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About This Game

The eyes are watching... and they're everywhere. Fans of the highly-rated Fear for Sale series will love their latest assignment as journalist Emma Roberts. Statues are coming alive in the small town of Eastwood, and they're attacking! EleFun takes you on a creepy adventure in this exciting hidden-object puzzle adventure game. Play a variety of hidden-object puzzles, including list and silhouette. You've never had so many collectibles before, with post cards, toys, and many other objects to find throughout the game.

See what our Beta testers had to say:

"I like this game. I especially liked the jigsaw puzzle option when I was stumped in an HO scene. The puzzles were not overly difficult and the story held my attention." - Jiao, beta tester

"Outstanding graphics and gameplay. I just loved that I could interact with several items in each scene as well as all puzzles, hidden object scenes and storyline. Looking forward to this little gem when it becomes available." - Kathy, beta tester

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:

- Learn a shocking secret about a character's fate in the bonus game!
- Earn special Achievements and find loads of collectibles
- Enjoy soundtracks, wallpaper, and concept art
- Get the available Strategy Guide

This is a Hidden Object Puzzle Adventure game, meaning a specific genre of story-driven, point & click adventures. Throughout the game, players are tasked to find a list of objects hidden within a particular scene, and to occasionally complete various mini-games/puzzles.

Title: Fear for Sale: City of the Past Collector's Edition

Genre: Adventure, Casual

Developer:

EleFun Games

Publisher:

Big Fish Games

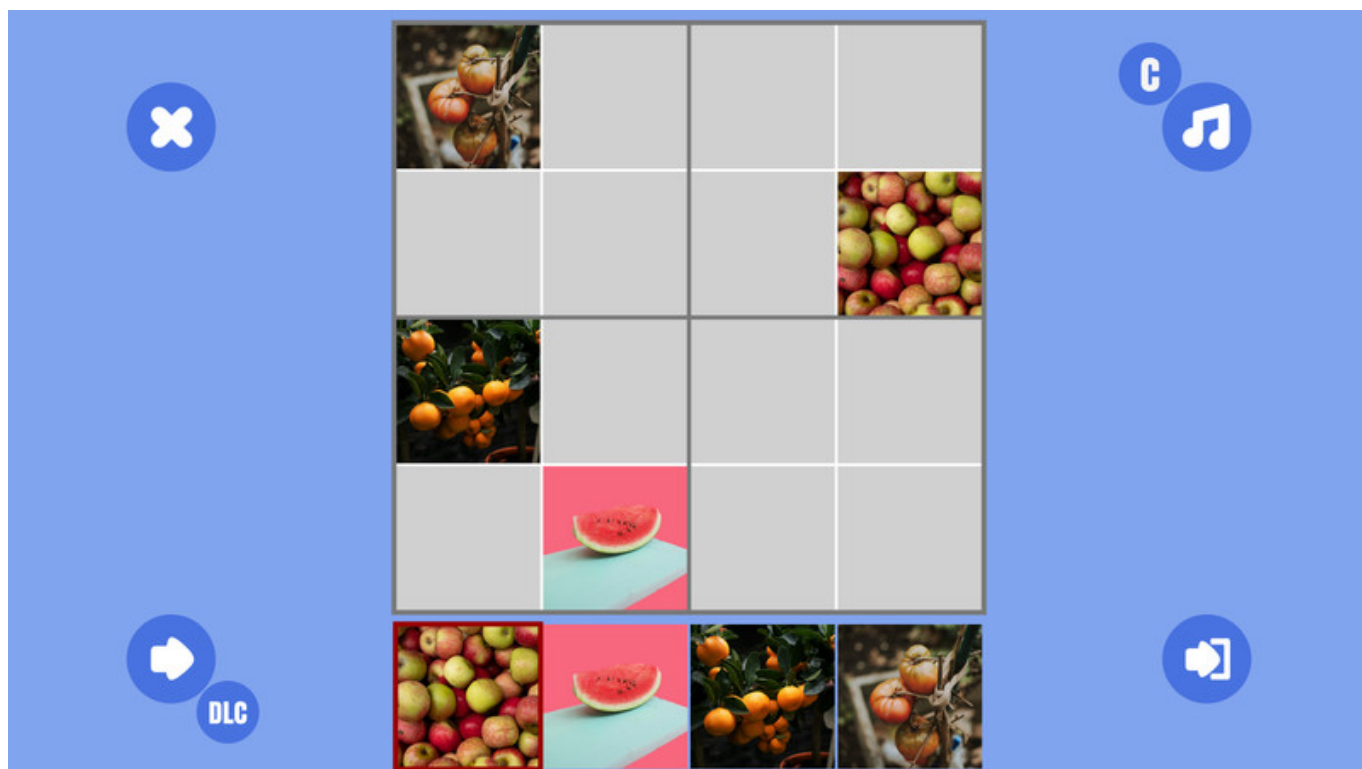
Franchise:

Fear for Sale

Release Date: 17 Sep, 2018

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English







got unique visuals, a weird but engaging story, real atmosphere that sucks you in, and an awesome soundtrack. Great job, devs, and really looking forward to Red Haze and Close Your Eyes 2.

So, download it. It's free! Show these creative people that unique ideas are things to be celebrated. Download Close Your Eyes while you're at it.. A pretty good solitaire game, and also pretty cheap. I bought it for my mom and she actually had some fun playing it. Finished it through and liked it a lot. She plays a lot of games, so it actually says a bit about the game

As I said, pretty cheap, so it is worth your time.

Released in April 2017, and published by *Dharker Studio*, **Army Gals** stands with a Very Positive review mark on Steam, and it comes with no surprise, considering all previous games from the same developer. **Army Gals** however, take things considerably far from every other title previously released under the now-well-known-name that is Dharker Studio.

We assume the role of Kyle, a young adult who travels to a very special place, one where he he'll join the Aggressive Rehabilitation Missionary Youth Program. The name does not sound like anything good can come out of it, and truth is, it's one of those camps where young delinquents get to learn their ways in society, a second chance before prison! As if wasn't bad enough for this camp to be in the middle of nowhere, with dense forests surrounding them, Kyle is actually innocent, and was framed by his so-called friends. Now, with all evidences against him, he was branded a pervert pyromaniac, who set his school on fire, while hiding in the girl's locker room.

Thankfully, Kyle is not alone, the other delinquents consist of three girls; Edda, a strong, silent young woman involved in gang activity and possible vandalism. She doesn't like to take orders and does what she pleases. Andrea, the Goth-dark type whose anti-social behavior does not define her, but still made her end up in the camp. To wrap it up, we have Raen, a kindle spirit who's always positive and also extremely promiscuous, which ends up creating her a ton of problems! There's also Shelton the group leader and Cheryl, the camp counselor.

The camp isn't necessarily a camp, and the accommodations are just a few tents and a main fire with a lot of canned food. It's off to a great start, and gets even better when both the camp leader and counselor go missing on the very first night. Kyle is alone with three cute, but mischief young girls, in the middle of nowhere and neither of them have the slightest idea of what to do! During the first couple of days, the group gets to know themselves, create boundaries and even play a couple of naughty games, but time is running out... What if no one ever comes back for them? It's time to set foot on the ground and find a way out, and it's with that mission, that our game truly begins.

The group will travel for a whole week, across different types of terrain and several difficulties will arise, but they must remain together if they want to survive. Among all the rough paths ahead, a true friendship arises among them, and in a way, Kyle realises the camp isn't such a bad idea to strengthen up a young mind, but at what cost?

Army Gals is an interactive romance-survival Visual Novel, where decisions determinate the final ending, as well as the life or death of the protagonist. Together with the group, Kyle will have to survive the obstacles, such as wild animals, natural disasters and even other dangerous lurking in the forests, either mystical or from human evilness. Deciding the direction to go every morning can be a real challenge as well, in which will determinate the events occurring, as well as in some extreme cases, whose life to save, if ever comes to that. Item management, such as food or items is not available, but the options given are more than enough to keep one engaged in the story.

With a solid storyline to follow, **Army Gals** is presented in a well written narrative, as it's common with *Dharker Studio* releases, maintaining the same quality fidelity that got us used to. An Intense adventure with a meaningful purpose, and the usual small doses of humour to go with, is what fans should expect. Considering this is an adventure with violent survival elements, the humour factor is less noticeable, and predominantly evoked by Raen, the more lively character in the game. The Adult tag behind **Army Gals** doesn't stand just due to its sexual connotation, but there's also semi-gore visuals and intense violence included among the many choices available. Fans who enjoy intense adventures, but are not interested in over-sexualization of a plot, will absolutely love this game.

Visually, **Army Gals** is the most unique game from the whole publisher's catalogue, it doesn't look like anything else released previously, even though the cartoonish art style remains, with a western approach for renders. Girls still look pretty and they go along perfectly well with their personality. Close-up and special scenes portray them beautifully, which is always satisfying. Backgrounds are a mix between extremely well detailed, to others that somehow look like were hand painted in a rush state.

As gameplay goes, **Army Gals** is your traditional interactive Visual Novel with plenty of options to go with, alongside four main endings, each with over 5 hours of content. Some routes display new pathways and therefore new content, but considering most *Dharker Studio* games don't take this long, **Army Gals** sure is extremely versatile! Players also have many other endings, a total of 21 are available, including Game Overs, Deaths and all sorts of events that might occur when exploring, or mixing paths and choices

Technically speaking, as later games by the publisher, this one also upscales wonderfully to 1440p and higher, since its native

resolution is 1920x1080. Thanks to the simplistic design, it's easy and pleasant to read through the dialogues, using a basic and very simple font, with a smooth background, which helps with medium-large Visual Novels.

It's not possible to change the protagonist's name, and there aren't voice overs, but considering the dynamic extension of each route, it's barely noticeable as something missing. If that really turns out to be a turn off, notice that there's a [Director's Cut Adult Uncensored Patch at the Official Dharker Studio Website](#)[dharker.studio]. This patch adds a considerable amount of content, including new and exciting renders, portraying full nudity and sexual interaction, which consists of special scenes. Specific moments have an animation to give the illusion of real-time movement, and delivers the goal, as players can choose how to interact with the girl, but in a short and limited way. Sexual interactions are still far from what **Beach Bounce** offered, but it's still noticeable.

Sam L. Jones is back once again, as the sole creator of the tunes for **Army Gals**. The soundtrack consists of 25 different music tracks, and as always, a very melodic main theme, and some up-beat to go with. Some thrilling effects and suspense lines are available, maintaining the electronic smooth waves and simplistic accords.

Army Gals have a large DLC package, which includes 24 wallpapers, in 1920x1080 resolution. 9 High Quality Dakimakuras, each with a resolution of 1968x4724. The original soundtrack, with 25 tracks at 320kbps of Bitrate! The last but most interesting is without a doubt the "**The Poker Game**", an add-on where players can face off Edda, Andrea and Rean, in a strip poker, with several types of cloths and there's even a special animated scene for each victory!

Overall, **Army Gals** is a fantastic Visual Novel, with a wide variety of endings and events players must learn how to survive and protect those close to us, with the strange but erotic companionship of three girls, will they find a way to reach civilization? Or will they succumb to the dark and hidden paths of the long forgotten woods?. What to expect from this game.

Local multiplayer

You must or its best to have 4 controlers rather than keyboard

you bump into other players to kill each other.

Really nice art.

Honestly its pretty fun with friends for about an hour or two. or really great with a large party.

And if you like the gameplay, there is a good chance to come back.

For \$5 its pretty good. You can get a few hours with peeps but, having 4 controllers and local only with No achievements, unlocks. (They do have cards) its restrictions show.

its price says it all. you get something good. but not a lot.. Was a big fan of de Blob on the Wii, but never got to play de Blob 2. I bought this game when it came out and was disappointed that it had audio issues, as I wanted my first run through with this game to be as problem free as possible, and now I can happily say that those issues have been resolved (thank you based developers). This game is a big upgrade from the first game and so far, I've been having a blast.. I only wish it was longer!. Looks a lot more fun than it actually is. You can barely do anything except genuinely try to take care of the child, and that barely even works even after following the steps. A more accurate title would be "Baby Throwing Bottle Simulator". Pretty fun game honestly. 100%'d it in 2.3 hours, but it was challenging enough to keep me entertained the entire time. The art style is pretty good, musics dope, sound effects are repetitive. just like a good old bullet hell should be.. I actually like this game, I don't like to play many platformers. It has some nice (relaxing) levels of challenge in the beginning levels and progresses upward in difficulty quite nicely.. I really wanted to get into it, but a couple minutes in and it already lost me. I frequently had to stop just to reread the dialogues, trying to intake what they\u2019re actually saying. I got bored of doing that, so I simply kept on clicking away, not caring whether I missed important events or so. But I guess it\u2019s my fault for not looking in too much at the images in the store page since a couple of them already shows how the game often uses incorrect grammar. Sometimes, it would use very formal tones with characters, which makes it seem very awkward.

If you\u2019re fine putting up with awkward\terrible grammar, I think this would be a fine game to play judging by how most of the reviews say that the characters were dandy. But if you\u2019re someone who\u2019s easy to distract simply because of the grammar, then I doubt you\u2019d enjoy this.

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