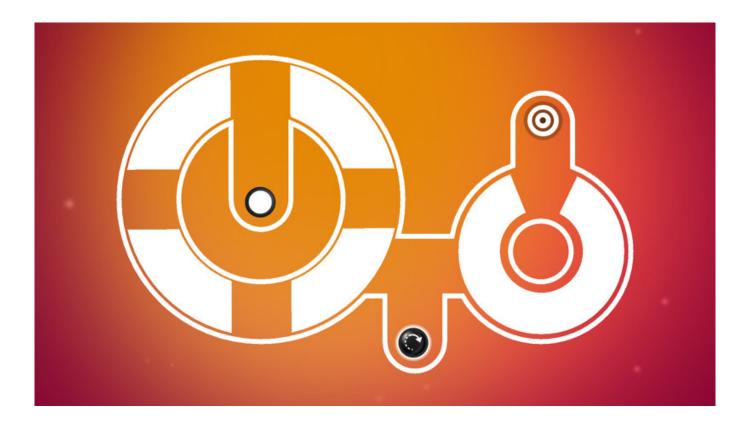
Pamali: Indonesian Folklore Horror - The Hungry Witch Full Version Free



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About This Content

Access to this DLC (The Hungry Witch) will be granted upon release (TBA 2019).

Explore the ways of protecting the baby from supernatural entity in a Balinese culture. Learn how to repel and fight the entity to keep the baby away from danger.

A family just moved to a remote area in Bali Island following the husband who is a Balinese local. A new mother, Jessica, decides to stay at home alone with her baby when the husband is away. While doing the house chores, she hears the baby cries for no exact reasons in the other room. Little does she knows, a supernatural creature that preys on newborn babies, comes to her house that night. She forgets to put a Barong mask next to her baby's crib, which makes her losing protection from such entity. Jessica then, must find a way to keep herself and her newborn baby safe from Leak's haunt.

Experience the authentic Balinese setting and culture while finding a way to keep the newborn baby safe from the witch who turns herself into a Leak during the dead moon night.

Features:

- Atmospheric horror in a remote area of Bali Island, Indonesia.
- Multiple endings depending on the choices player made during the playthrough.
- Unique Balinese culture references regarding baby's protection.

• Timed events which enable the playtime and events triggered via time.				
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Title: Pamali: Indonesian Folklore Horror - The Hungry Witch

Genre: Adventure, Indie

Developer: StoryTale Studios

Publisher:

Maple Whispering Limited Release Date: 27 Dec, 2018

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Minimum:

OS: Windows 7 64-bit

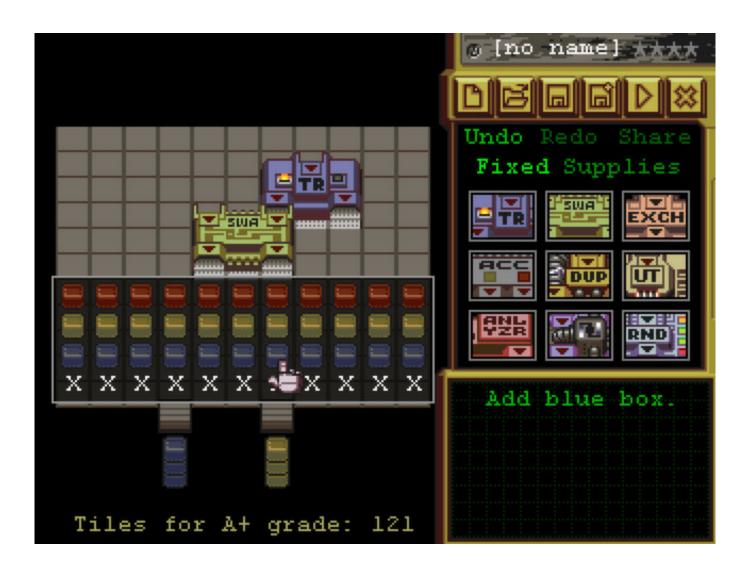
Processor: Intel(R) Core(TM) i5-7200U CPU @ 2.50Ghz

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 940MX

Storage: 3 GB available space

English, Simplified Chinese, Traditional Chinese







This map is fantastic I havn't had time to drive all the lines yet! Perfect for someone who is looking for lots of lines and a big city.. This game is a package with both competitive gameplay and fun! Almost flawless controls and game mechanics, cool and unique arenas and a ton of characters to use and unlock. I would recommend this game to anyone who wants to have some fun competition with friends or by yourself!

I made a Let's Play of ChargeShot, check it out: https://www.youtube.com/watch?v=pV9m3Or8Dis. Gashlycrumb Tinies: The Video Game.. Gawsh this game is bad. The gfx are uninspired, and lack in contrast; the sounds are just a few sfx samples mashed together with bad bg music sometimes, the controls suck, the story seems uninspired (though I didn't get very far before I was turned off too badly)...

WWWRRRRRRRYYYYYYYYYYYYYYYYYYYY

Sorry. Got too excited.

EDIT: Alright, I've finally calmed down.

Basically, this DLC contains no story or what-so-ever. Just Edy. And a weapon. And a decal. (After clearing a mission with not much context.) I was hoping there is more to it, like in the previous VC games where Edy has somewhat interesting DLC missions.

While I do appreciate seeing Edy again... I WANT MORE EDY!!! WHERE IS THE STORY. WHERE IS MI ANIMUUU---!!! W-WH- *incoherent screaming*

I guess I'll forgive them for now for filling one whole page of the journal with a portrait of Edy.

But I'm watching you. You hear me. I'M WATCHING YOU.. First off I want to cover the graphics, very visually appealing to my eyes. The game is vibrant and colorful. The environmental levels hit a soft spot with me, the creators were not lazy just to have one level. I also found this game extremely addictive and I spend countless hours a day on this game.

There are some downsides however, there are only two different languages to choose from (English and German) and if this game wants a chance at going international I would expect them to make this change immediatly. There also seems to be some problems with the landing, sometimes I would lose my luggage when I landed fine.

The sound is also was a small issue for me. It was too loud and I had to manually go to my sound mixer and turn it down. The music was very enjoyable and the only option was to turn it completely off.

In conclusion there needs to be more options in the menu and more languages added and if so this could easily be one of the top games of the year. I have been a classical board gamer for many years with a penchant for historical strategy games. When I saw a game such as this one that took a strategy board game and put it on steam, I jumped at the chance to play it. However this was a mistake. There is no rule book or explanation of any of the game mechanics anywhere. The tutorials were simplistic and useless. This left me to figure thing out everything on my own.

This game presents itself as a fairly simplistic introduction to the Napoleonic wars. And it is; too much so. Battles have a couple key strategies but are all together purely luck based, there is no sign of logistics or resources in any way, the political system has been abstracted into oblivion and interaction with the map is minimal. All of these things combine into a game that has poor historic\realistic basis and left me frustrated again and again. I have no choice but to put this game on the list of games that sacrifice realism and decision making for basic simplicity.

Issues:

Right off the bat, it feels like it's in alpha. Keyboard controls are clunky, non-intuitive, and sometimes produced different results than the options menu indicates they will produce. There's little mouse options in this game. The dialogs do not always indicate the next step of the quest. Sometimes you have to guess what to do next. This can be very frustrating. Honestly, although the graphics are lovely, it feels unpolished and about 15 years old.. Very unique and flexible concept. Also very easy to make excruciatingly difficult levels.. great platform game for NES lovers and pro retro gamers. The game is very addictive when you are bored, the price tag is a very nice price. And don't worry, it's not a Battle royale game (yet)

10\/10. It's fun for what it is. It's a cheap game that gave me 10+ hours of entertainment.

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