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## About This Game

### Affliction

*Set in the fictional Eastern European country of Ghulovka, amidst a terrible civil war, **Affliction** allows players to take on the role of Vasya, a patient plagued by nightmares and fractured memories, who awakes inside of a cell in a bizarre research facility where grim human experiments are taking place. With no memory of their reason for being there, players are forced to fight for their survival through a hellish catastrophe while frantically seeking answers to discover the truth behind their identity and unveil the mystery surrounding the horrific true purpose of the complex.*

**Venture** into the *Triglav Complex*: an abandoned, cold war era, soviet military research base whose original purpose involved developmental weapons. Now, the derelict compound is operating once again with similar intent. A dreadfully dangerous and highly classified chemical weapon known only as *Morana* has been under design for years, but has become too difficult to control and containment has been breached.

**Experience** the terrifying possibilities of human experimentation, biological manipulation, and chemical warfare from a first person perspective. The game features many different locations to explore including a disturbing research facility, a dark wilderness, a desolate city, and more. Exploration can be rewarding, but it can also be very unforgiving.

**Adapt** and use extreme caution with every choice as there are also many different types of enemies who will bring a grisly demise to anyone foolish enough to underestimate them. Military death squads tasked to purge, ghastly mutants hunting to feed, and renegade anarchists attempting to resist are only some of the many hazards that await.

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### **Feature Highlights:**

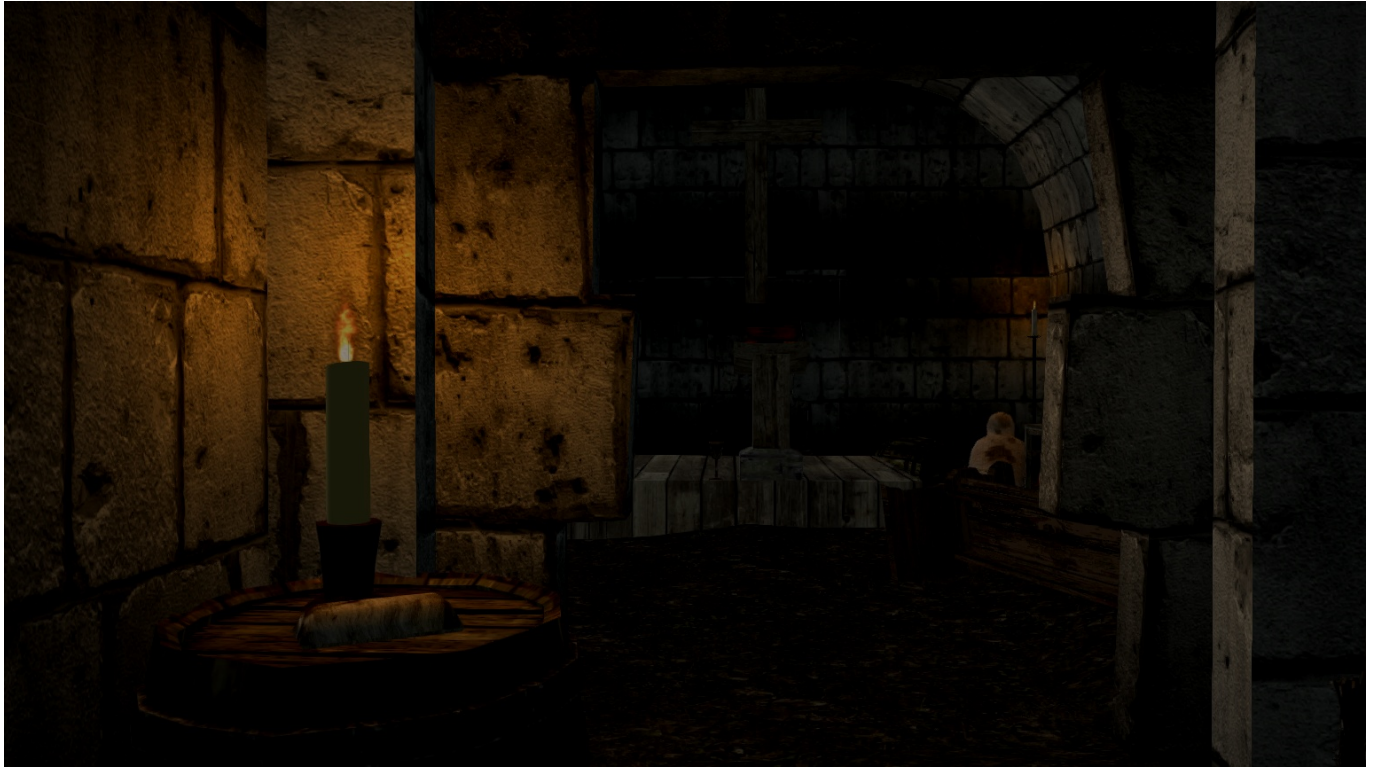
- Lengthy Single-Player Campaign With Over 30 Different Maps & Distinct Scenarios
- 11 Unique Weapons
- Intense & Challenging Combat
- Dozens of Various Monsters, Mutants, & Enemies to Encounter
- Frightening Atmosphere & Storyline
- Haunting Original Soundtrack Created By Artists Christopher McDonough & Steven Wilcer
- Cell Shader Graphical Overlay

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Title: Affliction  
Genre: Action, Adventure, Indie  
Developer:  
Corrosive Studios LLC  
Publisher:  
Corrosive Studios LLC  
Release Date: 25 Oct, 2017

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English







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I played the game from start to finish with very few hiccups, and I genuinely enjoyed my time with it. It does have long loading times, and the performance isn't always great - but these things are not so much up to the developer as to the engine and its limitations (in its current state). Still, it doesn't keep you from experiencing what the game has to offer, and it certainly has qualities. It's a fairly simple game, but not in a negative way - you explore the levels, read notes, find keys and kill any enemies you encounter. The atmosphere is very good, and the levels are well-designed and filled with details that makes the world feel quite realistic and "lived in". There is also a fairly well-developed background story, which is conveyed through the aforementioned notes that you find scattered about the levels. I definitely look forward to the next chapter of the game.

In the end, though, it comes down to expectations - if you're expecting anything close to an AAA-title, you'll certainly be disappointed. But for a low-budget, "made by one person" game? You can do *a lot* worse than this. If the latter description is something you can appreciate I can quite happily recommend picking this up - especially considering how dedicated the developer seem to be to this project.. The story is dystopic and somewhat interesting but, it has game breaking bugs. I took a screenshot after awaking in a cell and then screen got blackened visuals, game crashed and when I reloaded the game was stuck in the cell. It just seems too tedious to go through that progress again when the gameplay is already linear and bland.. I was going to wait to play this on the new engine and when the Indie Developer had added his usual tweaks and improvements, but I thought I'd just have a look at it and ended up an hour and a half into the game. So it's quite playable and hooks you in.

The Dev has a good record with an earlier RPG maker game, Waste Walkers so you can expect a lot of improvements and updates and community involvement as time goes on. Brave choice of game engine too.

+ It has a story. The storyline keeps you playing to see how it all unfolds. It's the storyline that keeps you playing Affliction, and it takes the first couple of levels for it to start to unfold, but after that you want to play on to see where it's going.

+ Frequent updates and improvements since release and involvement with the community

+ Video cut scenes mostly made in the game engine itself. A lot of work has gone into these for an indie dev.

+ The many levels, more like "scenes" suit story driven side of the game very well.

+ For a game using the GG engine he's managed to keep a very good framerate going, mine's ranged from over 170fps down to 50 fps on a 4 year old machine which isn't even entry level today (i7, 16gb ram, gtx 750 ti)

+ Very good use of sounds gives the game a great atmosphere.

+ cell-shaded is a nice look. It can be changed but I left it on.

+ you have to figure stuff out, it's not handed to you on a plate, and where there are hints they are mostly just that, hints.

- Loading times between levels are very long (due to the GG engine), but this is the current engine version, so that ought to be fixed while the game is still in early access. I do hope so because after a while you start being very careful not to die because the loading time is more than punishment enough for a mistake or forgetting to save.

The game is not yet complete, but given the dev's proven track record with Waste Walkers and that game's great reviews and feedback, this early access is going to turn out a real gem. The developer does see through his projects until they are properly finished, and always puts a lot of work into them, no reason why this should turn out any different. A lot of work and thought has gone into Affliction, the story, the cut scenes, wringing every last FPS out of the engine, voice acting, custom scripts, and it is only going to get better and more polished.. I actually played through the whole game. Its an achievement in of itself in the game's current state.

Pros:

I get to shoot zombies, and head shots count for more.

Get the game on sale if you want a fun drinking game with your buddies. You can beat this in one sitting.

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Cons:

- Save your game constantly due to bugs and crashes.
- I spent more time in loading screens and crashed games, and reloading the game, than I actually did playing it. My 4.4 hours was easily 3 hours of loading and crashing. Playing on a gtx 1070ti too, so I'm not sure where the issue lies.
- You are experiencing low FPS pops up in the game and enemies can still hit you. It should pause the game... and the warning is caused by the game!
- The AI is horrible and based on triggers. Meaning, if I walk off the beaten path some enemies wont even engage me even if I run up to them and start fighting or shooting. It seems like you have to move in a linear sense to get the AI to respond. This allows you to cheese half the game.
- The AI also cheats, by running through or over walls in several levels, or getting stuck in walls and still being able to hit you without you being able to hit them easily.
- It rains inside buildings...
- Not enough ammo and health in the game. It could be upped per pickup, or made a lot easier to see so you don't miss any, especially Bandages.
- The story doesn't make sense until the end of the game, and even then its a pretty loose story. There could be a lot more substance here.
- Cant change the control layout.
- The Health beeping, my god. If you have less than 100 health (out of 100, by the way) you hear your heart beat. Even at 99 health. Its extremely annoying. It shouldn't beep like that until you're under 30 or something low to actually signify you're almost dead.
- Some levels can be completed by running from start to end without engaging any enemies, in a faster time than it took to LOAD THE LEVEL.
- Enemy hit boxes are very inconsistent. Clicking too fast can cause a crash too.
- Picking up melee weapons will over ride your existing weapon, even if its worse.

To the developer:

If you're still working on this game, consider updating the following:

Clean up the save game and main game crash errors. I had at least 20 during the course of my 4.4 hours.

Make the boss fights actually a boss fight. One boss didn't even move. The 3rd boss was much better than the first two.

Remove the stupid floor damage from the 2nd boss, or add way more health to the room to find.

Get rid of the rain. It adds nothing but a visual nightmare and lags the game.

The transition from chapter 5 to 6 makes absolutely zero sense, and the platform jumping is just dumb.

The story could benefit from the letters you've left around the levels being presented in a better way. They did add a nice touch though.

You need to just remove the wall you have to "blow up" in chapter 6 with the gas canisters. That late in the game you shouldn't be doing something you've never had to do before. I thought I broke the level for like 20 minutes.

Could have been a good game but released well before it should have been. Lots of things to clean up. Could easily add 6-7 more chapters too, based on the ending.. While the game is really unoptimized, fairly clunky and sluggish, Ai isn't the cleanest, I will say that the levels i got through were fun and the change of pace from other games I have was nice

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There's alot that can be much much better, but games get better as the Devs grow and it takes mistakes to make perfections.. Good game, can't wait to see what the final release looks like.. April 1, 2018 - I decided to completely redo this review.

The load times since I first played this game has greatly improved but still a bit long. However that's probably due to my hard drive and not the game itself.

The only problem I have with the game now is the optimization. The framerate runs in the 30s during gameplay.

Also the graphics options is still a bit lacking. It needs resolution options

I would like to recommend adding such options to the menu as well as a way to see keyboard controls mid-game instead



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of only at the title screen.

Other than that and the missing content, it looks like this game is good to go.

I look forward to seeing this game completed.. I've been testing this game since the earlier days and I've got to say, i'm impressed.

The game has it's fair share of pros and Cons and I will attempt to share what I can remember here.

#### Pro

- Enemies do the same damage that you do (Some see this as a con, I see it as a added challenge)

- Story, The game (at least in my eyes) has a decent story

- Active and Friendly developer, Corrosion has been very active with the community listening to feedback and improving where they can.

#### Con

- Graphics, not trying to hate but the graphics could use a small touch up. Simply not good enough.

This game should still be in early access. The graphics are a black mess, the AI is laughable. And worst of all you spend more time loading or reloading the game then actually playing it.

Look, I had some fun with this game. But by todays standards, it really needs alot of work to make it stand out.

\*update\* After reading the dev's response I can understand he put alot of work into this and was limited by the engine being used(I have only seen 2 rather good games on steam in the FPSC or gameguru engine), and I respect that. The problem is, I simply cannot recommend this game to other people in the current state. I do wish the dev good luck on his future projects.

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This game is made with hard work and passion. I greatly respect the dev. With that, the game is good and fun for a good hour and if you like cheesy horror games, then it's a nice play.. For the small amount of time I played I know the final product will be amazing. I know this game developer and his two previous games are very successful, he will not fail. I had depression feelings from the game introduction it is a very dark world I do not want to spoil, I like the oldschool aspect of this game and that there is not much hand holding or none at all, you're on your own. This is early access and things will get even better, keep in mind there is not much/many time of gameplay already but If you want to support a good game and good developer you should, he will create something unique and deliver. This is a pretty fun game to play through, it's very well put together and runs well, the atmosphere of the game is crafted really nicely with the art style and the background noises, the combat works nicely and I honestly had a really good time with this game and I recommend trying it out. **ATTENTION: THIS GAME IS STILL IN EARLY DEVELOPMENT.** As you purchase this game, do not expect something major.

However, this smells potential from miles away. The graphical style reminds me of older games i've played years ago. Some may view it as a bad sign when a game has a similar graphic style as games in the old source engine era, but to me it just contributes to the Nostalgia factor.

This might be an early build, but for a game that's mostly made by a single person, I think that it's pretty much worth it.. Actual playtime does not reflect Steam recorded playtime\*

The game, as it is right now, is pretty cool. It has some bugs and some issues, but it has a lot of potential and it is already fun. The engine isn't the greatest, and most of the issues can be attributed to that. What the developer has done with this is nothing short of impressive. The shader effect gives the game a unique look and the sound effects really take the game to a whole new level. The story is definitely interesting and really gives a sense of dread. Sure, it can be improved, but for the price asked, it's definitely worth it imho.

Keep up the good work!. Played offline as well)  
Pretty good game.

Pros:

Quite interesting storyline.

Awesome cutscenes

Challenging

Detailed scenery

Sounds live up to modern day standards.

Cons:

Graphics are okay, but don't really live up to modern day standards.

Overall:

Game is quite nice, I can recommend it.. I have to say, I am impressed in some ways. This is one of the better gameguru games, although it also has it's shortcomings.

Let me explain shortly, WHY I liked this game, and what I did NOT like that much:

+ Custom Main Menu and Music.

+ very nice Movement

+ great health system and a lot of Items to collect.

+ Some retexturing going on (hands and weapons)

+ Very much effort put into this, I can say this because the game has many levels and a lot of custom scripts and sounds.

+ I like the look (cell shading) and the sound design (footsteps & gunshot)

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What I did not like that much:

- Sometimes poor Enemy AI (wich is mainly a gg problem)
- Little thrown together like level Design. Expecially in the 2nd part of the game ( Still, it's not terrible - I liked the first part of the game very much )
- sometimes unfair placed enemies
- MANY loading screens
- (at least for me= completely dark laboratory levels wich made them really hard to complete.
- overall lighting seems to be out of place sometimes.

Still, I like this game very much because of the effort that has been put in.  
I appreciate this and I know how much time it takes to do a game like this.

Overall a cool gameguru-game with some nice Ideas and definitely some inspiring things for me.

Keep it up! Yours sincerely, DK Productions

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