Across The Line Ativador Download [Ativador]



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About This Game

Across the Line is an immersive virtual reality experience that combines 360° video and computer generated imaging (CGI) to put viewers in the shoes of a patient entering a health center for a safe and legal abortion. Using real audio gathered at protests, scripted scenes, and documentary footage, the film is a powerful hybrid documentary-fiction depiction of the gauntlet that many abortion providers, health center staff, and patients must walk on a typical day in America.

The experience consists of three scenes. We begin inside the health center, finding ourselves in an exam room with a young woman and a compassionate doctor. The scene fades as we travel back in time to follow the patient and her friend as they drive up to a health center lined with protesters holding graphic signs and shouting.

The final scene uses computer-generated graphics. The viewer becomes the patient and must navigate a group of intimidating protesters shouting highly offensive remarks aimed at shaming and stigmatizing the patient. The audio montage, captured from protesters across the country, anchors the viewers experience in the reality of what thousands of people across the country face during anti-abortion protests outside of health centers.

Title: Across The Line

Genre: Free to Play, Indie, Simulation

Developer:

Emblematic Group

Publisher:

Emblematic Group

Release Date: 1 Feb, 2017

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Minimum:

OS: Windows 8 64

Processor: i6 Intel

Memory: 8 GB RAM

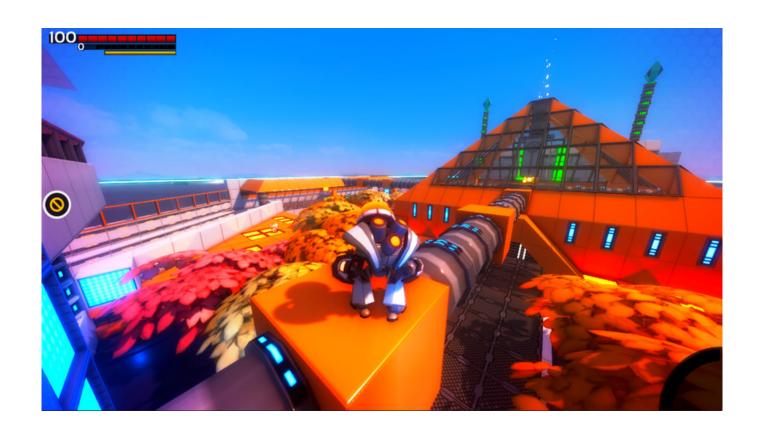
Graphics: Nvidia 980

DirectX: Version 11

Storage: 150 MB available space

English







It's a nice short story about coming of age, life choices, friendship and first love. It's also a very "normal" story, no big plot twists or surprises, verly little drama and it feels very 'real' and relatable because of this. It touches on the pressures of life as a young adult in modern Japan, and I was surprised to learn that it was not made by a Japanese studio. I missed the autoscroll function though...Worth a read if you like virtual novels about young love and Japanese culture. 7\/10. The mini game is better than the main game. hey yo pretty fun game:). While playing this game I got seizures!! Would spaz out again 5\/5!. Really boring and dated. Refunded.

All these Apogee games are ruining my memories! I remember this game having awesome graphics, sound, and music. But as with every game that doesn't age well I realize we just filled the pixels with our imagination.

These games are uglier and harder. We're so casual.

Alien Carnage is great, is Duke Nukem with new mechanics and micro transactions!. A pathetic mobile game. Horrible touch-oriented controls, the gameplay is already boring on the first level.

Don't buy this trash, not even at a sale. Waste of time and money.

. Fun little mecha 2d shoot em up. Sequel to gigantic army. Very forgiving compared to gigantic army, and that is not a bad thing. Has even a save system. Mouse and keyboard feels best for this but 360 pad works fine too.. Edit 2: This game now works on my PC after a hotfix released one day after the game's launch. The stuff below is no longer applicable to my review. Thank you for a fast fix, devs! So far I'm really enjoying the game, and will update the review again once I have a more developed opinion.

Edit: I should have prefaced this before in this review - This is only about my experience with the game. I've seen plenty of people who are able to play and enjoy the game just fine, and only a few others who are experiencing issues similar to mine. Either way, I cannot play due to a game-breaking bug with no currently working fixes, and I view this as a major issue.

Simply put, the game does not work for me. The menus are fine, the music is pretty good, the concept of the game is interesting, but the game itself does not work at all.

As soon as I try to enter the game, neither keyboard + mouse nor my Xbox 360 controller works to play the game, which are both the recommended control types for playing. I cannot move my ship whatsoever in local VS mode, and I cannot progress past textboxes while in-game. I have tried pressing every single key and button to see if some sort of interaction button has a strange default bind that isn't acknowledged in the controls menu, but nothing works.

The game also enters a fully softlocked state for me whenever I enter the game, as trying to exit out to the main menu triggers the menu music and a loading icon to appear, but nothing else happens. Oddly enough, you can pause again in this state despite the game being paused already, and I cannot select any of the options in the glitched pause menu that appears if you pause while exiting to the main menu.

I want to like this game, but it's very hard to do so when the only part of it that works is the menu. This games pretty basic and gets boring extremely quickly. The concept is to stop asteroids from hitting the portal and that's about it; there are ways to make this games objective more complex and fun but the creaters seem to not want this. It's good looking because of it's cool and unique art style, but I'm afraid that's all it has to offer as of now, besides an hour or two of gameplay.

With more support, I believe the developers can do a lot more with the game. I have to give it a thumbs down because of it's lack of content but I'm open to changing that if we can see a lot more content added in the future.. it's a good game, I'm youst to dark stuff but this game was just... WOW!

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