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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 know, 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.

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- Timed events which enable the playtime and events triggered via time.

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







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)...

WWRRRRRRRRYYYYYYYYYYYYYYYYYYYY

EDIT: Alright, I've finally calmed down.

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

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.

7 / 9

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)

10V10. It's fun for what it is. It's a cheap game that gave me 10+ hours of entertainment.

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