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## About This Game

### Story :

In the recent past, on the outskirts of a village, a man was digging a well. Suddenly a shovel stumbled upon something iron. The hard worker was delighted and thought he had found a treasure. Unfortunately, the find was not the best event in his life.

It was not a large metal chest with images of people and incomprehensible symbols.

Inside the sarcophagus, the mummy of the child was wrapped in decayed cloth. He closed the lid, not wanting to poke around.

By evening, a very high temperature had risen, sound hallucinations appeared.

In the morning, the man turned into a decaying monster.

A distraught monster ran into the street in panic.

Not recognizing a person in him and a very frightened neighbor shot him with a hunting rifle.

It was the beginning of terrible, unknown epidemic. People became infected one by one, expanding the domain of death.

For unknown reasons, the virus bypasses some people. Attempts to cure infected were unsuccessful.

Desperate favorites take up arms, trying to fix this situation.

The main character enters a world filled with zombie mutants.

In this deserted place, danger traps the player at every turn.

When an enemy appears, the radar is triggered, warning you with a sound and a display on a mini-map.

Replenish ammunition and first-aid kits also relying on these mini-maps.

With a large influx of zombies, cartridges end quickly. Assessing the situation, calculate your strength.

Every shot counts!

Destroy the crowd of the undead, constantly looking for a new victim.

Extinguish a rapidly spreading infection.

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in this locality for the salvation of mankind.

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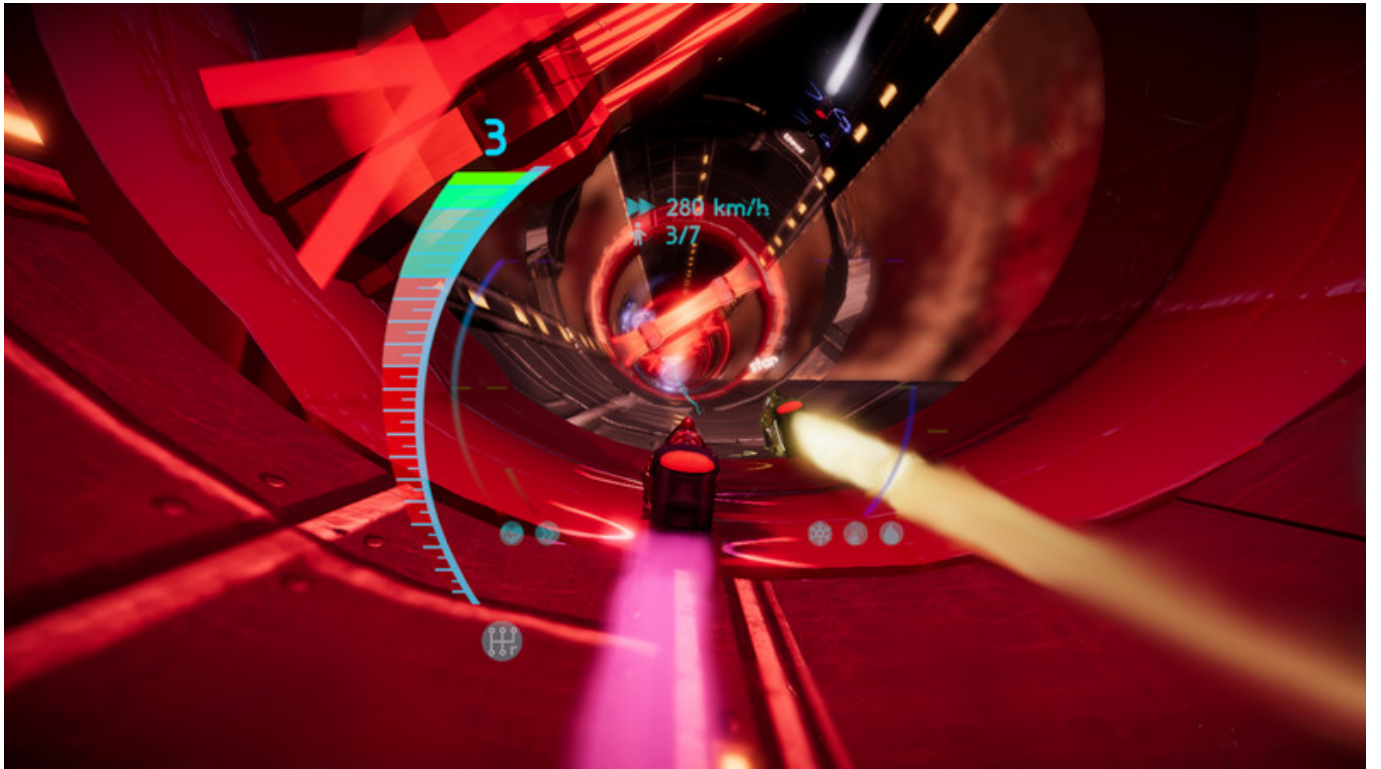
Title: live Mince  
Genre: Action, Indie  
Developer:  
Aleksiev  
Publisher:  
Aleksiev  
Release Date: 7 Feb, 2019

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English,Russian









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punching off heads is fun. I'm not surew here I got htis game, but I saw it in my library and figured I'd try it. Honestly it is not very good :(

The music that comes with it is a bit annoying. The gameplay is bad, and I'm not a fan of what I think they were going for, which is a bland thing to try to be. Best of luck to the devs though, I'm sure the next one they do will be a bit better. :)

Positives are that the gameplay appears to be simple, at the very least, the gameplay shown by the tutorial.. This game is the most mixed-up 'mixed bag' i've ever played.

The good stuff- the idea is amazing, and the game captures the sense of hopelessness that wandering lost around the recesses of RAM might entail. I really like the dialogue too, which has a kind of meaningful meaningless quality, like haikus written by a gifted chimp. The music is quite good, and the basic organisation of the game (wandering around talking to people, finding clues, collecting game resources and then battling to save yourself) is well organised and a good idea for how to conduct this kind of game. So based on originality and thoughtfulness, it would be a 10/10.

However, the execution of the above gameplay is a solid 0/10, and since the gameplay is most of the game, it hurts the overall experience really badly. Generally, the game well captures the futility of trying to escape deletion because it is nigh impossible not to fail over and over and over again, based on flaws in the game mechanics rather than your skill. The combat is incredibly bad, making safe zones suddenly kill you, murdered enemies spring back to instantly and unavoidably shave off half your health (every enemy can do this), and enemies spawn teleported right on top of you to instantly initiate punishing combat with no chance to evade.

The punishment for failure also increase geometrically- every time you make a mistake, the punishment gets worse by 1. For reference, you need to build shelters towards surviving a storm every few levels, and each shelter takes a couple of conversations or minigames to build, with bigger (more effective) shelters taking more. Then when you fail, you lose a shelter. Fail twice, lose 2. Fail 5 times (throughout the whole playthrough), and you lose 5, then 6, then 7 shelters each time. Given how arbitrarily you fail, and that the game actively selects your biggest and most valuable shelters for deletion (i've played it enough to be sure this isn't random chance), the possibility of getting past level 3 or 4 is extremely low for any given playthrough. Add in poor collision detection with environments (falling off parts of maps to your death), continue screens which also delete between 1 and 7 shelters every time, and randomised puzzles and level order, and you have a recipe for extremly consistent frustration. So I give the gameplay 0/10, with the developer either being really lazy on this element (doing no playtesting to realise what a piece of junk his game is to actually 'play') or really hostile to people who pay for his work (taking the 'avoiding deletion is really hard' story element as an excuse to ruin the gameplay element of the game).

I still really enjoyed Continue?, finding it artsy and thoughtful without being too pretentious. But being almost impossible to finish due to game design unfortunately takes it down quite a few notches.. This game is a good example of why graphics don't make a game good. This game is from a different time, where games weren't really games. There were software limitations at the time. However! Despite it's simplistic look, it is actually a good game. The story is imersive as it describes a genetically created being and his life cycle. Think of it like the Talos Principle of it's time.

Pros:

- Good story
- Can run on any computer (No points for guessing why)
- The OG Talos Principle
- Immersive
- Fun
- The music is weird but really catchy and good.

Cons:

- Too short :(
- If you close the game... THE WHOLE GAME RESTARTS >:( (To be fair it is like an hour long game).
- No tutorial. Litterally thrown in the deep end.

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I didn't include graphics on the cons list because it's not fair to this almost 40 y/o game.

Overall 8/10 - Would recommend to anyone looking for a short, immersive, singleplayer game from 1984. Met a cute girl in the land. My VATS said i'd had a 0% chance to hit that.

10/10, such realism.   
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e1

fell in love with first sight (or hear), without the music, I can't make it to the end of the game

thanks~

and...where is the second video's soundtrack???

ps. English is not my mother language. sorry for so many spelling mistakes...



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The things you can do in this game is just awesome, From building a gaint arty base, to a on the go flying plane factory that unleashes hell with a click of a button, I RECOMMEND THIS GAME ALL THE WAY! Hooray for murderous intent.. While my VN reviews tend to focus on the story, that will not be the case with One Last Chance. That's because the story is really simple and the characters are nice, but it's nothing out of the ordinary. In fact, what stands out about this game is its execution. On the bright side, art is pretty nice and the game has full voice acting (...well, almost. Except for the protag), which is a pleasant surprise for English VNs.

On the other hand, however... dialogue tends to be the same regardless of what option you pick, which makes it a little hard to know what direction you're going towards until you finally reach the end. You'll probably need to check a guide to finish it. The fact that dialogue is so repetitive and the only thing that changes is the ending makes it a little tiring and boring to replay in order to get the different endings\achievements. It is also very, very short (I have nearly 3 hours on it because it took me a while to figure out 3 of the endings, since the only guide on Steam didn't work on those for me, but my first playthrough took only about 30 minutes), so while it is definitely not expensive, it is still a little pricey considering what you get.

If possible, I recommend you get it on sale. One Last Chance is a nice little visual novel, but that's as far as it goes given its ordinary story and execution issues. 6V10. Bought the game a few days ago for myself and some friends and have been enjoying it so far. Lots of puzzles and challenging gameplay. Takes some patience to get through but feels really rewarding when you finally get through a level. From talking with the developer, the first level is the longest, so if you feel like that one is too much for you, try out out one of the other ones.. TY for Kiriyo <3. If you can shut your mind off and just click with a fairly bad story, it's for you. Not much story though. Figured it would be a little clever like the Hercules games but no luck there.

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