

The Great Southern Labyrinth

by Kyle Marquis

Show Stats

Restart

Achievements

Menu

The trolls are here to steal, not to kill, but they have copper knives and axes for killing if they need to. The same madness you saw in Gronput's eyes burns in theirs. Two still hold onto Nauthia, and the young woman is fighting them with savage ferocity. However, she is unarmed and the two armed trolls are starting to reconsider their kidnapping plans in favor of just killing her. Three more trolls have grabbed particularly well-crafted clay idols. Others just run around, threatening the laborers, dragging bronze tools back into the tunnel with them, or climbing up out of the pit to raid the town directly.

- I grab a shovel and lay into the trolls holding Nauthia.
- I order the trolls to drop the idols in the name of the gods.
- If I remove the support strut from the trolls' tunnel, it should collapse, stopping more trolls from raiding the town.

Next

Download ->>> <http://bit.ly/2SRN6Fu>

About This Game



Survival Journals is text based survival adventure that combines the classic Choose Your Own Adventure style game play with RPG and strategy elements. Hunker down in your safe house and prepare for The Horde's arrival. Stock up food and fortify your house to survive!

Features

- **True "Choices Matter"**
Where you shape your survival adventure in every way with your own choices.
- **Random Every Time**

Randomized map, starting status and encounters, a different adventure every time!

- **Dynamic Zombie Horde**

Your actions in the town will effect when the horde will arrive.

- **RPG Stats**

Progress your character in the style you want to play. You can attack everything in sight or take a more civilized option and talk your way out of situations.

- **Occupations**

Choose what your character used to do before the apocalypse so you can get a stats bonus accordingly. But not only that; some encounters have "Occupation Specific" options that are only available to those with certain occupations!

- **Furniture Upgrades**

Upgrade your safehouse to suit your needs.

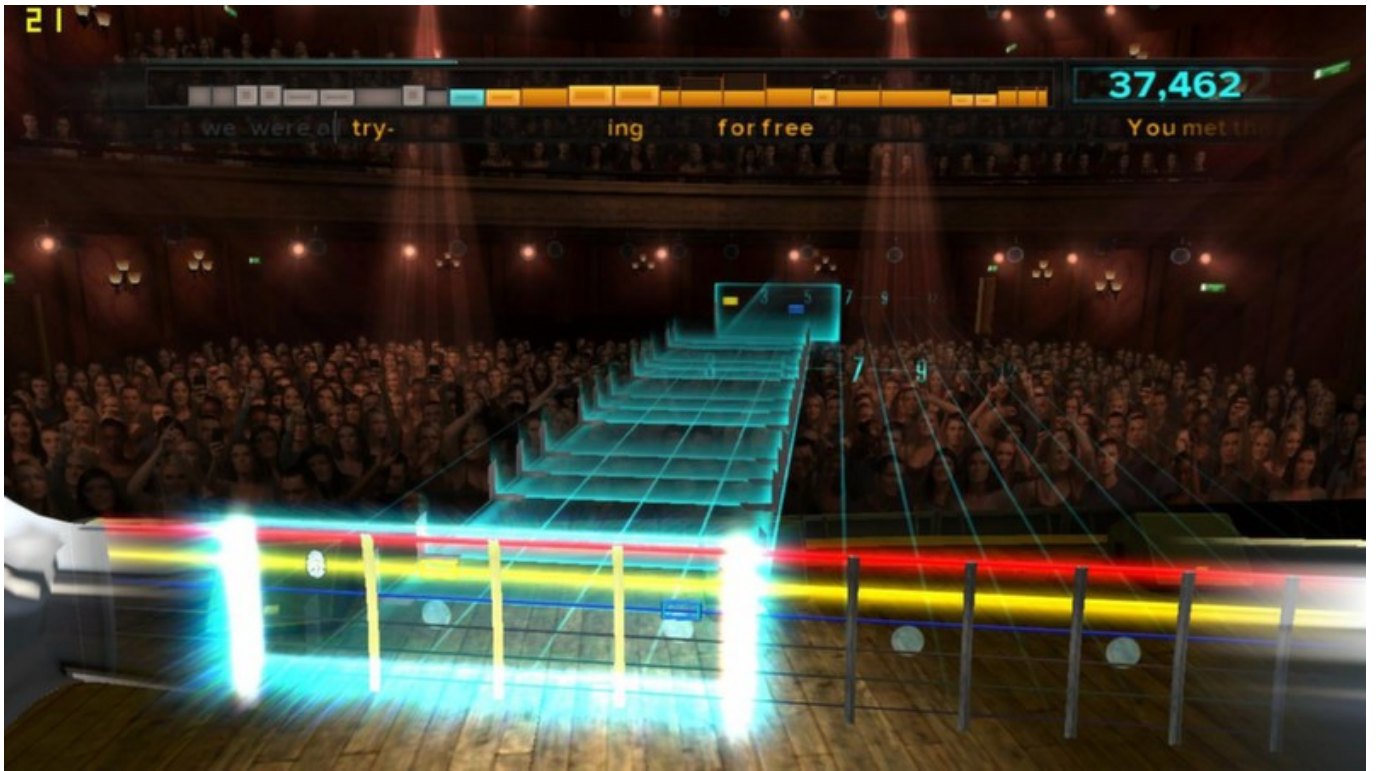
- **Fortifications**

Fortify your safehouse to be safe at night!

Title: Survival Journals
Genre: Adventure, Casual, Indie, RPG
Developer:
Elven Workshop
Publisher:
Elven Workshop
Release Date: SUMMER 2019

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English,Turkish,Japanese,Simplified Chinese,Russian







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Meet our new game!:

Hey guys, we have good news for you! Our other game Emergency Robot Simulator is out! Explore the territory contaminated by radiation. Your task is to measure the background radiation, neutralize the main radiation hotspots and recover the GPS signal. Also there is a dark secret... To figure it out you need to demine the area and destroy the unidentified drones! Check it out and let us know what you think!

Joystick Knights Team. Upcoming content update:

It's been a while, but we're still alive and kicking!

Back in February, we mentioned we were working on a content update for Serment. It's now almost ready, and will go live on **Monday, May 13**.

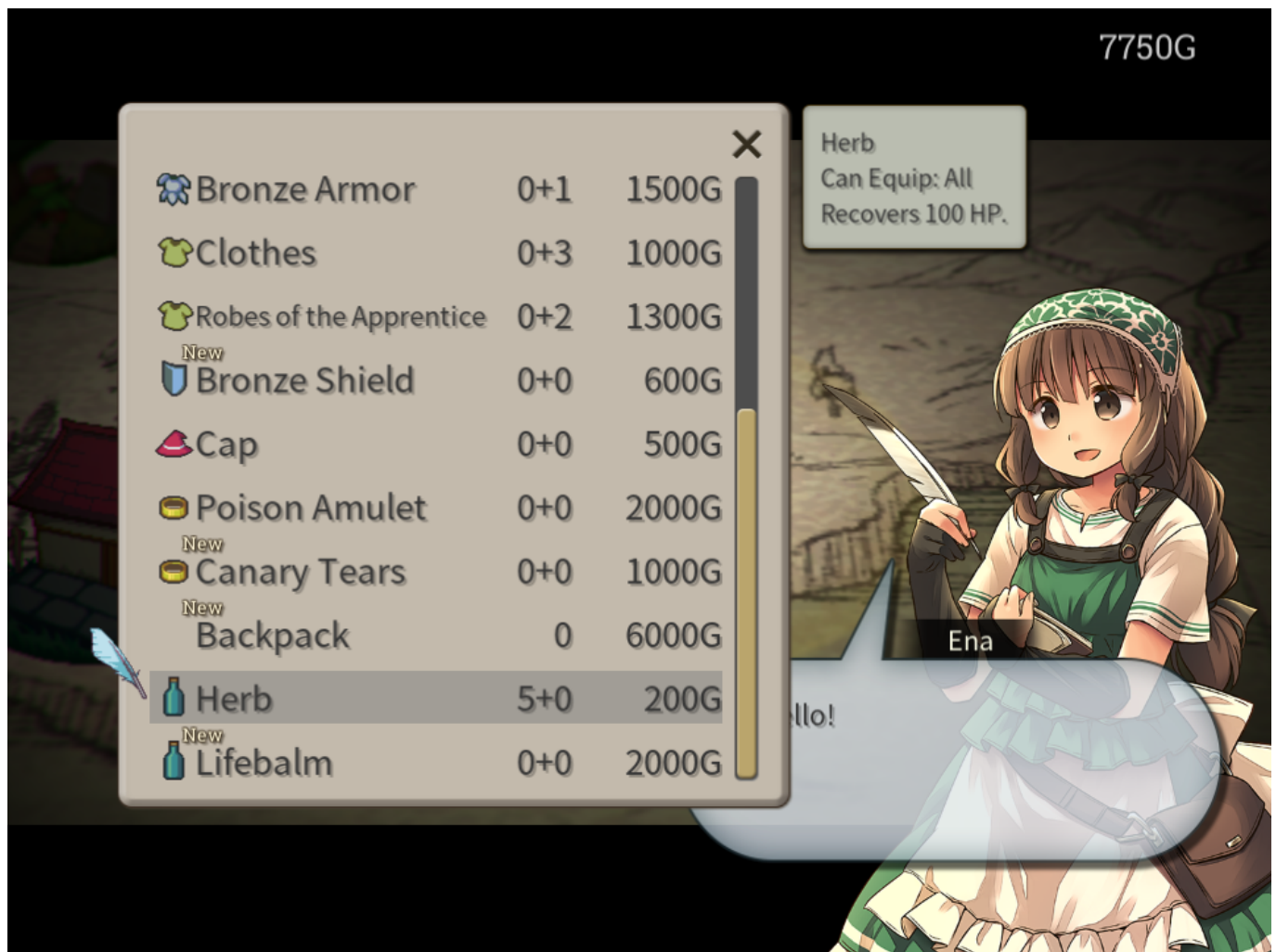
The update will include several new events and gameplay features. Some important QoL features (Events preview in the map, for example) will also be added, as well as a couple of minor bug fixes.

We'll go into the changes in more details when the update hits.. **English version is coming soon.:**

The translation is almost done.

When I have finished debugging, next version that supports English will be released.

At the earliest, it is in this month.

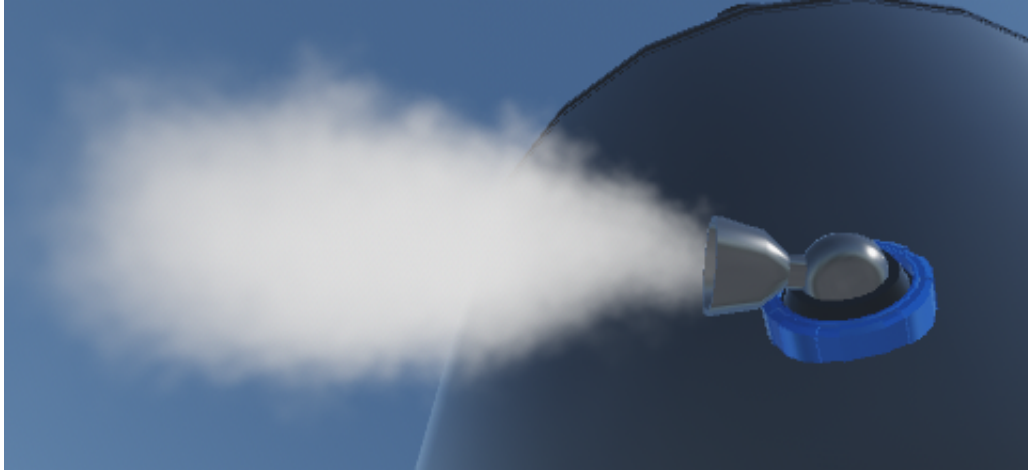


. Atlasee Warhammer 40,000: Armageddon - Da Orks SimpleRockets 2 Update 0.7.1:

We just released update 0.7.1 for SimpleRockets 2 on Steam. A large part of this update was just below the surface, refactoring our old code and tackling some technical debt. Nathan took a quick hiatus from mod support to perform major surgery on the

game loop and it has significantly improved performance for large craft. From our testing, we've seen an FPS increase of over 30% for some crafts.

Andrew added a new multi-directional RCS part so now you don't need to cobble together your own cluster of 5+ RCS ports. Just add one of these new parts and enjoy enhanced attitude control.

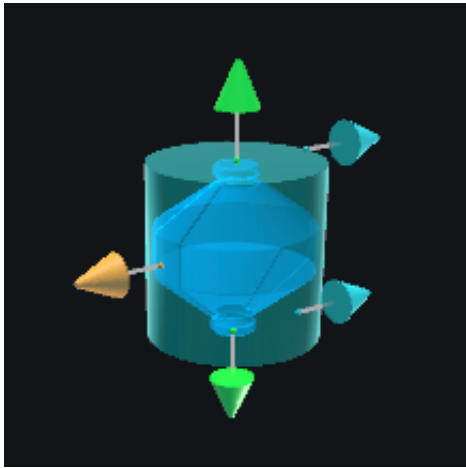


Andrew also refactored all of the fuel code so that we could support some new features to give you more control over how your crafts consume their fuel. Now you can re-prioritize your fuel tanks, drain from multiple tanks at once, and even automate fuel transfer using cross feeds, which are available on any new interstage part you pull out from the part list.



Kevin revisited the fuselage parts and rebuilt their meshes to remove unnecessary complexity and improve game performance, undoubtedly contributing to the 30% FPS boost I mentioned earlier. Then he went through all of the fuselage textures with a fine tooth comb and fixed issues with alignment that had cropped up in a few bug reports. After that, he freshened up the loading screens to be more reflective of the game's current state.

William incorporated four new songs from [Fat Bard](http://www.fatbard.com) (the music guys). Then he added a new, resizable gyroscope part, so now your crafts don't need to have a command pod for that. The power of the gyro is based on its size.



Philip has been working on procedural landing gear, but that didn't make this update. We are hoping to get that in the next update, in a few weeks.

Here are the nitty gritty details:

FEATURES. Steam Trading Cards are Here!:



Thanks for waiting:

Steam Trading Cards are now available!. **Christmas sales comes to Wonderbox Games!:**

The Sale is on, get prepared! Grab Who's in the Box? on sale for 75% off for a limited time.

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