
Kiya Download For Pc [FULL]



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About This Game

Kiya is a five minute virtual reality piece telling the story of two sisters valiant but unsuccessful efforts to try to rescue their third sister, Kiya, from a deadly attack by her ex-boyfriend. Using two separate recorded calls to emergency workers, the experience puts the viewer on scene as the tragic events unfold. With three women killed every day by their intimate partners in the United States, Kiya is ultimately a call to action: this should never happen to anyone's sister again.

Title: Kiya
Genre: Free to Play, Indie, Simulation
Developer:
Emblematic Group
Publisher:
Emblematic Group
Release Date: 6 Apr, 2016

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Minimum:

OS: Windows 8 64

Processor: i6 Intel

Memory: 8 GB RAM

Graphics: Nvidia 980

DirectX: Version 11

Storage: 150 MB available space

English







玦

Huá

Zhì

Gǒng

Liú

Save QSave QLoad PrefB

For a warhammer 40k fan its a must buy, as you can see i didnt play long but everything is done with passion in this game, and details of maps are amazing. Its a little sad that only true fans of Warhammer 40,000 universe will find this game epic. Lore is also great there is alot of cool easter eggs in dialogues (like the mention of grey knight chapter) the only - i found is with the boxes with supply and medipacks (sometimes its bugged i cant open it) I also know that most games are made for kids as a primary target but kids cant understand how much work it takes to create a game or even graphics or details to 1 single map. This studio these people tried very hard to make it as close to wh40k as possible.

As an old warhammer 40k fan i myself rate this game 8,5/10. dose anyone play this i can't find any servers . I wish there was a Neutral feature on these reviews because that's where it would fall for me, but if I had to I'd say it's not bad so it gets a tentative Positive.

The game plays a lot like the original Genesis games and that is pretty nice, but I had no idea what I was doing. The time travel thing is not explained. The FutureVPast mechanic is not explained. The point of the game is not explained. In fact, there is no point at which anything is explained, which should be fine. A Sonic game really should just be "run from start to finish real fast without dying", but this game doesn't do that.

I actually looked it up. I had to Google wtf is up with Sonic CD. This video told me all I needed to know to finally enjoy the game: <https://www.youtube.com/watch?v=HG-mXjr03cQ>

[The game makes the mistake of not telling you your purpose. You see Sonic is trying to make a better future by going into the past. You are supposed to find a machine in each level after travelling to the past by flipping the the Past marker and running at top speed long enough.](#)

[I get that it adds a new element of exploration to the game and that can be a lot of fun, but the fact that I had no idea it was even a thing makes the game frustrating and odd.](#)

[So, knowing that you are supposed to find this machine, maybe you can enjoy the game more. Maybe I'll pick it up and beat it some day, but the simple fact that the game gives you no indication of this mechanic makes it almost unplayable which is too bad because otherwise I might have really enjoyed it the first time I tried to play.. *cracks open a Monster* *sip* Yupp Battle Stations Pacific, now that is a good game.](#)

[The game of my childhood.It is not a simulator, but how good the music is I can not describe.I mean this game is a game what you can enjoy when you sit down, it is not complicated, a simple game, have no bugs.I could not play it for long time, because of windows live, but it is running again.This game, is what kids in my age always wanted back in 2009.I love the game that it has two campaign, from the american to the japanese campaign you can only love it.. I really wanted to like this game. I did. But the translation is done so badly it ruins the whole story. If you can enjoy a story written in broken english then this is the game for you! If not, it's probably best to skip it.. 1st try: bird's eye view
2nd try: bird's eye view](#)

[30 minutes later...](#)

[3rd try: everything alright, couldnt get past the 1st bridge without the "player disconnected" error](#)

[some time later...](#)

[4th try: got bird's eye view and realized i need to wait 1-2 minutes after my partner accepts](#)

[5th try: game crashes](#)

[6th try: same](#)

[7th try: saamee..](#)

[8th try: restarted pc, router, and evolve, enters game and can't move.](#)

[9th try: nice tutorials, went to the 2nd gate and didn't knew wtf to do with the pillars](#)

[time waster, but nice concept. dont recommend do as you wish, i tried with evolve and hamachi, both had same problems.. This game has still quite a lot of bugs.](#)

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- Sometimes you get stuck when trying to join a friend.
 - Items can get stuck in your hands.
 - In Africa you die when getting the key out of the cage even if the lion is already in the other cage and locked in.

Nevertheless it's still fun and challenging and you also need some general knowledge about somethings in order to complete some puzzles.

. At 8 hours, I'm still not sure that I've even scratched the surface of this game. Really enjoying it so far- it's a little more old-school than I usually play, but that's definitely not a negative point. I'm interested to see how my experience progresses.. Game should be 10 instead of 20 something dollars, not worth it. In short: Good idea, lazy execution. This is more of a proof of concept with a dire lack of content, than a full release.

In long: It's an interesting twist on the puzzle platformer genre. Each level starts you out frozen, which makes each block you touch suddenly be affected by gravity. After touching the red block you become unfrozen. This means you no longer affect blocks, and you can now access the exit (for some reason the level exit is a "girlfriend" who "rewards" you with an annoying kissing sound effect - come on, it's 2018). The challenge lies in having to prepare the level for the second phase: By strategically touching and skipping blocks in the first phase, you have to build a layout that is solvable for the return trip, when you can only jump.

At least that's the theory, because at 24 levels the game is appallingly short. And among those only 2-3 use the mechanics in a way that doesn't make the solution immediately obvious. The difficulty is generally all over the place. Even the second level is way easier than the first. Including the 3 interesting levels that required multiple resets I beat the entire game in 20 minutes. At least the controls are pretty tight, I'll give it that. Sadly you're forced to use arrow keys (no WASD).

In terms of presentation and technical implementation I can hardly give the game more than a "functional". This is as bare-bones as it gets for a game. You have a single-page level menu, an exit button and a mute button and that's it. No windowed mode. I can see nothing that hints at any kind of polish or effort beyond the bare minimum. Why even go through the trouble of making/finding assets and coding a game when you then stop at 24 levels? Put some more content in there, preferably some that teases your brain a little!

Sure, the game is cheap, but even at 0.79 I feel overcharged for how little it has to offer. It might be worth spending a few Cents on sale to check out the novel mechanic, but be aware of how little you're going to get in return. This is a glorified demo or proof of concept, not a full release.

This game is pretty lame. Other than the framework of "You're a guardian" there is a lack of any real, compelling story. You are limited to 3 character options, which would be okay if there weren't just 10 active skills and 5 passive skills to invest in per character. It just doesn't offer enough interesting possibilities. The main gameplay loop of the game seems to be 1) Accept as many outstanding quests as possible 2) Pick a mission in a zone where you can clear the most of those quests 3) Mindlessly kill monsters (it's REALLY easy) 4) Pick up all the loot 5) Return to the main hub and sell the loot/invest points into your character. I found myself overlevelled for all available quests less than 2 hours into playing the game, and got a refund. I wouldn't recommend this game to anyone looking for anything more than a casual ARPG, there is no depth here. 4/10. fun couch co-op game to play with your friends, and it's free! there's no reason you shouldn't try it out. Great soundtrack as well. 3 minutes total time to finish the campaign? Really? But then you have the option to play the survival mode which is there to try to make this look like an actual game.

Why would someone publish that? Just stay away for your own sake.. I wanted to do the modifications not have pre modded cars... freakin epic

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