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## Gunman Tales Activation Code [License]



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### About This Game

You're the Stranger, a bounty hunter on a mission to find the Legendary Lost Treasure.

To complete the quest, you must explore all the lands that surround you to find the four pieces of map which will give you access into the **Golden Valley**.

Along the way you will have to defeat many enemies and retain their gold and useful items to increase your abilities so that you might survive the perils.

Once the map is complete, you will then make your way to the golden Valley to find the Legendary Lost Treasure.

But wait! You are not alone in the quest! There are other gunmen know of this lost treasure. Be the first to complete the quest!

Moreover, you are bound to encounter the dangerous Werewolfs, who wander the land. So, beware of this creatures during a full moon!

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Good luck stranger!

**Gunman Tales** is an old-school action adventure game for 1-4 players set in the wild west and inspired by the legendary game from Amiga **Moonstone: A Hard Days Knight and Cabal**

**Let the Adventure begin!**

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Title: Gunman Tales  
Genre: Action, Adventure, Indie, RPG  
Developer:  
FobTi interactive  
Publisher:  
FobTi interactive  
Release Date: 1 Aug, 2018

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**Minimum:**

**OS:** Windows 7/8

**Processor:** 1.8 GHZ

**Memory:** 2 GB RAM

**Graphics:** NVIDIA GT/s 4xx or Equivalent

**DirectX:** Version 9.0c

**Storage:** 200 MB available space

English





Blue Angels®



DISPLAY ZOOM

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I did not use this game to farm trading cards.. Loved this game. The story is great, the voice acting is great, loved the music. It explores its themes very well. And it has some cool mechanics. It's a different beast, but if you liked VtM Bloodlines you'll probably like this as well.. I'm a huge fan of Marble Blast Gold and Marble Blast Ultra, and while I didn't expect this to be the exact same game, I hoped it would evoke the same feeling. Sadly it did not; it seems a bit too rough and unpolished, the lighting effects aren't too great, the backgrounds can at times be so bright they make the level itself hard to see, and the mixture of different texture styles are a bit jarring to the eyes.

When you make a game based around trial and error for solving the levels, a lives-system is infuriatingly aggravating and adds an extra level of frustration to the game. The timer for the puzzles also includes all your previous attempts as well, which makes the solve-timer seem somewhat skewed. My biggest gripe with the controls is the fact that you can't turn the camera around, but rather tilt it left and right in an odd fashion, which makes precision jumping an absolute nightmare. Now I don't mind difficulty, Marble Blast could drive my patience into the ground and grind on it and not let up until I decided to GIT GUD, but compounded with a limited number of lives (although it doesn't take many coins to buy 100 lives) takes away from the experience.

The physics seem a bit wonky at times as well, there's a sequence of falling platforms that you have to get across in one of the earlier levels, and if you're on the platform when it starts falling, the direction you'll be sent bouncing off into is seemingly completely random.

I feel there is so much potential in this game, but the menus look like they're straight out of the 90's, the aesthetics rub me the wrong way (the textures gives me the cheap low-key indie vibe in some levels), and the fact that precision jumping is a total ♥♥♥♥♥ when you can't tell if your jump will be straight or not, and it just makes me long back to Marble Blast Gold and its sprawly levels of creative and sunny look and feel.

In its current state I cannot with good conscience give this game anything but a thumbs down; the game isn't strictly speaking BAD; while I didn't expect it to be Marble Blast, and I expected to be let down on at least a few points, the fact that it let me down on nearly all points means the game doesn't get my recommendation. I applaud the developer and hope they can take it to heart and make either updates to the current game, or a new one with improved controls, a little face-lift, and perhaps some more cheery backgrounds (that perhaps also wouldn't be so taxing on lower end machines as well), then they can have a new review and perhaps a recommendation from me too.

TL:DR; there is a lot of potential in here, but the games' controls are too restrictive to deliver a good experience. Bad camera controls make precision jumping a pain, and the backgrounds can be too demanding for low-end computers without choosing a very low resolution.. Gyromancer is a new take on the traditional puzzle game. There is a collector's aspect to it, where you can find new creature to use in "battle", as well as a leveling system. The basic gameplay is that you can rotate a quadrant of symbols to the right, if they create a group of three like symbols, those disappear and add to your attack points. Once you get enough attack points for a given move, it will automatically trigger and either damage your opponent or initialize a different effect, such as poison or lower armor.

This is a game where time doesn't matter as much as accuracy. If you make a rotation that doesn't chain symbols your opponent's attack points significantly increase. The story is not super in depth, but I don't think it is the force that drives the gameplay, so I am fine with it. The variety in creatures/moves makes the game semi-replayable, though you could just switch them out often to get a feel for each one (as I did.)

Outside of the puzzle portion of the game is a game-board setup where you move your character around the board attempting to find the goal. On the board are bosses, new creature tokens and challenges. Challenges are set boards that have a goal, and once you reach that goal you get to move on.

Overall I really enjoyed Gyromancer, especially for those situations where you are only playing 10-20 minutes and can't get too involved into a game. If you are a fan of puzzle games I would definitely add this to your library, you won't be disappointed.. This game cured my autism. 10/10 would draw again.

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Its a cute, fun graphically easy on the eyes game. Brings back all the memories of 1942 at the arcade.  
The controls are sluggish, and there is no option to re-bind keys, or have the use of a game pad.  
I enjoyed playing it, but the frustration is real.. Finally i can have this crispy soundtrack album!

Really recommended to have this one, it comes with 3 format (MP3, AAC, and FLAC. However AAC and FLAC version are zipped, only MP3 version are unzipped by default)

It's an instant classic for sure!. You should not buy this game even if the price is cheap. You will regret it.

The game balance is totally broken as a tower defence game. There are few choking points to make towers effective. Zombies in this game shoot, without any reason.. "Bad" is a super boring song to play. The other 3 are really fun.. only about 10-15 mins of behind the scenes video, would like to have outtakes. That is just a very bad made Dodonpachi rip-off, where you even spoiler the existence of "hibachi" or whatever the secret is. And if it isn't enough, the music makes the game even worse. It's boring and it doesn't fit into the atmosphere of a bullethell-shooter (if it is supposed to be one). I've also tried DX-Mode. I didn't see you effort put into the hard difficulty, it's just Normal-Mode with after-death-bullets coming out of enemies.

And i have to tell you, that this is my first bad review i've ever given on steam. I am always fair and give even better reviews than the game deserves. And i'm also a big fan of Shoot'em'ups. Sorry, but this game has no effort included, and the prize for such a game is too high. It seems like i've wasted 8\u20ac here. At least I should have waited for another Steam-Sale.... I can't get it to work. At the level select screen, everything but the "go back" button it won't let me click.. Great looking model but buggy. This was one of the most anticipated add-ons for the NEC: New York-New Haven route but alas it is virtually useless do to frame rate issues when more than 2 consists are running. As of Dec 2014 it has not been fixed despite the promise of an update. I can not recommend this pretty EMU until it is patched, which I suspect will never happen at this rate. It's honestly made it so that I no longer impulse buy content when it's first released, especial considering the history of Dovetail patching buggy content.. Didn't list amounts in package description. (50x baits, 10x others)

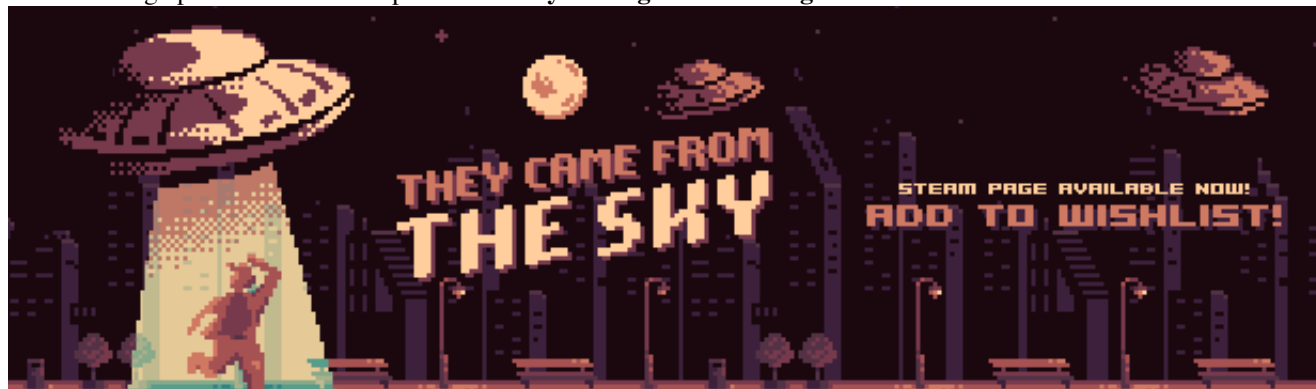
The wording for Credits(?) and Baitcoins are exactly the same.  
The credits are just standard currency, unless I missed something.

I don't really feel negatively towards this pack, but the execution was... horrific. (At least it's on theme?)

Edit: Oh. They edited the package description. Yay.

### Update Patch Notes - August 13, 2018:

The following updates have been implemented:. **My NEW game is coming soon!:**



Hi folks!

The Steam page of my new game, **They Came From The Sky**, is now live.

"They Came From the Sky is tiny, retro styled, highly-addictive and fast paced arcade game wherein you take the role of one of the Flying Saucers in the 1950s with one and only one Mission: Make a delicious juicy Human Smoothie!"



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If you like what you see, please, add the game to your wishlist. :)

cheers,  
FobTi

[https://store.steampowered.com/app/1066940/They\\_Came\\_From\\_the\\_Sky](https://store.steampowered.com/app/1066940/They_Came_From_the_Sky). **Update Patch Notes - July 23, 2018:**

The following updates have been implemented:. **They Came From the Sky is OUT NOW!:**

[https://store.steampowered.com/app/1066940/They\\_Came\\_From\\_the\\_Sky](https://store.steampowered.com/app/1066940/They_Came_From_the_Sky)

Have fun, folks! :). **Update Patch Notes - Jun 6, 2018:**

The following updates have been implemented:. **Update Patch Notes - August 2, 2018:**

The following updates have been implemented:. **Gunman Tales Finally Leaves Early Access!:**



Hooray! The release of Gunman Tales is here!

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