The Deed Ativador Download [hack]

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About This Game

A keenly dark twist on the traditional murder mystery setting, The Deed is an Adventure/RPG game about getting away with murder.

Arran Bruce, the rightful heir to Dunshiel House, returns to his family home after discovering that his abusive father has decided to disinherit him from his Will in favour of his sadistic, deranged young sister. In a fit of anger and greed, Arran has decided to remove his sister from the equation in order to restore his own inheritance. Can he manage to get away with such a foul deed?

- **Meet the Family:**
  Explore Dunshiel House and encounter Arran's twisted, dysfunctional family and their servants. Take care, though - everything that you say or do can have an impact on the outcome of The Deed!

- **Choose the Weapon:**
  A rope, a candlestick or good old-fashioned rat poison? There are many household items that can be put to a dark and nefarious use. Choose carefully from ten possible murder weapons, bearing in mind who might become a suspect as a result of your selection.

- **Plant the Evidence:**
  Father, mother, maid, butler ... any of these individuals could take the blame for your heinous act, if you can find the right evidence, plant it in the right location and manage to raise the suspicions of the Inspector.

- **Face the Inspector:**
  When the deed is done, it's time to face the music and be interviewed by the wily, perceptive Inspector. Can you dodge his questions and avert his suspicions? Will you walk away a free man? Many possible endings await ...
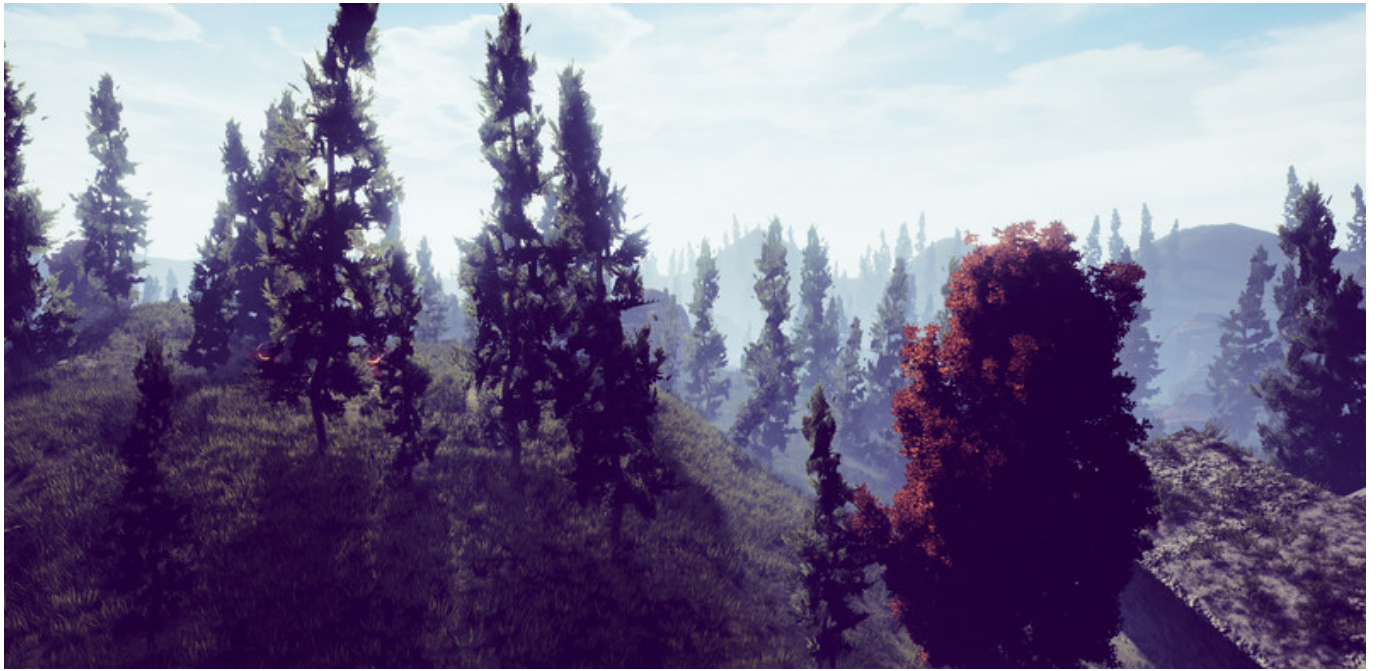
Title: The Deed
Genre: Adventure, RPG
Developer:
Pilgrim Adventures, GrabTheGames Studios
Publisher:
GrabTheGames, WhisperGames
Release Date: 23 Nov, 2015

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English,Simplified Chinese

ここでちょっと、休憩～！
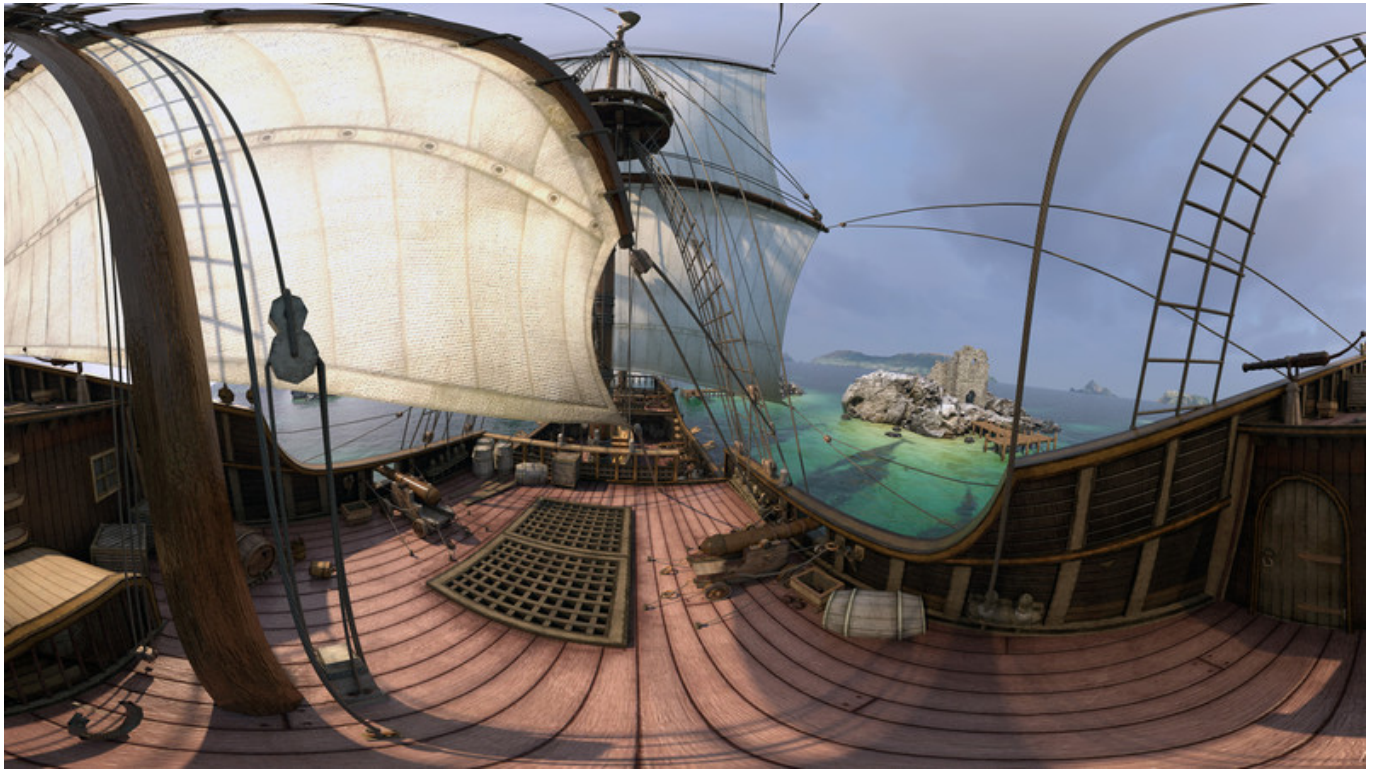
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The DLC comes with a few different versions of the flying scotsman, the engine looks and sounds good. About the only bad thing about it is it's hard to see anything in the cab because it's too dark.. one of good game from my childhood 11/10. I got this in one of those random steam key packs.... It's a game I guess.... I couldn't even play episode 1 because of an error that hasn't been fixed. The other episodes are locked. Basically, this product does not work.

I contacted the developer for an answer (couldn't get a refund because I took too long to test the game) and the developer said they'd fix this issue (a known issue) in future versions. They recommended I get it for free on the Android store or watch the episodes from their website. You should do just that, unless you're feeling like a sponsor of the arts or something and feel like donating some money to Eko.. this game is nice to waste time and exercise ur brain. Started playing this game with my ps4 controller and played for 8 hours straight! Its very addictive. Next day after an update i was no longer able to play with controller which is a shame. Hopefully they fix this as for me playing with a keyboard feels wrong.. Beware! You need a joystick to play this game.. Current players: 3
30-day Average: 1.3

Thats very upsetting

I've played this game for a few hours and ultimately I've decided that it's just a bad game. The limited animal selection is boring, the campaignes are tedious, and the park leveling system is incredibly stressful.

The interface is also incredibly complicated and awkward to use. The music is monotonous and the voice acting incredibly tacky.

If you want a time decently fun time waster, I'd say you could go for this game. Definitely only get this game if it's on sale, though. I got it for around $3 and I'm glad I didn't spend any more. It's not worth $10.. WTFFFF I CANTTTTT PLAY THE SCREENN IF ♥♥♥♥KED UP AFTER SAYS UNITY THEN THE SCREEN GOES DOWN RIGHT AND I CANT SEE NOTHINGG~!!!! WTFFFF. An incredible game. Very fun. Fast. Witty. A hidden gem.. Fun pick up game with a lot of thought behind the reward system and battle mechanics. Strong, fast graphics make this an exciting game to play.. I've put about 16 hours into this addictive twin stick shooter and I don't think I've ever had one grip me in the same way. There are 4 kinds of level, asteroids, enemies, alien encounter and warship.

Asteroid levels start off as all out destruction where your goal is to collect as much scrap as you can so you upgrade before the next level. The whole game has a really nice incline that you don't notice till you realise you've become a total ninja pilot.

It's hugely satisfying to play and outside of a few rare random levels that start in really nasty ways, it's extremely fair and you really feel tied to the ship. turboing through a channel you have cut through asteroids so you don't get pancaked, you feel in control and things happen like they should, there's tons of different enemies with different types of attacks that keep things interesting and it's procedural, so you aren't playing the same arenas over and over.

Great music. Cool upgrades to buy between levels and permanent checkpoints. It just does a lot of things really well and if you are remotely interested in twin stick arena shooters you can't go wrong. It is well worth the very small full price and absolute robbery on sale.. Truly a marvelous story.
Some minor complaints about certain characters and lack of character development, but overall I liked the focus more on choices and story and less so on your "stats".
I quickly realized early in the game that stats weren't super important, and that let me enjoy the story more and focus more on making the choices I felt I liked and made the most sense for the situation, instead of making the "right" choices, like some games require you to do unless you want a \u2665\u2665\u2665\u2665\u2665\u2665 ending, or die and start over.
That's not to say you can't \u2665\u2665\u2665\u2665 up, you absolutely can. I just happened to get a perfect ending result picking the choices I liked, which are basically the kind of choices I would make in any of these types of games, that would often get me instantly killed(or someone else) in some of the other games.
And the romance once you were in it was done very well. However it went from 0-100 fairly quickly, which not everyone likes, but I personally don't mind.

I guess you could say the writers intentions with choices synched up well with how my mind works, which is always a bit of a bonus to a story like this, the only other Choice Of game that did this near perfectly for me is Samurai of Hyuga, another great story.
. Super! Well polished puzzle-platformer. Pleasure to play!. This game is really bad!
Awful optimalization
My GPU is on max...
Laggy .... I liked the winter setting and the overall presentation. The story i liked because it was somewhat realistic, not involving fantasy creatures or magic.
Gameplay wise it was not bad, but the game is short and mostly too easy. It lacks complexity on everything that makes a good game in this genre, except the story, which i found somewhat difficult to follow.

v0.7.8 - New Defence Mechanic, Balance changes and several improvements!:
- Decreased dwarf accuracy by 10%.
- Once someone has been afflicted by insanity the trap is removed.
- All attribute test traps can now be set in the editor to only trigger once and desapear after.
- Made some adjustment to the falling axe animation.
- Made some small improvements in the merchant UI and fucntionality.
- Equipment is now craftable.
- Flail may only no longer be used by the wizard.

- Blacksmith UI now shows equiped items in transparent instead of hiding them.
- Reworked blacksmith UI to show more items.
- Traveler Boots now also gives +10% perception.
- Dwarf perception reduced from 90% to 80%.
- Reworked the bottom interface bar, it now only shows the items/spells you have (no more empty slots)
- Artifacts have been renamed to equipment, each hero has 2 slots.
- Fixed a game locking sitation when a hero would exit the dungeon and another would attempt to change room.
- Dark monk attack has changed to 2 and accuracy to 80%
- Made some improvement in the tutorial on second room.
- Reworked defence system, each character now has chance to completely block an attack or not based on his defence. This will make it more easy to understand what is happening visually.
- There is now a tooltip for magic pots and gold on top right.
- Staff of teleportation can now be used by the dark monk as well.
- Readjusted the width of some conversation buttons at bottom.
- Stand Ground is now end of turn and ends all your heroes turn.
- Roaming Monsters such as the ones in the labyrinth always attack first.
- When a character becomes afraid they make a step back and turn grayscale.
- You can now set a custom value for attack, accurancy, movement and defence for a character in the editor.
- Fixed an issue with the overhead magic shields not showing up sometimes.
- There is an option in graphics to turn on/off vsync.
- Added a quick tooltip at bottom of screen above interface to get some info when you highlight an object.
- Made some small improvements in the party slots in the village and added a healthbar.
- Fixed a bug that would allow you to keep all your gold at surrender.
- Gold found in barrels now renders on top of the broken barrel.
- Background glow on a party slot is now stronger when shopping.
- All heroes now have 20% fate.
- Master goblin witch now has 1 spell shield.
. **v0.9.3 - Dwarf improved, archer bug fixed and more!!**:
• Book of spells can now only be used once in a quest.
• Friends from the past now controls a monster for a certan amount of actions before it breaks free.
• Fixed a bug with werewolf retalation going through when stunned.
• Reworked dwarf shield block.
• Reworked dwarf counter bash.
• Reworked dwarf deflect.
• Reduced size slightly of orc death skeleton effect.
• Added a few more decorations in the dark castle.
• Fixed a crash with the chaos warlock when he would attempt to attack.
• Evil Sorcerer now takes a maximum of 1 damage per attack.
• Fixed a bug with the goblin archer not showing mini-icons like magic resist shields above his head.
• Fixed some issues with evil sorcerer doing less damage and playing an incorect animation for the attack when he dodge an attack.
• (Editor) Creatures can now start a quest with a stoneskin potion consumed.
• Archer evasion now uses normal walking speed instead of settings one.
• Fixed a bug with wardrums not giving a magic shield buff properly.
• Fixed a bug with wardrums buffing the defence of a creature that cannot naturally defend.
• Chaos Warlock upon death will force a random hero to test their sanity.
• Fixed an issue with dwarven barrel that could be placed to a tile already occupied by another unit.
• Fixed another issue with the barrel that would not let you click on that tile to step on it.
• Archer mend wounds can now be castled diagonally.
• Wizard frozen has been slightly changed.
• Fate has been removed from all creatures and is now a buff that a creature can spawn with or placed upon through skull of fate or some ability.
• Alludan's amulet now starts a hero with 3 charges of fate.
• Creatures with death effects now have a little skull mini-icon above their head.
• Fixed a bug with divine shield staying visible when a hero would exit the room.

• Knight sacrifice level 3 now completely heals the lowest health hero upon the knight's death...

• (Editor) No longer need press CONTROL + C or V to copy paste, just press C and V only.

• When a character is stunned he cannot defend against attacks.

• Wizard lighting strike now deals 3-4 damage on first strike instead of 3-5

• Fixed a bug with the archer not being able to equip 2 equipment items.

• Reduced gold penalty of ressurection to 20%. **Merry Christmas!!!**:

Here are some keys for friends and family!

KA5DW-XVXHD-76CWK
K326N-WAP8B-XGKAR
GJC3V-XY0MJ-Y2M5M
6TVKN-XE6WL-WXWW3
R8AKZ-JLZDX-DJNLW

Enjoy!!. **Patch History**:

Version 0.6.5

- Crafting has been disabled.

- Added more artifacts.

- Certain artifacts can only be equiped by certain heroes.

- Battle Tactics has been reworked.

- Removed difficulty from quests.

- Fixed a crash that would happen in multiplayer after abandoning a quest.

- Added a 4th slot in the multiplayer.

- Reworked some UI multiplayer options.

- You can now select which heroes to test with a map in the editor.

Version 0.6.4

- Added some logs to help track some multiplayer bug.

- Fixed a crash in multiplayer that would lock a client.

Version 0.6.3

- Fixed a desync bug in multiplayer.

Version 0.6.2

- Loading timer timeout increased to 60 seconds from 20

- When changing quests in multiplayer it now clears all hero choices.

- Fixed an issue with the multiplayer loading timer that would not work on a second game.

- Fixed an issue with setting the wrong hero order at loading in a multiplayer game.

Version 0.6.1

- Added more sounds.

- Master goblin witch no longer curses illusions upon death.

- Added spell cast animation on healer knight.

- Fixed a Z Ordering issue on the healer knight shield.

- Fixed some perfomance issues with effects when first used.

- Fixed a spell target issue when changing character.

- Fixed some issues with Divine Shield not working properly.

- Made some improvements in the editor, added map properties and revamped steamworks

- Each map now shows how difficult it is.

- Added spell cast animation on wizard.

- Added a new dungeon, the labyrinth.

- Added mechanism to build random dungeons in map editor.

Version 0.6.0

- Fixed a UI issue at tavern with showing the name of character on top.

- Fixed an issue in multiplayer with game not running in background.
- Fixed an issue with leaving the village that would keep a conversation with NPC on.
- Fixed a UI issue after coming back from a quest and leaving the village, the ui would not receiving input.
- Fixed potion of refresh and adjust price.
- You can now use a spell and a potion in the same turn.
- Reworked Fear of Steel and fixed an animation issue.
- Bless should now work properly.
- Added several effects.
- Made some fixes with the bag.
- Added some new potion graphics
- Added a soft glow around the elder to highlight his importance.
- Magic Pot in the magician now turns grayscale and cannot be draged when you have no pots.
- Updated overhead text of what each NPC is doing to make wording more clear.
- Made some changes at the introduction map to facilitate better tutorials.
- Added more tutorials.
- When a hero's courage is tested the camera now focuses on them first.
- Changed icon of a player avatar to a cross to indicate you can invite a player.
- Added animation when the history log appears and hides.
- Fixed an issue where the history log would show nothing because the patch log is too big.
- Improved character profile screen.
- Made some updates in the old palace maps.
- Potion of rejuvenation now is cheaper and gives only 1 additional action.
- Fixed some UI alpha issues when menus appear and hide.
- The map quests now work properly, only unlcoked quests can be highlighted and played.

 Version 0.5.9
- Fixed an issue that would not show the version number on bottom left after u exit village.
- Fixed some issues with profile 1 slot.
- Made a few fixes in the old palace artwork.
- Fixed a bug with chat scrolling left and right while editing with arrow keys.
- Made some balance changes in the second map to make it a little easier for new players.
- Fixed some issues with the disarm trap.
- Added highlight for active character whilst in the artifacts, magician and alchemist shop.
- Fixed an issue with some maps not being marked as In Development.
- Added an animation of dead skeleton in the cutscene at introduction map.
- Fixed an issue with monsters not triggering certain events such as passing through firewall.
- Removed all traps and monsters no longer cheat death in introduction level.
- Monsters cannot cheat death more than once.
- Second map monsters do not have cheat death available either.
- Fixed some animation and path issues with Tornado.
- Fixed an issue with barbarian axe not facing the right direction.

 Version 0.5.8
- Application now runs in background when playing multiplayer.
- There is a 50% gold penalty when you surrender on all gold looted.
- Fixed a bug with the party leader surrendering and others players not have their progress saved.
- Fixed an issue that the party members in multiplayer would not have their map saved as completed.
- Pressing 'I' will now turn on/off the interface(usefull for screenshots).
- Fixed an issue that would allow in development maps to be played.
- Improved bag inventory interface and fixed some issues.
- Bonus Rooms now need to unlock dungeon path.
- Made some changes in the quest map.
- Changed how tooltip displays spell and skill power.
- Fixed a bug that would let u give your turn to another hero when he has no more actions.

- Skull of fate target now has a little icon animation above his head before the effect is applied.
- Added some shadow on coins on flor and barrel.
- Fixed an issue with old palace exit door not exiting heroes.

 Version 0.5.7
- Fixed a bug that would not allow you to exit the dungeon
- Fixed an animation issue with walk.
- Fixed various issues with walk.
- Added new map.
- Made some improvements in the editor.
- Upgraded to Unity 5.4.1
- Added speak and cutscene triggers.
- Added tutorials for in game.
- Added exclamation marks above NPC in village to entice to visit.
- Village NPCs now unlocked gardually as you do more quests.
- Fixed a bug with stand ground not showing tooltip.
- if all heroes are dead and illusions still exist then the game is over.
- Can no longer give turn to another hero in multiplayer if he has no actions left.
- Fixed an issue with rich text not using object alpha properly.
- You can skip the intro cutscene pressing a mouse button.
- Fixed issues with keeping track of gold, magic pots and items when you surrender, die and in multiplayer.
- Made some text updates with the tavern heroes showing correct gold.
- Fixed some issues in second map with changing rooms.
- Fixed a but with tooltip that sometimes would stay on in game when changing characters.
- Tavern no longer has a initial cost of 100gp.
- Fixed a bug that would lock the game when changing a scene.
- Fixed a bag with the pouch of gold not rendering after a monster death.
- Added an alpha pulse effect when a hero's turn becomes active.
- If a character is already selected, he cannot be selected again.
- Fixed an issue with animations bugging out.
- Barbarian counter attack now properly plays his spell animation.
- Added barrels that can have arrow traps.
- Bastard artifact is now available when you unlock the blacksmith.
- Updated some of the black walls.
- Added better better presentation system for cheat death, sanity test, fear test and perception test.
- Fixed an animation glitch when doing a hurt or block animation.
- Fixed a bug with stand ground not working after you used a power.
- Disarming a trap next to you no longer consumes an action.
- Fixed an issue with detecting traps causing a movement animation glitch.

 Version 0.5.6
- Revamped skull of fate, the odds are now in your favor.
- Made some fixes in the passage map.
- Now game starts with no magic pots and 100 gold.
- Made various balance adjustments.
- Testing a map in level editor now has all spells available for each hero.
- All illusions are now destryoed on room change and cannot change rooms.
- Added surrender icon on top left to confirm abandon a quest.
- Fixed some isses with text typer for party in village.
- Fixed some issue with paths and dungeons in quest map.
- Fixed an issue that would keep the dot path visible after performing an action.
- Fixed an issue after casting spell not ending your turn properly.
- Fixed a bug with throwing axe that would not do correct damage.
- Improved sanity test functionality.

Version 0.5.5

- Made some changes in the quest map.
- Added cages of horror map.
- Fixed a bug that would prevent heroes from exiting a dungeon.
- Improved object selection in editor.
- Village chat appears on top of other ui now.
- Numpad enter now works for chat.
- Highlighting your hero in multiplayer now appears as blue.
- Fixed some issues in the goblin chests map.
- Fixed some transparency issues that would affect the health bar.
- When exiting a secret door or normal door the other side door will now be open too.
- Orc shaman master now casts lighting bolt in a range.
- Character profile now shows the maximum attack range for ranked units.
- Added auto switch of heroes at end of turn.
- Can no longer give turn to other player if he has no actions left.
- No longer tests courage when entering a room.
- Made some text adjustments in village.
- Made some improvements in the brothel.
- Brothel bonuses now correctly work in multiplayer.
- Fixed a bug that would make a hero invisible when trying to enter a different room.

Version 0.5.4

- Fixed some tooltip bug.
- Fixed an alpha problem with invite friends UI.
- Fixed a bug with illusions not calculating whos turn is it properly in multiplayer.
- Options button is now always visible in game
- Fixed a bug that would not exit the party properly in the village profile menu.
- Fixed a bug that would. **Hot Fix - Fixed a desync bug in multiplayer and a P2P abandon party!**:
Special thanks to Pandax for helping out finding the bug!

Multiplayer should be working flawless now
Thanks!. **v0.7.6 - Achievements, Dark Monk and many fixes**:
We have added first few achievements in the game along with a new hero, the 'Dark Monk'. There have been some fixes for a few critical bugs introduced with runestones last patch.

*The monk lacks sounds and effects for his spell but those are coming shortly!

Full patch details:

- Made some updates to the dark monk spells.
- Added dark monk in the tavern
- Fixed a bug that with detecting who is friend and who is enemy.
- Healer Knight now costs 1800 to unlock and Dark Monk 2000.
- Wizard lighting strike no longer can be casted if there are no enemies in the room.
- Barbarian throwing axe only works against enemies now.
- Heroes movement squares outside combat are now limited, you can still carry on playing the same hero though.
- Old Palace white column walls are now double the size to hide more area. Some custom maps might need readjustment.
- Scenarios list now has a little space between each item.
- Changed skins of orc warrior master and goblin warrior master.
- Added achievements.
- Tutorials no longer show up when testing a map in editor.
- Fixed a crash primarily happening at "Jail Escape" when trying to update the health bar after learning "Battle Tactics" (Thanks Th'ail)
- Fixed several issues with runestone spells that would not work properly when upgraded.

- You can no longer pickup an item if a friendly hero is standing on it.
- Testing courage when healths drop at 1 only shows a visual animation when you become afraid.
- Characters owned by the evil sorcerer may only cheat death once, all others roll every time they are about to die.
- Improved wizard inferno animation.
. **v0.7.5 (Illusion fix, Goblin Shop, New maps on steamworks and bug fixes!)**:
We have added some new maps on steamworks.

Official Maps

It uses a couple of new mechanics such as learning new powers as you go and a goblin shop to buy potions within the dungeon.
http://steamcommunity.com/sharedfiles/filedetails/?id=802197972
What's next for Jail Escape?
- Improve layout of some rooms
- Add more monsters
- Improve loot
- Add a boss in the final room

This map showcases how to do a PvP map in multiplayer, the first player to kill the enemy hero wins the game.
http://steamcommunity.com/sharedfiles/filedetails/?id=800221407
What's Next for Monster Area?
- Limit number of characters
- Add spells for each monster
- Improve map layout to add more tactics
- Add goblin shop

Community Maps

The first map designed by Urko where your party must retrieve the black pearl from the clutches of evil goblins.
http://steamcommunity.com/sharedfiles/filedetails/?id=797870786
Second map comes from Paeddi, where you find enter the goblin castle and defeat the Lord of the Chambers.
http://steamcommunity.com/sharedfiles/filedetails/?id=799895286

 Critical Fixes
Fixed a bug with illusions that was introduced last patch that would prevent you from changing rooms.(Thanks agstacey)

Full patch log of recent fixes:

Version 0.7.5
- Fixed some issues with goblin shop.
- Fixed a rendering issue with the chest gold.
- Custom map with no title or file are no longer loaded.

Version 0.7.4
- Exiting the editor now takes you back to the village.
- Tooltip in the magician show now sais the current level of ability or skill.
- Disabled shops have a gray outline now.
- Made some text changes in the first mission text screen.
- Fixed a bug with illusions that would not allow you to change a room.
- Fixed a bug with some heroes starting grayscaled.
- Fixed an issue in the labyrinth that would prevent it from spawning monsters.
- Fixed an issue with custom maps where gold and magic pots would not show up on top right.
- Fixed a crash in the editor when trying to test a campaign map with predefined starting characters.
- Added runestones, these can be used in standalone maps to learn a random power.

- Added goblin shop, it can be used in missions to buy stuff in the dungeon.

Version 0.7.3
- Fixed an issue with PvP maps that the game would not finish when the enemy heroes are dead.
- Fixed a rendering issue with goblin witch master.
- Campaign maps now require you to select a character from your pool in the village.
- Standalone and PvP maps now require you to set a hero at starting location properties otherwise it will default to barbarian.
- Each player now needs to indicate they are ready for a game to start in a multiplayer game.
- Fixed a bug that would allow non-party leader to select a scenario.. **v0.8.1 - New Dungeon Tileset, Disappearing Icons bug fix, Walk Speed animation option**:
- Added a new enviroment, the dungeons.
- Updated tooltip text of dark fate.
- Fixed a bug with dwarf cutscene not showing the victory screen after the cutscene.
- Fixed an issue with tactics being treated as an active skill.
- Fear of Steel with tactics now tests the enemy's courage before they become afraid.
- Added a counter trigger in the editor.
- You can now set the walk speed animation in the options, there is also an option for almost instant movement.
- Fixed an issue with desapearing icons for dead heroes and magic pot in the magician shop. This affected all grayscale images.
- Orc Warrior Master now has 50% defence and 5 life.

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