
Surface: The Pantheon Collector's Edition Free Download [torrent Full]



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About This Game

It should have been a tremendous achievement, but the tunnel through the Ridge of Leviathan became the site of a great disaster. What really happened that day? You were supposed to have been on the train with your husband and daughter, but you missed it. And then they disappeared from your life forever.

It's one year later, and a strange man - a scientist who thinks this is just like the Bermuda Triangle and other such vanishings - invites you to take part in his greatest experiment: To recreate the conditions of that fateful day in Surface: The Pantheon!

This is a special Collector's Edition release full of exclusive extras you won't find in the standard version. The Collector's Edition includes:

- Collect flowers throughout the game
- Unlock puzzles in the Pantheon Treasury
- Gorgeous wallpapers and concept art
- Bonus soundtracks and screensavers
- Integrated Strategy Guide

Title: Surface: The Pantheon Collector's Edition

Genre: Adventure, Casual

Developer:

Elephant Games

Publisher:

Big Fish Games

Franchise:

Surface

Release Date: 25 Jul, 2016

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English





surface the pantheon collector's edition

At the moment, I would not advise getting this game. There is no tutorial, so it's confusing at first. Combat is bit slow, and there are practically no players. Give the Devs some time though, 'cause it still Alpha.. This game is really fun a really recommended to my friends but I cant get stuff from the website because it is telling me to get it when I already have it. The camping is boring and repetitive but the main problem is the annoying voice of the main character. The multiplayer, which was great, is completely dead.

Can't recommend :/. Best and most addictive game ever. Period.. It's a shameless ripoff of A Link to the Past, and that's not a bad thing by my books.. like games like binding of isaac, dead cells, enter the gungeon? like horror and the mythos of HP Lovecrafts ancient ones? sit down, spend a tenner and enjoy this slice of roguelike horror brutality! its not often ill put a review of a game on here on steam, but when i do, its always because i recommend the game, its brutal and death will take you many a time in this game, but i just cannot stay away from playing it. There are 4 different difficulty levels with different puzzle designs. I recommend that you begin with the easiest level; I've tried the expert level first, and regretted it immediately.

Then I move from one type puzzle to almost entirely different of puzzle immediately after one stage. This game fails to provide some good learning curve experience.

Yeah, I could try another difficulty, but judging from the overall impression about the puzzle and the expert difficulty, no thanks. Maybe this kind of puzzle better suits some math nerds, than casual puzzle gamer like me.

Even though it seems that the puzzle is fail to deliver, I find the short story in this game is interesting and fun with the puzzle accompany the plot of the story are well designed enough. So instead of good math puzzle, I get good story. That's fine by me, considering the price.

I'm not sure why some people leave the negative review and others are willingly up vote the review.

I mean like seriously, for God sake, is it bad just because the volume is too loud?? (fyi, I find the volume is not that loud, about the same volume like other games I've played before, and not even close to the point of annoying)

Even if it's true, it's a very silly reason.

The music has some original pieces beside the stocks RPGM music, and I think it's good.

So, I recommend this game for someone who are looking for a good simple rpg story with some devilish Math problems (not puzzle) in Hard/Expert difficulty.

Avoid this game if you are looking for some casual math puzzles.. Really fun game! it combines an arkanoid style with great bosses and stunning graphic details. definitely worth it!

. great

. If Monkey Island had sex with a furry this would be that game.

Brilliant game, should really be Rugby Challenge 2.5 as it is just a few features changed however that doesn't take anything away from how good this game is, any rugby fan needs this. Sevens is great fun and the FanHub gives this game a chance to keep up to date with new squads and players.. I'd wish to say that this game is terrific, but instead is... terrifying :-(

Wish I had not bought it. A pity, indeed.. Drawful 2 is essentially Pictionary but more fun. If you have a group of friends who frequent your house this game is definitely worth getting to liven up the party. If you only have friends come to your house once a year then you won't get much use out of Drawful 2.

. I reviewed an older version of this program once, I said I couldn't recommend it for lack of features, I now gave it another more thorough try and it's still pretty dry of features, but this is something I can live with, digital painters don't really need that many features. (My favorite painting application at the moment, Paintstorm Studio is also rather dry of features although nowhere near as much as black ink is) the bottom line of what I'm about to say is that for some tasks such as texture creation, black ink excels, but for typical digital painting it's sadly just not a very good choice.

Forget about text tools or image editing shenanigans, this program has only a few features in it. Zoom/Pan/Rotate, Rectangular/Elliptical/Polygonal and Lasso selection tools, Fill tool, crop, a strange polygonal drawing mode option (draw only in straight lines) a very minimal layer manager with the most common layer blending modes, (all the ones I use honestly, which are color dodge overlay and multiply), there's also color, screen, hard/soft light, color burn and difference, yes those are all the blending modes, not super diverse like krita and photoshop, but good enough for the vast majority of people)

And finally, it has a massive, gigantic brush engine with capabilities for customization far beyond all other brush engines in every other digital painting program yet somehow despite all that... still manages to fall short in the most basic task of just creating a simple rounded, default-ish brush. Because of this black ink's proudly presented brush engine somehow fails to ground itself, it fails to provide a good starting point, it's like a beautiful castle that puts all the other castles to shame with it's beauty except for the fact that it's built on sand. So with it you can essentially create super complex textured brushes and brush behaviors, gradient tools and you can even set up a brush to create a customizable pattern over the entire canvas (per-stroke), something I haven't seen anywhere else, the closest thing I've seen is krita and paintstorm's multi-brush thingsys, but both of these fail M.I.S.E.R.A.B.L.Y. in performance compared to Black INK's. You can even literally program your brushes, (a feature very much liked by someone as nerdy as me)

But if you ever by any chance want to just use a simple rounded brush, Black INK becomes very useless, very fast. You'll be lucky to get a decent airbrush.

I could not create a simple hard brush with transparency and no visible spacing which virtually all other digital painting softwares have no problems doing besides perhaps MS Paint which isn't even being developed anymore.

Now the brush engine's node editor to be used to create super complex brushes is more complicated than I could possibly hope to learn in a few hours, learning to fully utilize it would take entire weeks. But I've seen the overall big picture of what it can do, and what it fails to do. You select brush parameters like size or opacity and then you have nodes that you can add various options to, you can do some pretty crazy sh*t once you figure it out but you're actually still bound to using regular old sliders for the main brush settings like brush size and even pressure sensitivity, the main variables anyways, you can add more pressure sensitive functions in the node editor and whatever but you can't get away from the sliders completely. But despite all this the brush engine at it's core fails to achieve what is expected of standard brushes in all other painting software, so here are my pros, cons and who I think this program is for and isn't for.

Pros:

- The fastest painting software in the world, hands down, no arguments can be made against this fact , You can paint lag free at huge resolutions like 13k, easy, with SUPER complex brushes at 1000px size, let me emphasize: LAG FREE, this puts adobe and corel completely to shame, seriously
- The only program I've found that works really well with very large resolutions like 8k without any issues.
- Super advanced, fast, brush engine that can be customized to do the craziest htings you can think of if you have a few weeks to learn how to use it.

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- It's not expensive.
 - Despite it's speed, the canvas is 16-bits per channel by default, most people don't even know what this means but those who do, you will like this.

Cons:

- Even the lowest spacing option still has a very visible step
- No flow option, only opacity, this makes creation of certain much loved brush behaviors impossible.
- The scatter option does not work as expected (honestly I have no idea what it even does, but normally in other programs it scatters things)
- Learning curve is super steep, the brush engine is unintuitive and over complicated (requires math knowledge..), I'm all for making a feature rich super brush engine, but make it easier to understand and use. A potential solution would be having a "simple" and "advanced" mode for the brush settings.
- Super slow development, updates are rare and this is essentially still an alpha product.
- Devs promised mac and linux support *soon* years ago, still haven't delivered on either.
- The UI isn't as blazing fast as the canvas and brush engine, pan and zoom can also be slow but this is mostly an aesthetic issue so pretty minor.

This program is THE sh*t for:

- Concept Artists
- Sketching (it is sometimes very nice to sketch with 'weird' brushes, it can give you funny ideas which is desired while sketching)
- Digital Painters who like "rough" styles
- Texture creation, from surface textures to abstract-ish patterns.(it does however lack seamless mode to create seamless textures; but you may be able to tweak your brushes to do it automagically)

This program is not very useful for:

- Illustrators
- Photographers/Image Editors (useless for these guys lol)
- Digital Art Students/Beginners (if you want to learn the basics of digital painting, this is like as far away from the basics as you can get; I recommend SAI; if you have a GPU then I would recommend Paintstorm over SAI as a fantastic beginner program)
- Comic Book Artists and Cartoonists

So I can to a degree recommend this, if you're a concept artist who wants to create many interesting creature or device designs or something in succession, then Black INK is basically pure gold, it's like Alchemy on steroids. Also if you're a

painter who likes rough styles, I mean you basically don't really need things like flow or clean spacing, so yeah, knock yourself out, you will have to take like at least a week to make sense of the brush engine but it might pay off.

But for most artists which are either illustrators or students learning to be illustrators, this software just isn't polished enough yet. I really want to be able to use this program thanks to it's speed, but until it is more capable of basic brush engine functionality as would be expected from most digital painting software, and otherwise more all around polished, I just can't really do much with it, as much as I like the outside of the box thinking that has gone into this brush engine, I still need the basic functionality to be there, in fact I probably need it more than all these advanced features. And while I'm waiting for black INK to get any updates I guess I'll have to settle with what's second fastest, already has mac and linux support, and has an "advanced enough" brush engine... and it's all this, despite being a newer software than Black INK, developed also by a tiny developer team. My point in saying that is back to one of the cons I listed, Black INK development progresses too slowly.

The biggest obstacle for this program's success right now is most definitely the steep learning curve of the node editor.

I hope the handful of issues I mentioned will be addressed in the future, I will keep an eye on this program's development but it just still isn't there for me yet.

. NOT- recommended. I was curious about the 80/100 Meta score and grabbed this for 2\$ on the 75% sale. First this is not a video game, more like a table game poorly adapted to the screen. The resolution is tiny (800x600?) with no option to resize it, the board screen is so tiny that you spend your time scrolling around endlessly looking for objectives, and hell the characters are not even modeled, you see them as pawns exactly like on a table game.

But all of that could have been forgotten if the gameplay or story were solid. The story is boring, a bunch of girls get into accidents at school that look like sabotage and mainly you will be investigating who did it. Second the gameplay is poor, divided into 4 repetitive, childish minigames of -NO- strategic or tactical depth.

Bottom line, I don't know how it got such a high meta score. Stay away from this game.

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