
WAY HOME Keygen Download



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About This Game

You are lost in the forest. It seems that everything is bad and you are doomed to die from hunger and wild animals, but suddenly you have gone to the old road, which leads to the bridge over the river. What awaits you on the other side of the river? There is one way to find out - it's to cross the bridge

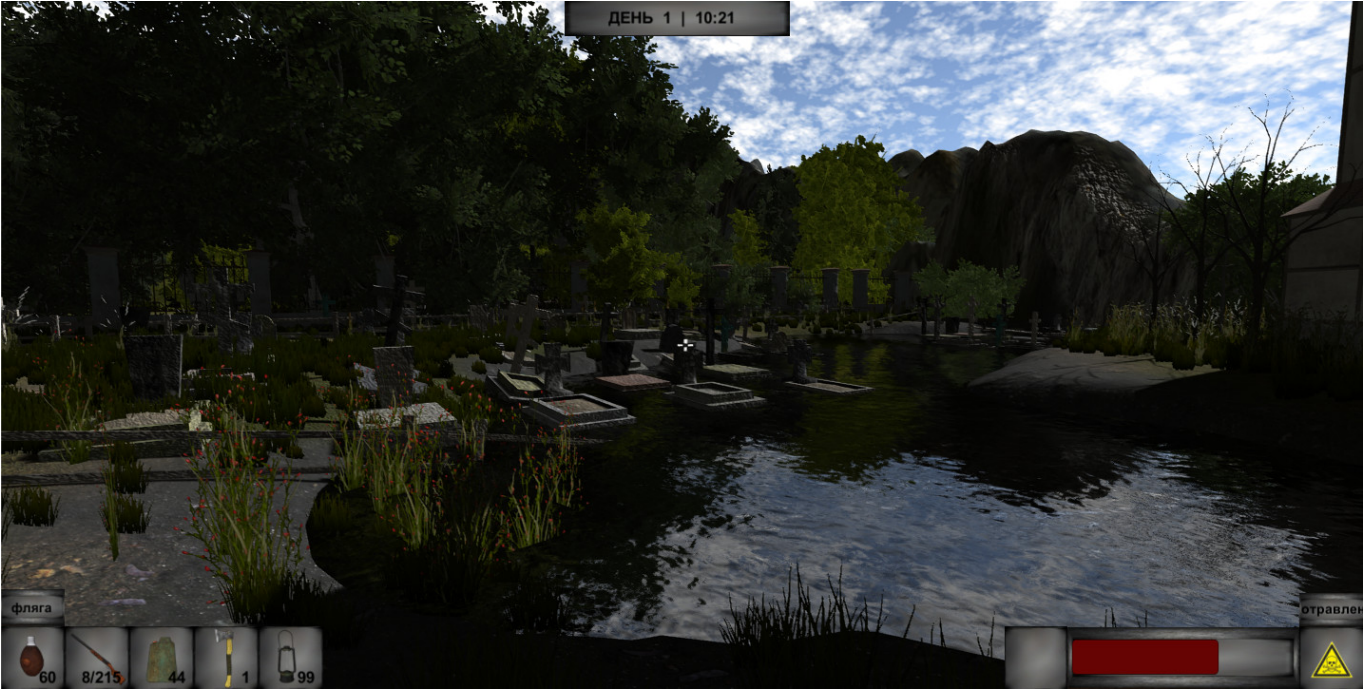
You will need to hunt, fish, grow your own food and other useful plants, plan your actions sparingly spending time in this game, and of course fight with the evil which will prevent you from surviving

Title: WAY HOME
Genre: Action, Adventure, Indie, Simulation, Strategy
Developer:
SEKTOR GAMES
Publisher:
SEKTOR GAMES
Release Date: 7 Apr, 2018

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English,Russian

ДЕНЬ 1 | 10:21



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This is pure trash running around for 6 mins never saw anything to do ran into water and died. there is nothing to do in this game might aswell be a walking simulator.. terribly rushed game, no detail whatsoever, the language is set to russian in default, and its tricky to switch the language to english. NOT WORTH BUYING imho. This game is a not bad survival game with decent graphics and sound effects, with a hard learning curve. When you need to craft things, the way it is done in this game is more realistic then in other types of this genre. And that is quite appealing.

Okay, let's sum it up here a little bit... Things which makes this game interesting!

- Day\Night Cycle
- Equipment, lighting needs power from the generator
- Different types of Equipment for manufacturing different types of items for example: (sawmill for planks, foundry unit for nails, bolts, etc..)
- Once found a hatchet, start cutting that firewood
- Taking a nap in your bed saves the game
- Sub menus to equipment using TAB in all situations
- You find a backpack, equip it so you have access to an inventory
- There is a warehouse box in the basement in where you can store more items
- You can dump items on the floor without them despawning, but when you save the game, there is a chance that they do dissappear.

? I have found seeds, but not the Field yet for any form of farming yet, I thought, lets dump it in the squeezer to get oil, but there is actually a small oil rig on the map. All I need to get is some form of transportation of that black liquid. I saw you can fish, like as in ingredients, so making a fish rod once the generator is running is a good idea to start with.

So I was walking around and suddenly I heard a weird noise and my thought were "Oh no... Not ANOTHER zombie survival game a.k. 7 Days 2 Die??" But when I investigated the weird noise, it was actually a bear, so I was relieved! So that will be my source of meat, if I ever get a weapon of some sort.

I noticed that the waterpool around the church is an instant death, so I try to avoid taking a bath in there the next time. :D Found some music albums in the basement and because the music player does not require power and the evening was already setting, I thought, let's listen to some music before bedtime (whenever available).

Then nightfall eventually happened, you cannot skip the night appearantly. And then I heard some strange noises, evil laughing, growling, sounds of somebody pulling it's leg, scratching on the boardplanks, something ripping off and then footsteps... I was in the bedroom, listening to some nice Old American Songs, figuring out how to stop the music player because of the weird noises. FInally I succeeded, turned around and some half naked chick was doing the CanCan while she laughed in an evil way (same way when you got a succesful date with a woman, you pull your pants down and she points her finger to your manlyhood and starts laughing which makes you think about her honesty of being a virgin...)

And then I died... Just great....

So I presume people from a nearby loonybin have escaped and doing a murderous raid to anything and anybody they come across... I don't wanna think about zombies, like I NEVER heard a zombie laugh or doing the CanCan... -_-

> I have not found a weapon yet, the hatchet is NOT a weapon. I did find a ton of ammo in the basement, but no gun or whatever.
> Have not found a use-able bucket (the one from the well is firmly attached) or any form of transport of the oil to the generator
> To access utilities you need to stand near it (same as the bed) press TAB (for inventory) and you will see another menu for the other device/machine
> Getting thirsty, I see water but I can't drink it. The waterwell is unaccessible. Curious what is needed to get my daily dose of water consumption. If I don't drink enough water every day, my will be so sour that my tube is aching for at least a few hours...
Like the GUIDE says I can drink any form of water, except for the water from the cemetery...

Have not figured everything out yet. I just keep on dying every night, maybe it's because I can't dance? So now I am hiding in the church in the top of the tower and waiting till the sun goes up again. I will probably fail, but I like to try out things before giving up.

Had an encounter with that dreadful bear, quite a persistent creature, kept following me wherever I went, the map is not THAT big but eventually I got rid of it. Also found deers. Another means of meat, BUT still need a weapon and most important: Drinking Water which I still haven't figured out yet. I had this idea to hide in the church tower for the night, I died because of dehydration. :P

I got a real hard time on learning this game... I even tried the guide, but the guide is not telling me the things I need to know.

And I found the weed... Lots of it... A little voice tells me not to take this game too serious but the other one points on all the evidence which could make this game very good.

RECOMMENDATION = YES

(especially when you look at the price...)

[if the DEVELOPER still works on this game, I hope there will be options like brightness and the fact when I press OUTPUT the game is reset and back to main menu, for now I have no thoughts of improvements or whatever, I am already happy the mouse is locked in the game and it works smoothly with walking without lag - But I would not be surprised that the developer one day decided to rebuild the game from ground up, improving even better graphics with correct shadows and shadings and even more immersive crafting and collecting - For now the price is nice and low, let's see if I still think it should stay that way or need to be pumped up a notch, because the game is appealing a lot!. This game is a not bad survival game with decent graphics and sound effects, with a hard learning curve. When you need to craft things, the way it is done in this game is more realistic than in other types of this genre. And that is quite appealing.

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