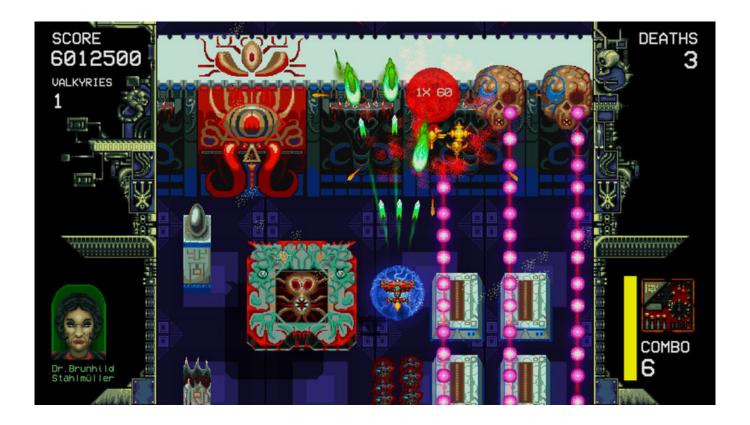
FallenCore Activation Code And Serial Number



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About This Game

FallenCore is a 2D platformer about Ardi the repair android, who arrived on a huge space station to fix the malfunctioned central core of the ship. After the breakdown, many on-board mechanisms became dangerous and can easily kill the character, as well as the robots "went crazy" and arranged a hunt for Ardi not to let it get to the core.

In the chaos like that, Ardi will have to pass several decks of the station and repair the malfunctioning mechanisms in the the lower decks littered with garbage, in the computer data center and in the cryogenic laboratories, in order to finally reach the center of the ship and unravel the riddle of the accident.

By using various combinations of mechanisms Ardi will be able to solve puzzles to make his way through and defeat the enemies. The key feature of FallenCore is that the player can interact directly with mechanisms using a mouse or touch screen to move elevators and platforms, and to combine different elements to turn the traps on and off. The game includes 25 levels, dozens of different traps and logical puzzles, 5 types of enemies with unique behavior and therefore different strategies for defeating them, and several spectacular battles with huge bosses. The plot of the game is presented in the form of an author's comics, the gameplay is accompanied by specially written techno soundtrack for this game.

Title: FallenCore

Genre: Adventure, Indie

Developer: Ad Aspera Publisher: Arrible

Release Date: 26 Feb, 2018

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 $English, Russian, French, Italian, German, Simplified\ Chinese, Polish, Ukrainian$







Good free game. Love it. It would be really good to add in a chinese Dragon. Very Nice 2D RTS game.. Short and Sweet Mystery VN Worth checking out.. Very good music!. The classes are well developed and relatively well balanced. The gameplay is simple, yet addicting. The in-game dialogue\lore tooltips give just enough lore to give the player a feeling of immersion without making the game be story-intensive. However, any praise that I have for this game ends here.

I paid \$20 (deluxe edition) for essentially a flash game with a few extra features tacked on top. I enjoy playing the game, but it's not worth the money for what you get. One would think that, if the gameplay itself is lacking for the price, then it would at the very bare minimum entail half-decent customer support. This game hasn't been updated in ages and there's been absolutely no interaction from the developer since 2015.

I have come across a variety of bugs in the 115 hours I have invested into this game, and emailed the developer. Not only has there been absolutely no response, but absolutely no effort is being taken to moderate the amount of RAM-hacking used to attain top positions on the leaderboard.

There are people who've, upon my looking up their steam profiles to investigate, have barely invested 10 hours in the game and have gotten:

- all the achievements
- scores that are not obtainable through normal gameplay
- top positions on the leaderboard

If the developer of the game makes you pay money (three times the amount the game is worth imho) for a few extra features - the leaderboard being one of them - and then doesn't give half a fresh $\u2665\u2665\u2665\u2665\u2665$ as to moderating the leaderboards to make the game fun and enjoyable for everyone, there is absolutely no point in buying the game. A lot of people play the free version on kongregate. The free version's leaderboards are, at the very least, balanced - praise I wish I could be giving to the steam version.

In summary, the game is quite fun but it's a shame that it's riddled with bugs and absolutely no effort is being made to moderate cheating\hacking into the leaderboards. The developer has abandoned the project, and it's not worth half the money it's listed for.. Beautiful - While not being a particularly long story, I believe that this was more than worth its asking price.

From the unconventional characters and their comical interactions to the very unique take on the final H scenes, theres not really much i could complain about and its refreshing to see a VN that doesnt have a sex crazed protagonist but much more of a relateable character.

I think the ability to name your protagonist and choose gender is interesting and may make it appeal to a wider audience but personally i am probably what an average vn would target anyway (had a male character and named him Shizu).

Finally i'll say that for what it is and how its priced there are lots of vn's that excel better in single area's but not many at all that do as well as a cohesive whole without costing more. Thanks for reading my review and if you buy the game i hope you enjoy it ^_^

Very poor game.

Bad physics

Bad control. This is a good game to zone out to. Nothing too exciting, a great game to calm down with no matter how old you are.. Unoptimized.. gave up on the game after about 5 hours into it. Way too complicated for me. I was under the impression it would be much user friendly that it is but i find myself wasting so much time trying to remember what buttons do what and how to connect what it saps any of the fun from it. Nice game

all i need is new updates and new content. It has potential to be a good game, but as of now it is not worth buying. For me it's too hard, almost unplayable. And there are some glitches - your robot may stuck in certain places without dying and opportunuty to get out by itself. Good and fancy picture, but trees and other jungle plants cyclically change their sizes, and the effect is like you are in the beginning of some serious hallucinations. :)

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\u0433\u0430\u043b\u044b\u0446\u0446\u0438\u043d\u0430\u0438\u0438.:). This is really fun. Of course it is like the game in Valve's Lab. And astonishingly the devs ommitted a few interesting things like exploding barrels and hot oil. Nobody knows why. Maybe copyright issues:-D

Still it is a nice one, although the controls are slightly worse than in Valve's game. But for whatever reason I liked this game more, I think it is because the setting, It feels right to be there on the castles's wall in the night when the monsters show up.

My daughter (8) likes it as well. She does not care much about aminig but she is quick when shooting, so she does a fairly good job and wants to play whenever possible.

So we have a lot of fun with the game and it is worth the money. If you decide to give it a try, do not give up after five minutes just because bow and arrow feel unnatural. You will get used to it ant then it really is ok.. Good little game here. 10V10. More add ons please!!!. I played this on the Oculus Rift with Touch Controllers. I didn't notice any issues (I only used 2 sensors with standing room only setup). Obviously, this game is better with 3 sensor setup and full roomscale and I will try that at a later time. You move by holding the triggers and moving your hands like a running motion. And you climb by holding the grip buttons. There are leaderboards for bragging rights.

The gameplay is basically climbing midieval castle towers. The game is very particular about which paths are open or not to climb up, and you can tell with the buzzing of your motion controllers when you are not in a good situation. However, several times I saw paths that should be good and visually looked like they could be used when they were not. In particular I found a spot where the game would take me temporarily to a menu loading screen and then I would fall all the way down. This happened each time I tried going up this way and eventually I had to find an alternative path. Also, not sure if this was a bug or not, but it seemed I fell a few times from a ledge randomly (I was holding on to the grip button).

There is an interesting co-op mode gameplay where one person climbs and tries to avoid guards, while the other person shoots bows and arrows to distract them or to create new paths to climb. I didn't get to try that, but it seems like something innovative which may be fun to play.

Given the price, I do recommend this game.

Rate: 6\/10

I would rate higher if they added more challenging elements to the climbing or traps to avoid. Also, I hope they would different objects to climb instead of just castle towers, like a church. I'd be happy with a modern city building.

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