
Devochka Quest Download For PS4



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About This Game

This game is more than adventure, is the game drew up on paper using watercolours, which includes the game detail and even the animations! This is a story about a little girl who is preparing to celebrate the New Year. She will meet the fabulous animals and wonders.

- There is no words :)
- There is no speech :)
- Everything is clear without words ^.^
- The Girl have no face (you can imagine any)
- The Game is not so long...

and...

- Unique colorful style
- Hand drawn watercolor graphic
- Music played on live musical instruments (inc Balalaika, Garmoshka, Glockenspiel)
- Joyful ambience of childhood
- Good jokes
- Cats...

Title: Devochka Quest
Genre: Adventure, Indie
Developer:
Vesna Games
Publisher:
Vesna Games
Release Date: 1 Jun, 2018

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Minimum:

OS: Windows XP or higher

Processor: 1200

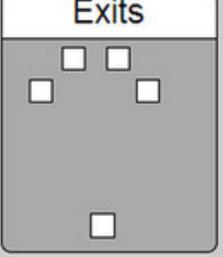
Memory: 256 MB RAM

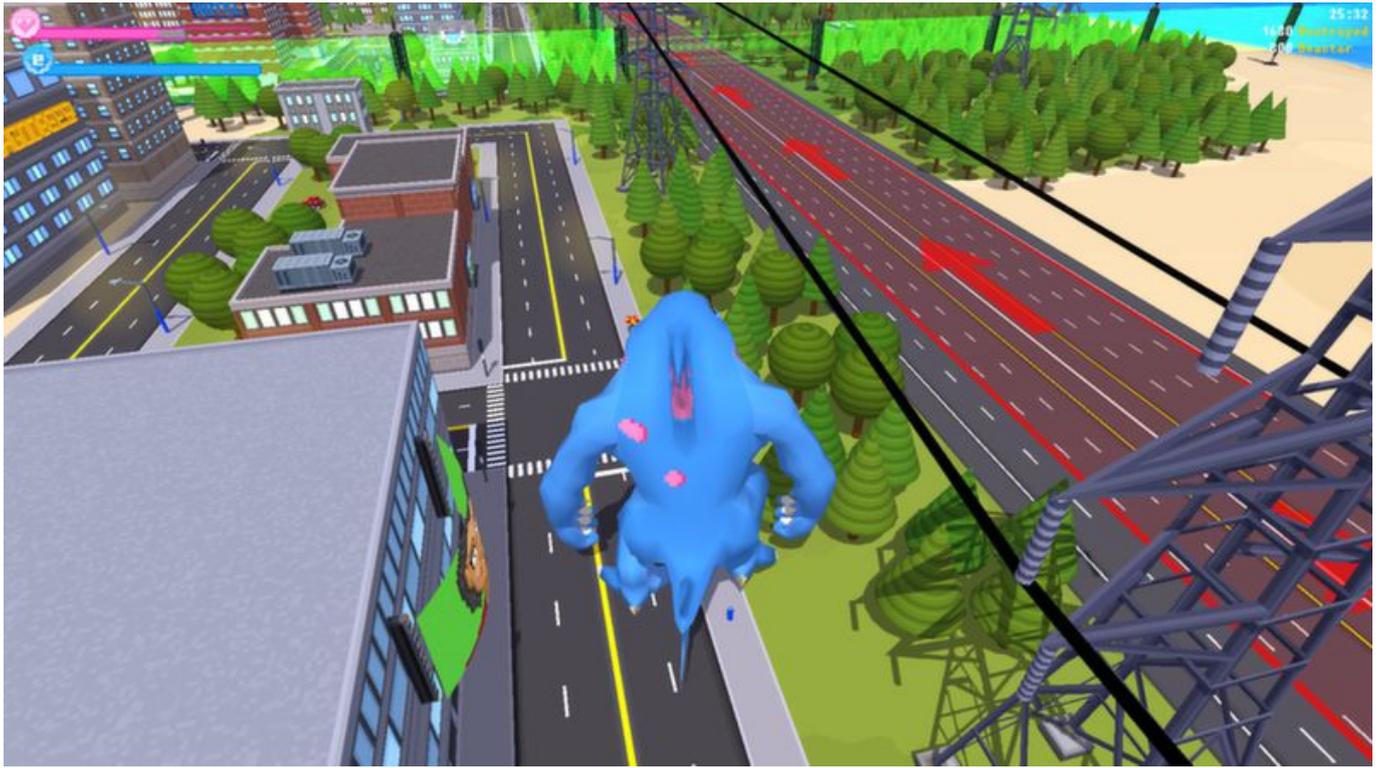
Graphics: Integrated

Storage: 80 MB available space

Sound Card: Any

English, French, Italian, German, Arabic, Bulgarian, Hungarian, Greek, Danish, Traditional Chinese, Simplified Chinese, Korean, Dutch, Norwegian, Polish, Portuguese, Romanian, Russian, Thai, Turkish, Ukrainian, Finnish, Cz

invento 	Examine	Open	Close	Speak
	Operate	Go	Hit	Consume
Train station				
				
Deja Vu 2				
<p>You hear a voice yell "All abooooaaard!" in the distance.</p> <p>GROWL! Here a bite, there a bite. You can't shake him. "There's never a dog catcher when you need one," you think to yourself. Unfortunately, it's your last thought.</p>				
				 Exits 



OLORUMS

A strange, seemingly sentient race that inhabits the Archipelago, the Olorum seem intelligent enough to be able to create and design - yet are animalistic in their desires and hostility, as if their very instincts were still base and corrupt.

They appear to possess intelligent thought, as evident in their actions - yet seemingly they have not mastered the power of speech. They live in separate tribes in separate camps - yet they look and act very much alike to the untrained eye.

The Olorum hate human beings, their ancient enemy (really, is there any wild species on the Archipelago that likes people?). The Olorum are proficient fighters, especially their magicians, the witchdoctors.

If open war were ever take place between mankind and these wild beasts, the humans would be in for a tough fight. Fortunately that doesn't seem like it's going to happen... just don't get too close unless you're jonesin' for a fight.

OLORUM - WARRIOR & WITCHDOCTOR

The armed and aggressive Olorum footsoldiers dwell everywhere, from caves to villages (some of which seem to have been taken from humans - even though no traces of those humans remain - whereas others seem to have been built from scratch by the Olorum themselves...)

Either way, they seem to hate humans with a passion, and will always let that feeling be known, as they attack with everything at their disposal.

Their witchdoctors - each larger than the common Olorum, and armed with a staff - possess not only the powers of combat magic, but also the ability to summon other Olorum and the undead out of thin air - so remember to always eliminate them first in combat.

These magicians are hardy old-timers whose hatred for humans is the deepest. They will not countenance you to live, so kill them quickly! If not, prepare yourself for a fight that will drag on and on. Witchdoctors can summon infinite allies.

LEVEL	HP	RESISTANT AGAINST	LOOT
15	22,000-40,700	Frost, Shock, Spiritual	Olorum's Foul Kneecaps; Olorum's Amblyopic Eye; Olorum's Perfect Incisor



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ROYAL OLORUM

Despite his name there is nothing special here with this mean Olorum warrior - especially not in royal matters. Growing, armed and tough - but not as tough as you.

Don't give a damn on his behaviour, just bring him down, clean your blade and continue your way through the isles.

LEVEL	HP	RESISTANT AGAINST	LOOT
52	40,700	Frost, Shock, and Spiritual Damage	Olorum's Foul Kneecaps; Olorum's Amblyopic Eye; Olorum's Perfect Incisor

THORN OLORUM

Yet another variant of the Olorum warrior, he differs little from his compatriots, and though the differences might be more obvious if the creature was to tell of them, you certainly won't be the one to ask; instead, simply cut him down, before he tries to do the same to you.

LEVEL	HP	RESISTANT AGAINST	LOOT
52	40,700	Frost, Shock, Spiritual	Olorum's Foul Kneecaps; Olorum's Amblyopic Eye; Olorum's Perfect Incisor

OLORUM RINGLEADER

A slightly tougher and more cunning variant of the Olorum, these creatures usually hide deep in underground camps and surround themselves with footsoldiers to provide protection, but when push comes to shove, they will attack - ferociously.

LEVEL	HP	RESISTANT AGAINST	LOOT
50	60,000	Frost	In Cold Blood; Casquet Of Embers; Olorum's Foul Kneecaps; Olorum's Amblyopic Eye; Olorum's Perfect Incisor.



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Pro's : It has good potential if the bugs are cleared.

Con's: Developer(s) seem to be deceased. Not a single word\update from developer since the release of this game.

I would recommend to stay clear of this until the devs take their heads out of their asses and releasing updates to this game.. A wonderful diesel loco to drive with good sounds accompanying it too. If you like the diesel era of British Rail then this is one DLC you should buy.. Another Paradox game where they pump out continuous DLC trying to rope you into their eternal patch fest which eventually ruins the game. Move along.. Amazing game!! Cant get enough.

Was lucky to play it..... Sorry wreck the leaderboards PMSL at Gadget Show live.

My only gripe is the achievements dont seem to pop and the leaderboards don't add my scores but ive only played for an hour.

PS4 controller support is awesome.

Game is perfectly responsive.

Cant recommend enough.. Great start for this games first DLC. 4.99 ain't that bad when you get 30 images, so show some support and pick it up if you enjoyed the base game. I was waiting for this since it got announced. It truly is a wonderful stress reliever.. Excellent waste of time while waiting for something better to download. Until the right and left buttons trade places for no #!*@^%#\$ reason. Want to shoot a powerup? Can't. It will trade places the ball that comes after it forever instead. Don't get this game. If you are obsessed with balls, shave someone's and play with those instead.

I beat the game anyway because COD:IW is 100GB.

I lasted two hours, the insanity of the plot and a total lack of logic made me lose the will to live. The ridiculous comments made by the character you play could be seen as amusing or that he was probably very embarrassed to find himself in this game... Maybe it gets better later but I just can't stand to play any more. It could have been fun but it just wasn't.. If you're familiar with puzzle games, Metamorphic plays a bit like antichamber, but drastically improves in terms of visuals and refining mechanics. This game is smooth, fun, and a great way to destress for a few hours. Highly recommend!. As a matter of full disclosure I've been playing this game (on and off) for around 17 years. I tried X2 and didn't like it; I haven't tried any of the X3 games yet either so my review is based solely on the X-Tension gameplay and not the progression of the series.

All that said; I love this game and always have. I like the fact that you have the flexibility to fly around in almost any ship you choose (or at least can afford) and I like the fact that you can run a small empire of ships and stations as you see fit. I love the open world model of the game (I never played the XbtF storyline anyway) and that your choices, while consequential, are not linear. There's no 'good' and 'bad', just alignment with the various factions in their space.

There are some downsides. The game feels very isolated in that you don't have station based interactions. You're always in the cockpit of your ship, not hanging in a bar or some other location on the bases, like you would in Freelancer or Privateer. The property management system is text and keyboard based and takes a while to navigate around to what you really want to do. Right-click, tree structured context sensitive menus would have come in really handy here. Mind you, when you understand the system well enough, you can do almost everything you want. That said, the navsat requirement to control any resources in system is an unnecessary complication that makes no sense. Far better to make your property menu accessible in all sectors straight off the bat. Speaking of which, having some of your ships just 'disappear' from your property screen because they're going through systems you haven't personally visited yet is confusing and very frustrating. It would be far better not to allow your owned ships to travel through sectors you haven't 'discovered' yet at all. Otherwise you're never sure if you've lost them for real.

The one thing I used to love about this game was the on-line community. In 2001 at least, it was very active in the old THQ forum and the game almost felt like the modern MMOs like EVE Online, only you would never see your friends whizzing by in their ships. I don't know what the modern forum is like (because I wasn't allowed to preserve my Acid handle between forums) but if it's even half as good then it would still be a great group of people to hang out with.

The thing I always liked about this game was the open world feel and the way you could amass a fleet of ships to fly, including a large transport. You never got into the battleships and the like, but the TL class boats could act as de facto carriers anyway, so that was pretty good. I lost interest in upgrading after X2, which (like a lot of MOO clones) thought that adding complexity added richness, which it doesn't. X-Tension got the balance right IMHO, although I'd be interested in knowing sometime if any of the X3 games went back to that formula. That said, I'm still playing X-Tension after all these years. That should tell you something about how playable the game really is.. Geometry Dash, except that there is awful sound effects and music. The spike detection is really bad, and a lot of the jumps in the maps are poorly spaced and simply holding down your mouse button (NOT SPACE BAR) will desync yourself from the blocks you are jumping on. There are 9 levels in the game, but I haven't played them all. I got stuck on level 5 and gave up due to the awful spike detection. I got quite frustrated and so then I waited out my trading card drops (lol).

I do not recommend this.. Well, it's pretty.

The mobs\creatures\bandits aren't terribly over powered.

The crafting system is . . .still in development I assume. If it's not then well, you should probably not buy this. But I am going to assume that things like roofing will be added at some point, that sulfur wont be a smeltable ingot, and various other bits. It's very much incomplete so far as crafting, and some how mixes medieval with sci fi, which I don't really agree with, but hey.

The game play for the most part is smooth, easy to figure out.

There is a lot of potential here and updates seem pretty regular. I look forward to where this will be in a year or two.

It could certainly use herbalism, alchemy, a more advanced blacksmithing and carpentry system.

The clothing should go under armor, but currently it doesn't. So, you kinda look half naked with leather armor.

The dungeons (while i have minimal experience with them) seem interesting. They are very far underground.

Mithril seems to have little to no use what so ever.

To be honest, I could probably fix up the crafting myself, but I'm not going to spend the money on models to do so.

Still, it'll offer several hours of game play and The Labrynth community I played on in multiplayer was pretty nice.. 1V10

Oh my word this is poor. Avoid.. VERY short but interesting. It's like a ride. The music was enjoyable. I watched it twice and then I uninstalled it. It is worth a look and a listen.. This game is strangely addictive. Not sure how many hours I put on it, likely in the 40-60 range.

It is difficult to find the right thing to buy, and sometimes a crap shoot at the auction. But you eventually learn what usually sells for a good price. Watch out for counterfeit merch, although it is near impossible, as far as I can tell, to know before you buy it.

On to the story of why I stopped playing, and cannot recommend this game.

It took going bankrupt several times to start figuring out which items were more reliably sellable at auction; Furniture, chess sets, cutlery, typewriters, sewing machines, etc...

Once I figured it out, it was pretty easy to maintain and slowly build my bankroll. As you have bills that pop up sporadically. Electricity ~\$50, food ~\$15, internet ~\$20 things like that. I got hit with medical bills of \$300 at one point. I was able to soak that and move one. Then... After several ingame days and many real life hours, I worked my bankroll up to ~\$1750, things were going well, I had a decent routine down, and then... I get hit with a house repairs bill for.... ~\$1775. Basically the game negating everything i had done over the past 4-5 real life days in this game.

I am done, if you want an endless clicker/frustration simulator, this may be the game for you.

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