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Deadstone Activation Code [crack]



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## About This Game

### Did you know?

Our second game, Vigilantes, a crime themed turn based tactical RPG now has a Steam page. If you'd like to check it out, you can find it [here](#).

## A Planet Under Siege

Mars is under siege, and the colonists are fighting a losing battle. Assume the role of Blake, a private security operative who crash lands near the colony of Deadstone, following an outbreak on the Icarus space station. Care to guess who just landed the job of sheriff?

To survive, you'll need to use your combat expertise and lethal firepower to overcome an unrelenting enemy, but to win, you'll need a strategy. Every time an infected slips through your defensive net, a colonist dies. Can you save the colonists of Deadstone?

## Two Distinct Game Modes

Decide the fate of Deadstone's colonists in the story driven, 50 mission Campaign, or find out just how long death can be cheated in Survival Mode.

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## **Campaign**

Deploy defences, choose your weapons and equipment, and get into the fight. Experience nerve wracking battles against the insidious infected threat across 3 mission types: Patrol, Arena, and Colonist Rescue.

## **Survival**

Jump right into the fight with Survival Mode. Build your character, select your load out, and fight it out for the highest score until the bitter end. Death, however, does not spell defeat: it makes you stronger, gaining additional starting resources based on performance.

## **Bring a Friend**

Experience the Campaign and Survival Mode with a pal in local co-op. Note: A control pad is required for co-op play. The Xbox 360 wired controller is officially supported, however most controllers should work.

## **Play Your Way**

Develop the ultimate fighter with the unfortunately acronymed S.C.A.M. system, comprising 4 primary stats (Speed, Constitution, Accuracy, Mechanics), 11 secondary stats, and 70 perks.

## **Face an Evolving Enemy**

Confront 6 different enemies, including the soldier, commander, and the fearsome phase shambler. Contend with an enemy that attacks under the cover of night and dust storm, and even burrows under the surface to ambush you.

## **Defensive Hardware**

Deploy mines and 4 types of turret to create a defensive line. Upgrade your turrets' stats, and research completely new abilities for them, including the Kinetic Thumper, which releases recoil energy into a shockwave to push infected back.

## **Tools of the Trade**

Spend your hard earned credits expanding your arsenal. Choose from 16 upgradable weapons from 4 classes: pistol, shotgun, automatic, precision, and complement your selection with 6 equipment types, including flares, explosives, and armor.

## **Twin Tales**

Experience two engaging stories, or play without if you're just here for the action. Choose between a straight up survival narrative and a tongue-in-cheek take on events.

## **Fight to Win**

Compete on online leader boards for the top spot.  
Casual to Hardcore: Deadstone has 6 difficulty settings, to accommodate varying levels of skill.

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Title: Deadstone  
Genre: Action, Indie, RPG, Strategy  
Developer:  
Timeslip Softworks  
Publisher:  
Timeslip Softworks  
Release Date: 12 Nov, 2014

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English







# VANGUARD

LEVEL 18

5416/7300

LOADOUTS

1 2 3



## ASSAULT SPECIALIST

- High sustain and HP
- Effective at any distance
- Recovers HP and ammo after kills

### SKILLS



WEAPONS EXPERT

ACTION HERO

### SKINS



ACCESSORIES

### LOADOUT 3

#### STRIFE



#### SWITCHBLADE



#### GRENADE



#### KNIFE



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I used to play this game all the time when I was young on the XBox 360.

Now I have it in my collection till the end of time. Or Steam. And I love it.. This game is very fun. It reminds me a little bit like the Mario games. Thank goodness I got it on sale!. I can only confirm what many have already said: This is a clone of the game "unturned".

"Unturned" is not only better but also FREE!

Within the first few minutes (<30) the local server crashed and I had to start anew. I was just going through a village no combat, nothing.

For a 9\$ game that is pathetic!. *Dreamcage Escape is a beautiful short adventure puzzle game.*

*The puzzles are decent, the scope fits the price tag, and the artwork really sells it.*

*Dreamcage Escape is the sequel to the free [Escape from 26](#). [You operate various mechanisms and solve puzzles to reach 15 locations on the two towers, uncovering clues to the towers' backstory as you progress. There are also 3 coins hidden on each level. The puzzles seem mostly original, and I enjoyed them.](#)*

[The game took me about 2 hours to complete. If you're the impatient type who likes to look at walkthroughs, then you could get done a lot faster. There is one annoyance with the game in that it didn't give me any feedback which areas on the screen are clickable: the cursor doesn't change, so I need to click on anything that's likely to do something \(or where a coin could be hidden\) until I figure out what I'm able to interact with. This can sometimes be frustrating when I'm stuck as I could either be overlooking a clue or be using a puzzle wrong \(what I took for a switch was really a slider\). However, the superb artwork more than makes up for this.](#)

[The game was made for 720p and can run windowed; for 1080p fullscreen it adds borders. It runs well on older computers and is also available for mobile platforms.](#)

[This isn't the type of puzzle game that gives you 200 levels of increasing difficulty, nor does it have the scope and depth of a game like \*Myst\*. It is small, beautiful, and not too expensive. Recommended.](#)

[Note that the developer tried to add achievements, but they are not working at this point. \(Read more.\). Cool little concept!. great game .recommend for anyone. This game is a short RPG that had almost no flaws for me. There are two negative points which I want to point out \(but don't be fooled, they're compensated by the positive points I mention right after\)](#)

[- There's not too much focus on the story and huge parts of it are gathered through notes \(which you may find or not, depends on how much exploring you do\)](#)

[BUT: The characters are very likeable, even though one of them can't speak. The relationship between the two main characters is heartwarming, which is pretty surprising regarding the fact that you spend such a short amount of time with them.](#)

[The atmosphere is phantastic and very mysterious - the music is largely responsible for that. The soundtrack is awesome and supports every mood presented in the game.](#)

[So yeah, if you are able to connect to the characters and atmosphere, you will have a great time and get more out of the story than you might think.](#)

[- Exploring the different parts of the dungeons can be tedious, although every path has its own design. But the riddles there are so easy that you really do nothing else than running and fighting.](#)

[BUT: The battle system is great. The characters have skills which can be combined to have different effects. And you really need those. I didn't think the game was too easy, in fact I had to prepare a tactic for most of the fights. I really enjoyed that. I also think that the short playtime benefits the gameplay. Yeah, its a little disappointing to see the ending after 3-4 hours, but otherwise the dungeon exploring would've become too annoying.](#)

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So, is it worth it? I'd say yes, definitely. But you have to keep in mind that the game is short and may want to wait for a sale. I didn't regret buying this game at release at all. Really liked it.. + the graphics are actually quite nice  
+ very good looking letter achievements  
- sounds are annoying, inconsistent volume in menu and game  
- barely any UI, there's not even health or ammo indicators  
- no help or tutorial, still have no idea how to change the camera angle like in the video or about weapon stats

Clearly not worth its money. Only go for it if you want those letter achievements for your profile (there are 90% coupons for this).. It seems to be set up for micro transaction hell. It's moderately fun, but there doesn't seem to be REAL multiplayer. Everyone plays bots in their own instance. It's a high score contest instead of a multiplayer shooter. It's a fun VR game, but it's really more of a tech demo than anything. The AI sucks and you can pretty much dominate every game if you're in VR.

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Really enjoying this game. The game follows the order of battle for Gettysburg, but adds a random element to the order of troop movement and combat each turn. This keeps the game fresh, and prevents it from becoming "solveable" after learning some pet moves. As other reviews have noted, there are some minor bugs, which probably should have been detected pre-release, considering how long this has been in the works, but having bought other games from the developer, I'm confident the bugs will be addressed. More importantly, its a fun, tactical game, that keeps changing each turn. Since it is unlikely that gamers will repeat the folly of Sickles and Barlow, or Rodes' misadventures, the random order element forces you to react each turn, rethink your overall strategy, and handle the problems that crop up during a battle. Great game at a great price!. Who knew? You login to Baphomet's facebook with flies!

Really though, this game is deeply disturbing, thought provoking, funny, sad, profound and pretty damn creepy. A unique idea done in a great style.. Absolutely pointless but ill support the developer. Great Throw-back Action-Platformer!

All the negative reviews here were whining about the Game being to hard, well I don't agree.

Of course the Game is hard, it's a NES inspired Platformer after all, buit it's way more forgiving than Games like the original NInja Gaiden. While the challenge is constantly high, Oniken features several little things that still keep it very much do.able - if you keep trying. Every level ist cut up into three segments, and finishing a segment completely refills your health. Combined with completely strict enemy patterns and platforming rythm this leads to a wonderful curve of dying a lot to dying a lot at the Boss Fights to knowing the level Pixel by Pixel and getting through without a scratch. Oh, and speaking of Pixels, the Art and the Music are glorious, especially the Cut-Scenes are a lot of fun. Control ( with an 360-Pad ) is spot on and the short levels have an unmistakably "One-More-Try" quality to the.

Absolutely recommended if you're into old-school action.. Great game, to idle for cards.

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