several ways to meet your demise within the labyrinth. Strange lights and shapes will try to distract you from your path to freedom. The story unfolds in the form of medical records which, with the passage of time, will help you to remember how you got here in the first place.

- A dark, lonely labyrinth with a history waiting to be uncovered.
- Many challenging puzzles.
- An obscure story which will be revealed as you continue to progress.
- Your biggest enemy? Your own mind.

Title: Countless Rooms of Death

Genre: Adventure, Indie

Developer:

HCP Games

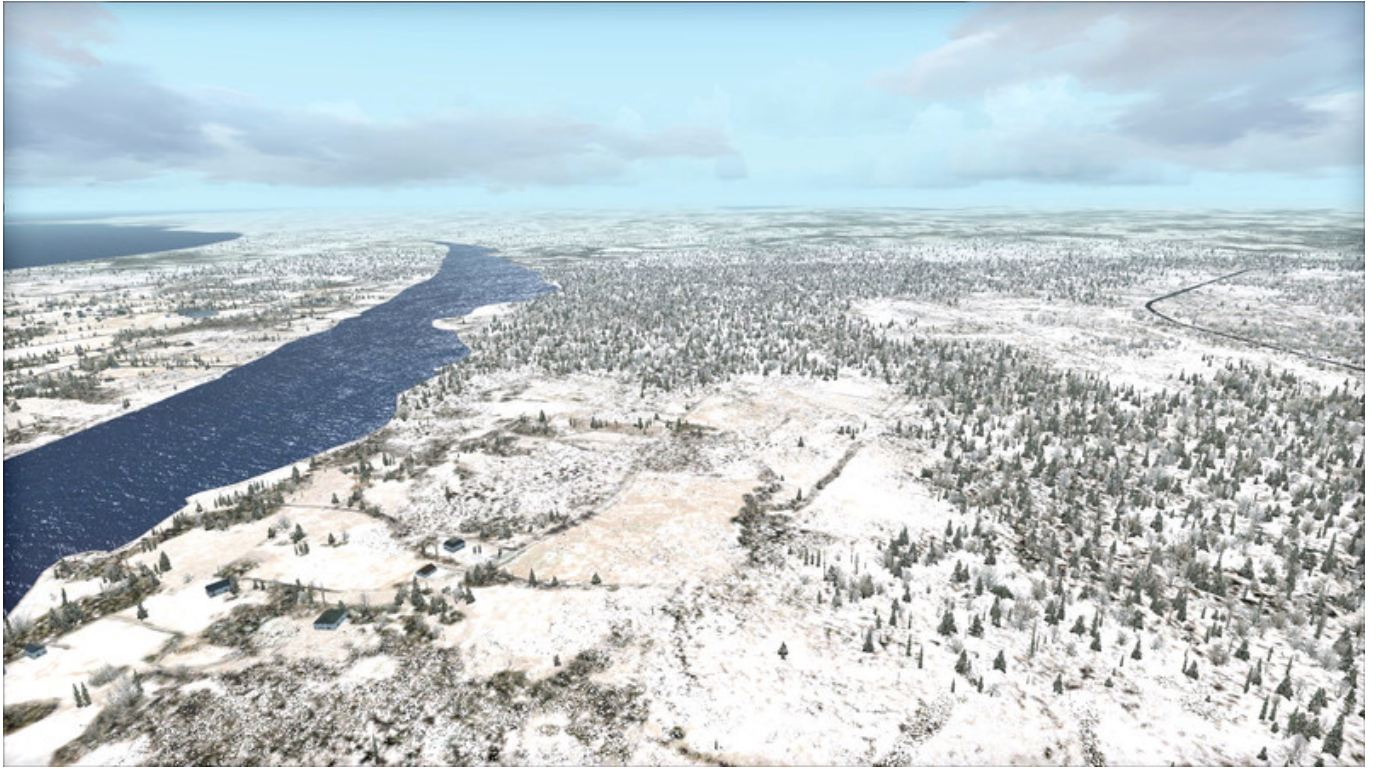
Publisher:

HCPGames

Release Date: 20 Feb, 2014

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English





Clyndol

Sarna

Avatar of Death

Mordai Vell

Fire Temple Champion

Fire Temple Champion

Sarna

Clyndol

Radaban

Warty the Warlock

Encounter Map (Pre-Round 4 Player)

Unidentified Map /

COMBAT TRACKER

Name	Init	HP	Temp	Wind					
Avatar of Death	99	0							
Effects: (IMMUNE: necrotic, poison; IMMUNE: charmed, frightened, paralyzed, petrified, poisoned, unconscious) Blinded: [0:1]									
Mordai Vell	10	91							
Effects: (RESIST: fire)									
Fire Temple Champion	8	40							
Effects: (RESIST: fire)									
Fire Temple Champion	8	40							
Effects: (RESIST: fire)									
Sarna		38							
Clyndol		40							
Radaban		49							
Warty the Warlock		43							

MENU

ROUND 0

GM

0

ADV

DIS

+2

+5

-2

-5

1

3

7

4

PG

NOTES

MAPS

STORY

NPC

ITEMS

TOKENS

LIBRARY

Death is merely the beginning in Continue?9876543210

this game is more so a great way to shed light on something everyone thinks about in those deep moments of thought. I recommend this game to those who are interested in more than just a game. This is a dive into the end of one's life, and you'll definitely get some feels along the way.

Continue? because there is indeed life after death.. Music is awesome.. I can imagine my son liking this. Nice work.

One thing: my display is 1600x1200 and the loading screens and dialogue ran off the right side of the screen... you might want to check any assumptions you're making about the screen size.

No other problems to report though chap :). So, some people have been hating on this game. Yes it's unpolished, but the devs are trying to take care of that. Others are hating on how difficult/simpistic it is. Either hire a human basic cook at the beginning and sit on your hands wasting time away or lose in frustration to the Royal Tax Collector (who seems to be the biggest actual enemy in the game). But there's a pattern to everything. As of this review, all you have to do is remember six dates: the 5th, 15th, and 25th then the 6th 16th and the 26th. The first three are when the arena happens and at 1900 the organizer needs rooms for his guys. At the start an easy 300 gold. The second set of dates is when the true archvillain of the game shows up, the tax collector. Seriously? What tax collector shows up that many times in a single month? He's pocketed most of your hard earned cash, no doubt. But, if you stockpile meals with the cook, open rooms slowly, you can easily deal with these obviously over TRITE obstacles. Just kill/gather enough to make up the difference and soon you'll be able to wander/kill/gather/kill to your heart's delight. And as a bonus, please take this into consideration: At 0600 (the start of the new day with the management screen popping up) everything resets. So, if you're in, let's say, a DRAGON HORDE MISSION, and you've cleared everything out and it's close to 0600, just wait there until afterwards and watch every chest close and refill with goodies. And don't forget about the Shadow Familiar. It can be a major boon if you take the time. The game is not perfect, but it is a very good time management sim that deserves some credit.. There should be really more of those games. An adventure game with nice puzzles, not too hard and a capturing story line. I really enjoyed the time spent on trying to kill Hitler.

'prepare to die idiot'

this is a godly game. What do I say.

I love the earn to die series. But with this, you are better off playing it in your browser. The money collection speed is absolutely \u2665\u2665\u2665\u2665\u2665\u2665 You have to play through a level 50 times before having enough for the last armor upgrade. You don't even get a bonus for collecting all money crates in a section. WHAT USE ARE THEM THEN?

No options. Can't turn the music or sound down, just on or off. Can't turn off checkpoints.

And the elephant: YOU CAN'T USE PREVIOUS CARS WHEN YOU UNLOCK A NEW ONE. WHAT THE \u2665\u2665\u2665\u2665 WERE THEY SMOKING?

If you make a Earn to die 2 Deluxe, here are my suggestions:

x2 Money mode, where there are no money crates and upgrades cost slightly more.

More Options.

Using any car on any stage.

Names for the cars. (I.E: level 2 car can be the "Lead Sled."

Bonus for collecting all cash crates.

More music.

Option to repair cars.

. This game is authentic bullethell action arcade style. My modded Mayflash F300 arcade stick works great with the game without any issues. The soundtrack is top notch and the action is fantastic. The game itself is not very long but you will sink time into it buy trying to complete the different difficulties. Overall it was a great purchase, well worth the \$10 asking price if you're looking for an authentic arcade experience at home.. sorry. i wanted to like this game.

i was hoping for a rougelike, seeing someone lose the game in the gameplay trailer...

but i was going to beat it on my first playthrough and stopped playing. why?

it was challenging and stressful at first during the learning curve.

as soon as i learned how to play the game, it was incredibly easy.

the hardest part of the game was the math of trying to add and subtract a page of tenths, hundreths, and thousanth with no subtotals whatsoever.

it's hard to be a strategy game when halfway through you say "f it" and stop worrying about your little economy.

took less than half an hour for me to play it with no audio.

tried to keep playing it windowed in the background...

sorry. its that bad.

. I found the writing to be very engaging and plot very interesting. I wholeheartedly enjoy the concept of branching paths, which this game exploits at its leisure. I became a hero in the end, thanks to my trying to talk a cult member out of a terrorist act and generally being your average joe. And, this should be no surprise to my friends, I gave in to Lucy's temptations, thanks to my weakness for foregin girls.

Unfortunately, since this is a text-based game we have here, I could only muster one playthrough. It doesn't help that it doesn't have a save game feature or chapter select. This is a picky comment, but it would've helped this game a lot and add some replay value if it had a little more meat to it, made this into a longer story. Then again, you can only stare at text on a screen for so long.

Regardless of my personal preferences, if you're looking for a game that's not at all asking for you to have the right graphics card and a story that's particularly engaging, I'd say this would be worth your time.

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