
Chief's Quest Crack Cd



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About This Game

Chief's Quest is a classic action platform game inspired by native american culture as well as anime movies such as "Princess Mononoke" and "Nausicaä of the Valley of the Wind"

This game about the young warrior Mikasi from the Big Bird tribe.

Mikasi's father instructed his son to find and bring back home the mischievous little sister.

So our hero goes on a journey in search of his missing sister.

The road is full of dangers, dire animals and evil spirits inhabit these lands.

But brave and courageous Mikasi is ready to challenge all difficulties!

- Classic action platformer
- A variety of locations with unique enemies and traps
- Colorful pixel art graphics
- Beautifully animated characters
- Secondary weapons, allowing to change combat tactics



This is a necessary measure, because from our country it is impossible to register a project on a kickstarter without intermediaries.

Therefore, we are extremely grateful to everyone who buys our project at an early stage!
if you played our game and you like it, please write a short review, it will really help us.

Nuances:

At the moment in our game there are 3 music tracks written by Inigo Del Vale

Our studio consists of only two people, so the main goal for us - visual quality and balanced gameplay.

If we can sell about 1000 copies, then we will make a full OST with 10-12 original tracks (we don't actually have a budget).

For now game run at 1920x1080 resolution(but 720p looks almost the same) and got full support for xbox360 and Dualshock4 gamepads.

If you have a gamepad of other brand, you may use the x360ce emulator.

Title: Chief's Quest
Genre: Action, Adventure, Indie, Early Access
Developer:
Great Chief Studio
Publisher:
Great Chief Studio
Release Date: 15 Nov, 2018

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Minimum:

OS: Windows 7 or above

Processor: 1.0 Ghz or above

Memory: 2000 MB RAM

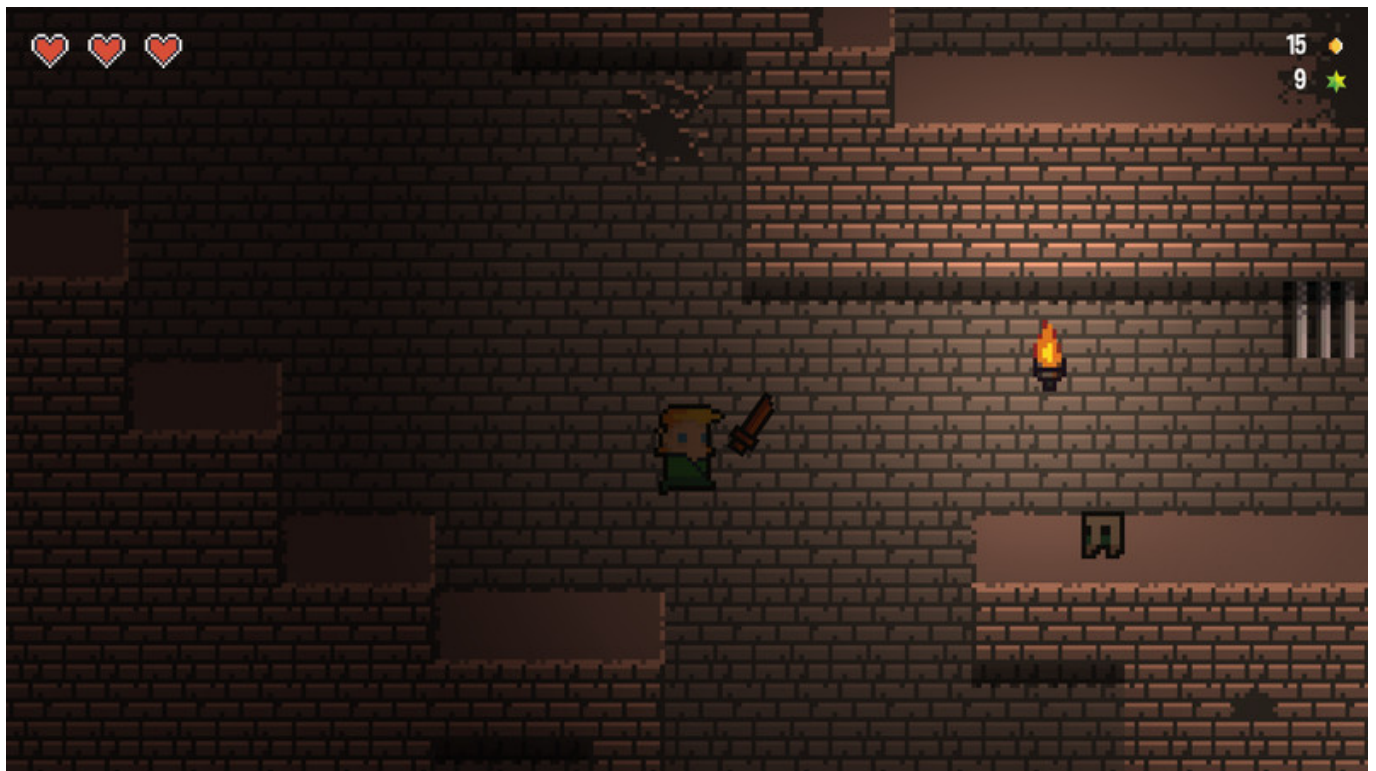
Graphics: 1 GB RAM

DirectX: Version 9.0c

Storage: 2500 MB available space

Additional Notes: Native game spec ratio is 16:9. Compatible with xbox 360 and dualshock 4 gamepads.

English







gerudo chiefs heirloom quest. chiefs questionable calls. chiefs questions. exeter chiefs question of sport. chiefs interview questions. chiefs patriots questionable calls. chiefs titans questionable calls. life without chiefs questions. too many chiefs quest endless legend. chiefs interview questions police

This is a fun little game about running a gun shop in a zombie post apocalypse. Success on trades is determined in a manner similar to the old golf games where you click a meter at the right time. Buy low, sell high, higher merces, bribe generals. Zombies attack your gun store, so you have to maintain defenses.. you need to update this game alot, it has lots of potential. make it run better on slower processors. It is not porn. Even with the patch it would not register as porn in my opinion but it also is not for children as it has some nudity and sexual content. It is a somewhat comical story of a young man tasked with getting 3 neurotic artists to work. I give it a positive rating because 2 of the artists are very memorable. I did not expect that from a visual novel. If you put the Bounce series of V.N.'s on one end of the spectrum this is on the other end. As far as I can tell the only decision that matters in the game is the last one. There is an effort to add some erotic content toward the end but it felt "tacked on." So if you are looking for porn or eroticism keep looking but if you want a well written funny story this may be for you.. Don't be fooled by the pretty screenshots and the cheap price. This game has some major issues that needs to be addressed before I can recommend it to anyone. A minor one is that it doesn't launch properly from Steam VR. You can get around this by launching it from the desktop view of Steam VR. A major one however is the sound effects that is either missing (or doesn't trigger for some reason) and that sound location is totally off. You'll find yourself looking behind your back because the noises seem to come from that location when they're not. Another issue is tracking of controllers that is delayed (despite overall good framerate) and breaks immersion. Oh, dialogue and voice acting is in chinese and not english despite what the infobox says on the Steam page.. Possibly the only "multiple endings" game I've ever played where it was actually worth playing the whole game three times, since the gameplay and puzzles change significantly. Interesting and creepy atmosphere, but it's a shame the dialogue and descriptions aren't in better English.. its assassin's creed unity that is all. It's an amazing game it's just there's no people because they stopped working on it. . it's a very addictive game. I'm a bad mother. My purple lumini all died *weeps in corner*

~By far the most beautiful explore games out there. Captivating backgrounds and music. There are some very intense and challenging moments but achievable so it's not too easy. Using a controller is convenient at times where you need to turn the stone wheels but I was still able to play just fine with a keyboard. The cute little sounds they make are just.. so.. *sniffles* cute!. Cute, and a fairly good story + writing in comparison to many other visual novels of its kind. The main protagonist (whom you play as) is quite the \u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665, but apparently gets away with it thanks to the time he's living in.

I've had a lot of crashes so far, but hope that the creators can sort it out in time.

Overall a nice catch, especially if you get it on a discount.

it is not at all what you hope for even the dinos there are pasiv in natur wil attack you. need brain to play but I don't have brain. Just played for about 20 minutes. Very neat game mechanic. Actually takes practice. Made me instantly nauseus though. I fought through it because I thought the experience otherwise was pretty fun. Playing with 1080ti and 7700k and oculus. I wish the textures were better at their highest setting. Respawn back to the beginning was a bummer when you are trying not to throw up. Giving it the thumbs up though, just want to give a heads up about the motion sickness some may have.... The balls roll around and you shoot new balls into the correct place to match colors. It's fun.. Good looking game but the gunplay is very lackluster and with a game where shooting is the main focus that equals refund for me.

Hello, Thank you, and Bug fix:

Hello

First of all I just want to say:

Thanks, merci, გმადლობთ, [??], danke!

To all of you people who bought this game!

Couple of days ago we have finally release our first game in early access.

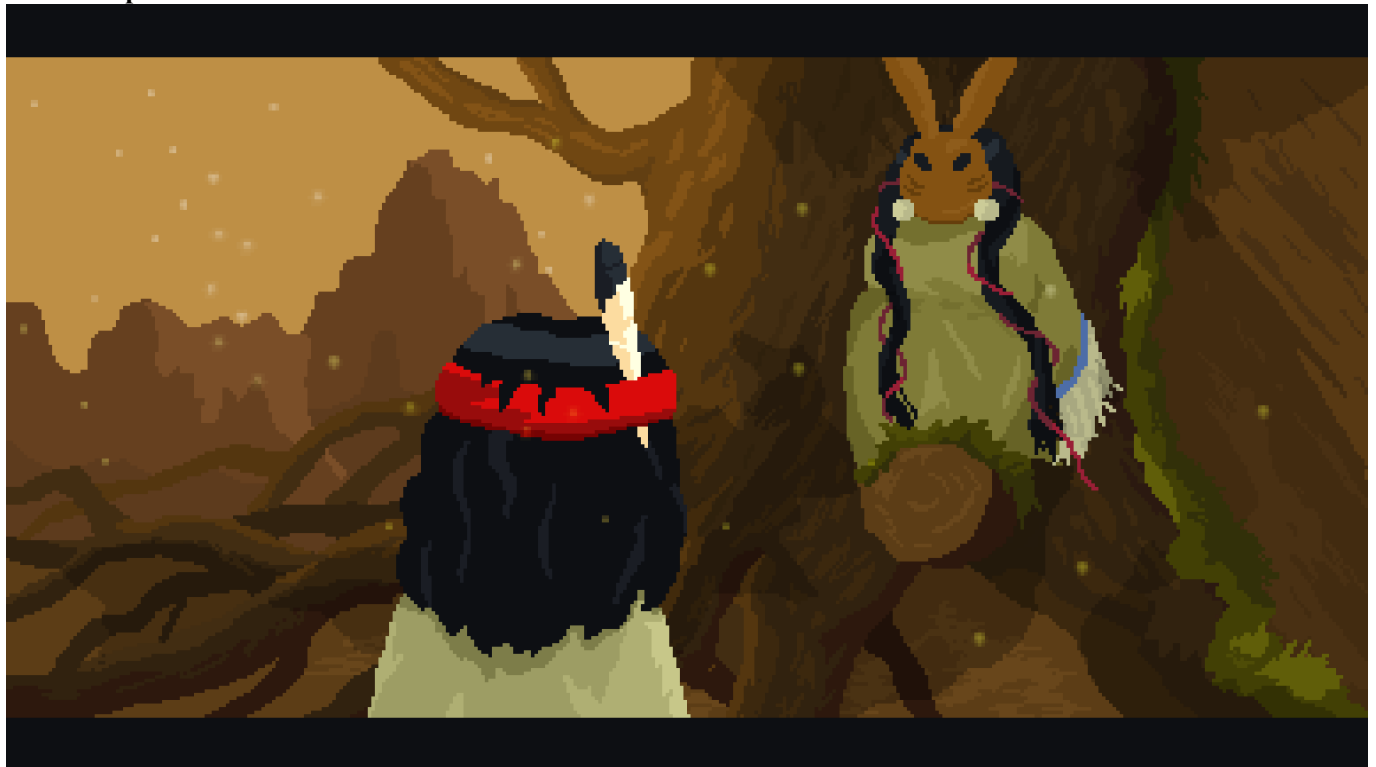
And today we've got the first minor update that fix the hitboxes and make the first enemies a little bit easier...if you dont forget to grab a throwing knife of course. 🤪

Now we are working hard on the next level and it will be a much bigger than the first one and more diverse!

Also we are working on sound effects that is will be added to the game soon.

Hope you liked our game and stay tuned for the next announcement!

. Date of update:



Hello!

I'm afraid that we running late with major update,
It will be ready somewhere near the december 15.

But I'm not empty-handed!

I want to show you what a cutscenes will be look like (this one above).

It just a one frame, but I think it look pretty nice.

Many thanks to everyone who decided to support this project, it means a lot to us!

. Full second level released!:

Hello players!

This is our first update in this year!

We finally made up the second level and we hope you'll enjoy it!

Whats New:

- Second Boss.
- 7 new locations.
- New Enemy
- Animated Backgrounds
- 1 new achievement.
- Bug fixes

Also we did over 50 copies!

So thank you again for suporting our project!

If you find any bugs or you have any suggestions for the game, please let us know.

. Happy New Year !:



. The first Major Update(a half of it at least):

Hello players!

Thank you all for suporting our project!

Sorry for being out of schedule, one of our pc has broken.

Because of it, this major update contain only the half of new level.

But also we added something new for the first level!

So...what do we have here:

- New animation and pattern for the first boss.
- New NPC.
- New level with 13 locations.
- 3 New enemies.
- Replaced some animations (deathcloud was ugly).
- Now in some locations on level one you can easily see the secrets.
- 1 new achievement.
- All bugs that we (and you) has found - fixed

But there is one problem, due to changes in the structure of levels, old saves doesn't work.

So you'll need to start a new game.

I hope this never happens again, sorry!

Have a wonderful holidays!

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