
The Last Download Nosteam



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About This Game

The Last is a survival game with a twist, Your main objective is to stay alive and making your camp bigger. The game focuses on the player camp and player made buildings, as a player you will be able to build plenty of different structures to suit your needs on this lonely island. There are plenty more to the game than just this though, You need to worry about Hunger, Thirst and fatigue to be able to stay alive.

What can you expect in later updates?

- More than 20 different structures/objects to be build
 - Challenges
 - Quests and side quests
- A guarantee of the products development

What can be expected in the next update ?

- More than 30 structures
- A much bigger world
- Type tools : ax , hammer , spear
- Better Update

What will happen in subsequent updates ?

- Co-op mode
- Additional buildings
- Meaningful story
- Demanding opponent
- Prettier graphics

Title: The Last
Genre: Action, Adventure, Indie
Developer:
Mateusz Kuliś
Publisher:
Mateusz Kuliś
Release Date: 20 Aug, 2016

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Minimum:

OS: Windows 7

Processor: Intel Dual-Core 2.4 GHz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 8800GT

DirectX: Version 10

Storage: 350 MB available space

Sound Card: DirectX®-compatible

English







I bought this product without so much looking at the reviews. My fault. It is unfinished and lacks everything you'd expect from a game. The only positive about this game is the fans, who programmed the unofficial patches (currently V1.08.1 available on <http://spacebasehub.net/>).

You need to have balls to continue to sell this product in it's state.. Interesting but not scary at all. I really got bored with his monologue and hoped he kill me already. Not worth the VR experience.. it is really nice and i like that u can use any controller you like :D. good game superior controls and outstanding physics. The game has a great concept. Great art. great music. great premise. but for a 15 dollars I can't recommend it. I even regret the purchase.

My problem is that there's really no substance. I beat the game in 8 hours and the rest was just gtrying to get all the other endings. The protagonist is delightfully sick and twisted and jerkish, but other than his minimal interactions with the towns folk you don't really get to see it. The very brief interactions are the only cutscenes in the game other than the very beginning and end, which the true end didn't have as big an impact as I feel like it was trying to go for.

Even after all the grinding and slog that is the repeated weeks, I felt very unfulfilled. You're supposed to feel bad for the children you're sacrificing but there's nothing to really do to engage with them other than the one-way communication of letters. Maybe if the "spend time with" option had some story panels like the other stuff centered around Faust, or if there were some cutscenes that influence affection depending on your choice of words/actions, it would have been much more engaging. It all feels so monotonous, even with the sparse village interactions.

There is a great setting in this game, and it's a real shame that we won't ever get to know more about it other than what's relevant to the protagonist's one-track mind or what's told to him by the townsfolk. It leaves me hungry for more, but not in a good way.

One mild nitpick I would like to say is that the inventory and the magic book are hard to navigate.

-The inventory squares are checkered, which made searching for anything hard, especially when the objects are black and white while the squares are in shades of yellow/brown/tan. And anything that you have once had in your inventory stays in your inventory, albeit with a x0 on it. It makes navigation hard and really turned me off from doing requests because I had to keep checking to see what I was missing or what I don't have.

-In the book, the homunculi are listed in order of discovery, instead of say, dominant material or by affinities.

-None of these issues can be opted out of/changed in the settings. A basic "sort by" option or a "hide items you don't have" option would solve everything but the unfriendly design of the checkerboarded slots.

If this game wasn't so expensive, I would recommend it. But I can't. 8 hours is too short of a gameplay, and relying on completionist tendencies is the only way to pad out the game and maybe satisfy the void. There's lots of achievements and combinations and letters so doing 100% can be fun, if you can handle the flat execution and the mechanics.

Regardless, I'm extremely interested in the developer, and I hope there's another game like this from them, but better.. DEAD DEAD DEADED VERY DEAD NOT ALIVE DEAD OPPOSITE OF GOOD AND ALIVE DEAD. A DO NOT!!! BUY FOR ANYONE LOOKING FOR A GOOD TIME IF YOU WANT TO WASTE YOUR LIFE BUY THIS I RECOMEND IT FOR YOU. Fun little puzzler, only a few hours long, but a good logic workout. If you ever have to guess you've missed something. As is the fashion, concepts are introduced wordlessly with a few simple training puzzles, then you're in for the real ones in each section. If you've learned the correct rules from the training puzzles (pay careful attention to these), then it's just a matter of deduction to solve that section. Any confusion will probably stem from having "learned" a slightly incorrect version of the rule, and in this way it reminds me a lot of The Witness, though the games are not otherwise similar.. Dead game don't buy.. The game is overall a very good flying game that links to great historical events though it is not yet complete and needs a bit more work. After your race doesn't matter you position you at times get a DNF....Flx it...Massively frustrating seeing as you have to do all the work all over again.

Puzzle/timing at its finest. An awesome game, really! Minimalistic, with short and fast level but also more and more challenging, just like I love 'em :)

. They look like NERF guns. Enough said. Buy it.. Downloaded this mod and it does not work at all. I have the theme manager mod by boformer and that works. I do not see any of the assets from University City anywhere though. They do not show up in Content Manager or in-game when I use the theme manager mod. What am I missing???. Only played for an hour so far but at this price how could you not like it?

Graphics are OK for this type of game although it would be nice if you could get up even closer during the action. It's got a pretty basic control system and is easy to learn, it could become pretty addictive if you like these kind of games. I've not tried the multi-player yet but will be doing soon.. My thoughts are a little mixed with this, but I'll give it the recommendation due to the challenge. The swine was the roughest out of all the enemies to surpass, but I did follow through with studying the enemies and made easy progress. I do advise laying around some first aid items in case mistakes are made avoiding the enemies. If this had a level selection button on the main menu, then I would say that this would be worth the replay value. ABSOLUTELY adore the sequence after surpassing the wheelchair swine! Would love to see another battle like that in future projects!

<https://www.youtube.com/watch?v=mpoO8Odu1rQ>. Average to okay story but the number of bugs means it hasn't been playtested properly before release. Issues include the Smiley Face Tokens which can prevent you from progressing if you fail to pick them up at the right time, a full screen bug which affects the cursor and some of the later messages appearing as ascii characters.. it feels kinda broken high frames but very jerky. Pokemon styled game

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