
Stream Games Download Without Verification



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About This Game

**** Stream Games Only works for TWITCH.tv Streamers ****

Stream Games is a set of mini games that Twitch Streamers can play with their viewers' interaction

As a Streamer, you can connect Stream Games to the chat of your channel and allow your viewers to participate in mini-games to earn points.

You can enter the commands that the bot of your channel uses to add points to the viewers, if it use any. That way, your viewers will get points when winning the games.

Multiplayer and interaction only works through a channel chat from Twitch (twitch.tv)

Title: Stream Games
Genre: Casual, Indie
Developer:
Brogames, IceMakerZero
Publisher:
Brogames, IceMakerZero
Release Date: 6 Jul, 2018

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Minimum:

OS: Microsoft® Windows® XP or later

Processor: Dual Core 2.0 GHZ or Better

Memory: 512 MB RAM

Graphics: Compatible with DirectX 9

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 30 MB available space

English







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This game can't even open up past the launcher installation screen. I even tried downloading it straight from the website and it doesn't work.. If you see screenshots on the Internet of relationship status between the main protag and her tag partner SUGGESTING romantic undertones...

Well, let me tell you that there are jack♥♥♥♥♥♥ The game baits you into thinking that it has what it really isn't. Even the writers who did Mass Effect Andromeda write better relationships than those who did this game.

Also, translation is amateurish. Whoever translated this game wrote the script without matching the characters' personalities. There are also many times when the translator jump the shark and the subtitle becomes totally different from what the characters actually say(I understand Japanese).

Buy it only if you like the first game.. Came back to this game after a super long break, and I just need to say this, it's not worth to put your time and effort into this. Almost none visible quality-of-life changes from the devs to make the grinding in the game less mundane is a big minus, the game is out for quite a while now and devs don't care about making the game more enjoyable to play, they care about making more money by making new content, and if the game was polished enough I wouldn't have a problem with that, but it's just not..

The game needs faster speed up to get through the dailies, guild raids and such, the first 300 hours I spent I remember as pretty enjoyable, but lack of changes is heart-breaking. You can still try out this game and these things might not bother you, because you can multi-task, the stages just auto-complete, but I just can't recommend this game even tho I put so many hours into it.. Did not manage to load the game a single time. Steam VR goes unresponsive on every launch.. not bad... has potential. whether it will be pursued or not, i doubt. overly verbose

I regret wasting 30 minutes of my life on it. This is one of the instances where a game which is as cheap as a sheet of paper is so bad, that i ask for a refund.. This is such a kickass game. Feels good, immersive, good challenge/progression. Feel lucky to have found it. Cannot wait to see what else this talented Dev has in store with this game/future games. Love it!. Britain is struck with a zombie plague, and you must lead a ragtag gang of survivors in a search for supplies and your own missing daughter. Why are zombies rising up in Bournemouth? Does it matter?

If you're looking for a first person shooter, this isn't it. This is resource management - maintaining and upgrading your camp, searching for supplies and looking for clues. It can still be quite tense! You may struggle a little with combat at first, and lockpicking takes a while to get the hang of, but persevere and you'll soon be hooked. It's hard to leave your camp when you still need to stock up on supplies and you're only a few materials shy of that next fence upgrade.

Combat is done in an unusual style - rather than simply rolling dice, you have a sort of fruit machine. Spin the wheels and try to score more than your opponent. Score a skull, and you've automatically been hit. But there's a twist - get three skulls and, unless your opponent somehow does the same, you've automatically won.

If you don't have the time for combat, you can simply hit the Auto button to resolve combat instantly. And if you never want to do that again, there's always "Visual Novel" mode, in which you focus on the resources and the plot and skip all those pesky puzzles. But why would you do that?

DBA is an unusual and entertaining take on the much-visited zombie apocalypse genre, and a more realistic view of the collapse of civilisation than many. Now I'd best get back to it - the camp's low on food and we've heard rumours of a stockpile nearby.. Very Good Game. Good Music. grate game must play

PATCH RELEASE AND LIVE STREAM:

Our first patch goes live tomorrow at 7AM PST! To celebrate this our Community Manager, Jakub, will be streaming the game on Steam at 10AM PST.

Join and let your friends know so that they get a chance to win some game codes during a giveaway.



**. CONTENT UPDATE #1 IS LIVE!:
WARRIORS!**

The end of January brings you the first Content Update!

With the new Early Access version of ELDERBORN we are introducing a number of new elements. **You now have the opportunity to fight General Janus who wants to put you down with his sword.** Who is Janus? Our introduction video will give you a glimpse of ELDERBORN's story, but this is only the beginning of what you will learn in the future.

We also feel that the game has been too easy, so we introduced some changes which should make it more difficult. We are looking forward to hearing your opinion on how the game is evolving, as well as how do you find the Janus bossfight - we'd love to know what you think about him, please share your strats with us! Maybe you have any exploits to beat him easily?



Here is a more detailed list of changes:

- Intro video (for lore introduction, might be improved late)
- Bossfight against General Janus
- New level with a new type of trap
- New weapon: sharp and deadly Officer Sickles
- Weapon rebalance
- Player balance changes
- New music tracks and updates to tracks which have been already available
- Enemies have better AI and use new attacks and moves
- Javelins no longer pass through enemies - instead they hit them
- Improve enemy reaction to hits, including one enemy hitting another

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- Item and weapon placement has been modified
 - End-game shows more upcoming content (it has some shots from the City level and is really worth checking out!) - please note that the loading screen there is quite extensive
 - Polish language is now available (Steam client interface needs to be set to Polish)
 - Target framerate limit setting
 - Improved optimization
 - Various bug fixes
 - We also need to mention that due to a new level and some changes in the placement of items and weapons we had to make old save data unusable - when launching the game after the update you will have to start from fresh regardless of your progress in the previous version.

What we decided to push to future updates:

- Changes to collectibles (we are redesigning gold)
- Power-up (same as gold)

What we are working on for future deliveries:

- City level (let us know what do you think about the footage available after beating Janus!)
- General improvements to player controls, movement and weapon
- Blood decals

Good luck, WARRIORS!. **ELDERBORN Content Patch #2 delay and why:**

Update we are working on is bigger and more significant than we assumed while deciding roadmap. Read more in statement below and join us on discord :)

<https://discord.gg/2wu7Cpj>

ELDERBORN

ELDERBORN DEV STATEMENT

“SIX MONTHS IN EARLY ACCESS”

APRIL 2019



Warriors!

TL;DR

We didn't make it... in March.

Please be patient, we are still here and doing our best.

Can promise changes, can't promise dates.

We know everyone following these updates is expecting our next content update arriving very soon. We need to ask you, however, for some patience. We're delaying the release of new content to have time for some additional development, testing, and polishing.

It's 6 months of **ELDERBORN** in early access so far and from feedback gathered to this day we can distinguish some main flaws. Combining it with the things we promised so far and also with what our most active players pointed out to us via Discord, Steam Community Hub and Twitter, makes things pretty challenging to manage. It may seem overambitious but we aim to address most of those mentioned issues.

We're sorry if the additional wait comes as a disappointment, but we're working hard to make sure everyone will see it was worth it.

Feel free to join our Discord server if you have additional questions and want to be among the first to find out what we're up to.

Stay metal!

THE HYPERSTRANGE DEV TEAM



. TECH UPDATE #1 IS LIVE!:

Today we have brought you the first Early Access update!

As listed in our [roadmap](#) published shortly after the Early Access release, Tech Update #1 brings some new features and gameplay changes, including those based on your feedback. We want to strengthen the fundamentals of our game before adding more content early next year.

Some changes have been implemented, some not, some are still being discussed - you can find out why below and as always, let us know how do you find how the game has changed and... **keep being awesome!** \m/

PS Don't forget about our livestream starting at 10AM PST!



- **Some changes are based on your feedback and some just follow the design decisions so we:**

Added option to map buttons

Added option to turn on direction double tap to Dash

Added option to toggle crosshair (may help if you are feeling dizzy sometimes)

Fixed camera movement during attacks and walking (should feel more weighty now)

Fixed AI a bit (Shielded zombies actually use shields now)

Added a lot more player HP, so you can face this improved AI with no frustration

Changed enviro a bit, to keep the game tempo

Changed enemies' placement for the same reason

Added a hitstop effect to each connecting attack, feedback on hit is now cooler

Rebalanced all weapon categories, changes in range and knockback power

Reduced parry window, you guys were too good at it

Highlighted traces of enemy ranged attacks

Nerfed Kick: bigger recovery, less pushback. But now deals a bit of damage! :D

Fixed sound options

Improved optimization (you should see the difference with more stable framerate)

Left some enemy items in-game after you slay them

Changed Sprinting logic. It's now a separate action, you don't need to hold it down anymore (works like in modern FPS titles). Let us know your thoughts on this since we are considering another change here

- **The main focus at the moment:**

Dungeon - Boss Fight

Dungeon - Hell section

Story introduction

Treasures are being reworked, but we are not sure when will we introduce them in the new approach. Also, we are testing some power-ups ideas

The City is growing

- **What didn't we do and why:**

Flying limbs and corpse interaction - for now, it's overkill for game optimization. Even if it works somehow, we will not include it anytime soon due to game performance

Player ranged attacks - still no ranged combat for you but... we have an idea that we want to discuss with you sometime soon, on discord maybe

Stealth and glory kills - even if we would love to make it true, we can't. Time cost could kill the process of finishing the game and possibly the core game design also. Too risky.

Enemies reanimation. Some of you don't like it and want it to go away but it has its reason and purpose. There is a connection between your respawn and theirs... More on this in January! :)

. PAX PAX BABY!:

Hi! Hyperstrange here. For the last couple of months we've been busy making ELDERBORN into the best barbaric heavy meal fighting fantasy game ever. Now, we're ready to unleash it upon the unsuspecting visitors at PAX Seattle!

If you're at PAX, make sure to drop by booth 6608 on level 6. You'll get to experience all the skill-based melee mayhem first-hand, and we'll give you two PAX-exclusive ELDERBORN demo steam keys. One for you, and one for some other barbaric soul, to play at home.

PAX is also the best moment to show off the new gameplay teaser. You can find it embedded on the Steam product page (enjoy!). As you already might suspect, we've progressed a lot and we're getting close to some MAJOR announcements. Remember to follow this page to keep in touch and maybe our social media profiles as well at [FACEBOOK](#) [www.facebook.com] [TWITTER](#). This would mean a lot to us if you did!

So, see you guys at PAX, booth 6608 on level 6, or if you can't be there - stick around for more updates SOOOOON..

FEEDBACK AND HOTFIX NOTES:

We are extremely happy about how you like our latest update! Keep being awesome and hit us with all the feedback you have. We. Are. ready.

Also, we've just released a hotfix with a few changes:

- improved mouse sensitivity (based on your feedback),

- fixed loading material upon changing the texture quality setting,

- fixed loading screen fade out.. **A MESSAGE FROM THE DEVELOPERS:**

Dear ELDERBORN players,

We are nearing the end of the first month since the game was launched on Steam Early Access. The Hyperstrange dev team wants to take this opportunity to share a very special message with all of you.

ELDERBORN

ELDERBORN DEV STATEMENT

“ONE MONTH IN EARLY ACCESS”

NOVEMBER 2018



Warrior, we salute you!

You are among the very first players of ELDERBORN – a game we put our whole hearts into. We want to thank You, for giving our vision a chance, despite it being an Early Access title. The trust you gave us will not be in vain.

We are not stopping here.

We will finish the game to the best of our abilities. With your feedback and insight into the development process, we are sure to deliver the best experience we possibly can.

Your involvement in the making of ELDERBORN is very dear to us. However, please be aware that this project was born out of our ideas and some features, such as melee-exclusive combat, intense music or minimalistic interface, are core elements of the project. These design choices are here to stay, as we think they make the game special. Other suggestions are discussed internally and we will be doing our best to make them happen, focusing on those discussed the most - your voice does matter!

It's been almost a month since the game's Early Access and we are confident that with your support ELDERBORN will shine in its full heavy metal glory on the day of its release.

Thank you! \m/

Regards,

THE HYPERSTRANGE DEV TEAM

P.S.
There are some elements we haven't shown yet
and can't wait to surprise you... :)



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