
Deer Man Download Direct Link



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About This Game

"It's a story about guilt, sacrifice and the love of wildlife..."

Deer Man is a short Interactive storytelling experience. In the winters of 2015, Jacob took a break from his busy and noisy life by visiting his parents in America. Sticking to his usual routine, he took his first morning run in the nearby woods. It was freezing and extremely quiet but Jacob wasn't alone.

You play as Jacob's memory, where you will have an incredible encounter with Deer Man & the dark side of his love for the wildlife.

So, are you ready for a run?

Key Features

- An original story Inspired from the wildlife, The Virunga National Park in Congo, where rangers are risking their lives to protect morning gorillas and the rest of the wildlife from the poachers.
- Find items, examine and dive in with the emotions as the story unfolds.

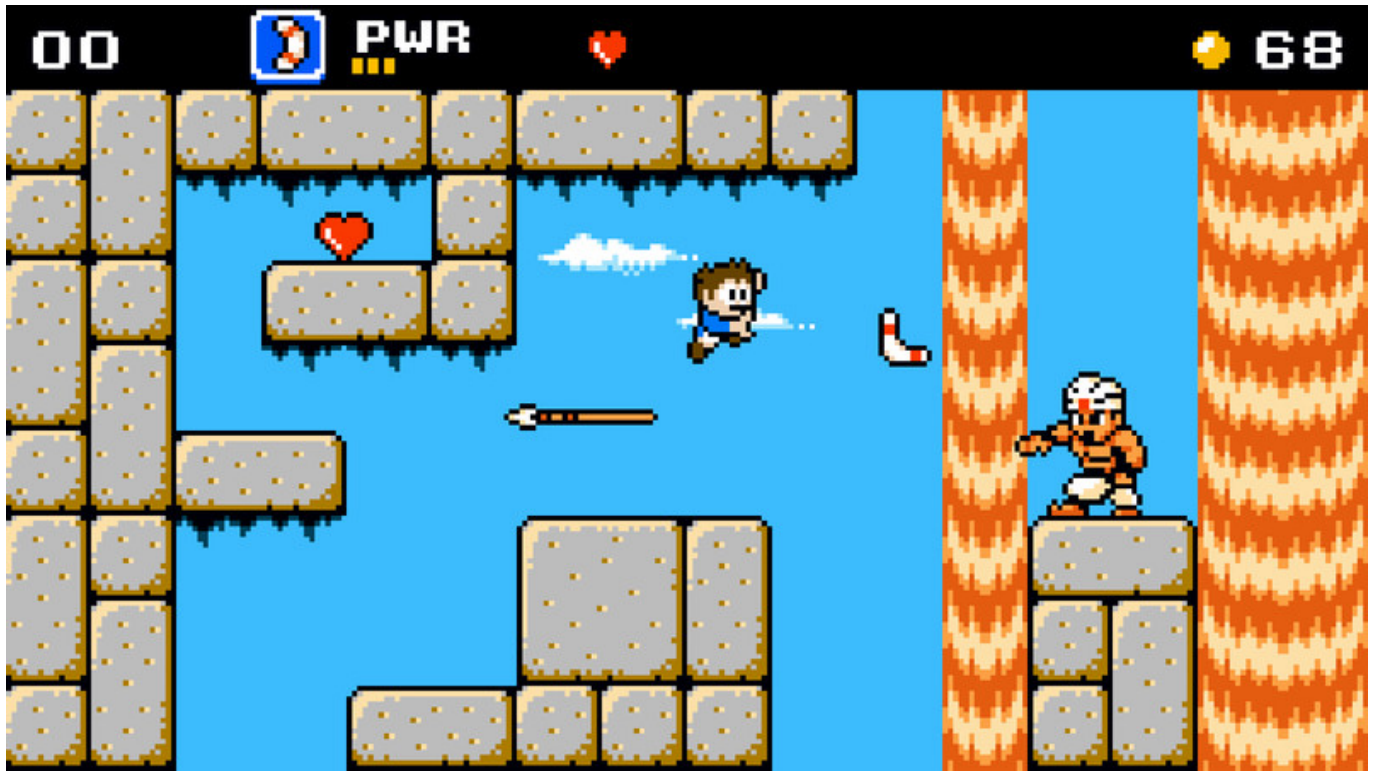
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- Take the experience to another level with Oculus DK2 + CV1 (Supported & Tested)
 - Beautiful Soundtrack by Mahesh Raghvan

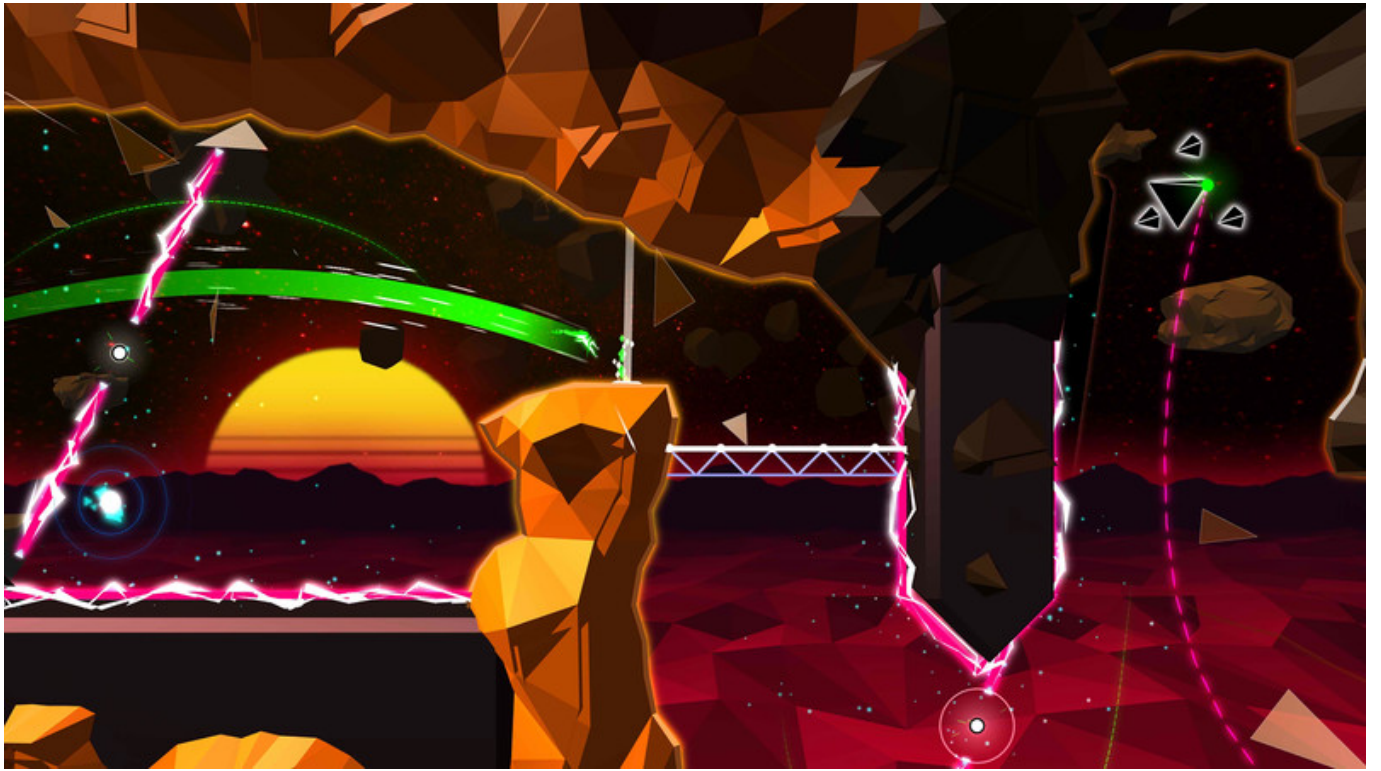
Title: Deer Man
Genre: Adventure, Casual, Indie
Developer:
Red Mount Media, Antarsoft
Publisher:
Red Mount Media
Release Date: 11 Apr, 2016

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English,Russian,Simplified Chinese







deer 1 man 0. deer man name generator. deer park man found dead. deer licks man. dear man therapy. deer kills man in australia. deer kicking man. deer with man face. deer vs man. deer hits man. deer tackles man getting out of car. deer man of dark woods wiki. deer management jobs. deer bites man. deer hunting man game. deer man gored. missing deer river man. deer attacking man youtube. deer hunting man. deer kills man moyhu. deer attacks man video. deer stand 2 man. deer video man sneezes. deer man greek. the deer man south edmeston ny. man deer exercise. deer attacks man in car. deer fighting man gif

Because of all the fundamental issues with the game design and the arrogant and idiotic game developer which dismisses all the issues with the game design, I can't recommend this game.

Even though the game have just been a few days in early all these fundamental game design issues have been known for months.

Unless the developer starts changing their attitude, which they probably never will, I won't recommend this game.. I bought the game for the cards when I had a 90% discount.

Thinking it would be a cheaper way to buy a new game and get the cards to create a badge.

But nope, claims it comes with cards but, I did not receive any... Nothing for sale on the Market either.

The game itself, I liked checking out what they had to offer, due to liking other games like R-TYPE or 1942. Unfortunately, The Moon Night has 5 minutes of entertainment.

Which, honestly isn't bad for .11 cents.

If it came with cards and for 20 cents or less, it would be worth it.

. Crowe is a gorgeous game. One of the best looking games I've played on the Vive. If you like fighting with bows, you will enjoy this. It has a couple cool variations on the traditional bow, like a shield and powerups for your arrows. It's a bit short, but has some satisfying fights.. The is a pleasant little game with a simple storyline. Graphics are good and I did not encounter any bugs, Well worth the money spent and I would probably enjoy seeing more from this developer. I recommend this game at its sale price of \$5, but not \$15. Most of the game is really interesting. It lets you play in the point of view of all the sides, which I really liked. There are also lots of choices that are available. However, it felt like these choices didn't add up to much. There's really no gameplay, however thats not bad. The story keeps you interested. However, the ending is very disappointing. It feels like they wanted to add more to the game but ran out of budget. I would recommend buying the game when it's on sale for \$5. I think that \$15 is too much. Play the demo and if that interests you, pick it up on sale when it's \$5 or less.. A toybox for the cruel.. Clunky mechanics... Very hard to do anything at times. If you try to complete higher levels, the AI pretty much cheats in my opinion, basically becoming impossible to beat. God forbid you get a decent item in order to help in higher level boards early on. It is a very mediocre tactics game in need of better items. Why developers believe extreme difficulty and linear forced paths equal FUN is beyond my understanding. I regret purchasing the game, sorry. Its just not enjoyable. Tedious movement and attacks using clunky UI mechanics? Yes, plenty of that.. Let down badly by weird, annoying and restrictive menu system, along with such awful optimization that my brand-new gaming rig* is stuttering badly in places. I had really high hopes for this and on the whole it's good, but it could have been so much better.

*Note my PC exceeds the recommended, let alone min. specs.

Why for example, can I not tell what my time was or even if I've ever run on a circuit before, until the very moment I start it, THEN it tells me what my time was? And the constant hints to go online (NO!) are freakin' irritating. I don't, or shouldn't, need to be uploading or updating anything. Stop that already.

Does it finally beat Richard Burns? It should - but it doesn't. I ENJOY playing RBR, without being annoyed as heck by clunky menus and the constant push to be onlineonlineonll... NO!

Oh, and the damage model? Just like the previous version I tried deliberately crashing, to test it? Car just carries on driving as normal, so IT'S STILL AIMED AT 6 YEAR OLDS THAT WANT TO JUST MASH THE GO-PEDAL.

Fast fast fast, but crashing doesn't matter, so meh? So what's the point? FFS Codemasters??

Summary - I just turned the graphics down, to cure the stupid stuttering, that shouldn't occur on this machine - but I can't be bothered to play it again tonight.

I wanted Wow! I expected Wow!

I got Meh.

Update: So I played a bit more. It's getting better, in that in championship mode, damage does actually happen and have an effect, which is nice. Why not in time trial?

And the menus are still rather obviously from your kid brother's game console, and they're not even consistent. Couple of issues:

1. Couldn't start a game as it was communicating with something. Why? It's already installed, no "communication" is necessary and I never asked for any.
2. The sound vanished for the last half of a race. That's me done for the night.

*Note my PC exceeds the recommended, let alone min. specs.. Survivors is a game that I recommend because:

- is a method to banish boredom
- have a good price
- have trading cards
- is a indie game

Enjoy!. I mean, no matter what, it's snake. Snake isn't a bad game, but it's a game that, by 1980, was already considered a bit too simple and a bit dated. Even taken as a snake adaptation though, Rainbow Snake still isn't as good as Snake games that are available for free, or that came out 35 years ago, or that you can be taught to make with a beginner programming tutorial.

The play area is too big, and the snake moves and grows pretty slow, so there's a long, boring period of gobbling dots before you get to any kind of challenge or fun. The physics will give you an instant death if you try to do a sharp U-turn. There's no scoring showing you just how big you've gotten in the game, you'll only find out your exact length after you die.

It's also very basic snake, and with the exception of the rainbow color the game doesn't try to spice up the basic snake formula with anything. There are no obstacles. No multiplayer option. The speed is constant. There is no higher difficulty. No higher levels.

I understand there may have been design choices to not include things, but Rainbow Snake includes nothing. It's just a very bare bones snake game, and it doesn't even manage to do that well.

I don't write reviews very often (especially on games I haven't yet 100%'d), but this game gets an exception. In terms of 2d platformers, it is nothing groundbreaking gameplay-wise, but the atmosphere, music, challenge, and mechanics all fit together to create a masterpiece. The controls are perfectly tuned so that every death is your fault, and never feels unfair. I've played many excellent 2d platformers this year and I have to say, this is most likely my best experience. If this came out in 2011 when Super Meat Boy was popular, it could have taken it down easily IMO. It's a shame that this is such an overlooked gem, and it is a steal even at full price, though it goes on sale 75% off quite often.

If you're a fan of a good challenge, I highly recommend DYE. If you're not, however, it may not be the best experience for you, as the difficulty can ramp up quite quickly. The game knows what it is and it executes it perfectly, but don't expect anything extremely innovative.. Very well built physics based game.

Good strong deep intellectual story line

Great complex characters.

I'll never forget the final boss fight.. nearly put me to tears.

Highly skill based. I would not be surprised if this game was considered for MLG.

Not for everyone however.

The competitive edge will turn some casuals away.

10V10. Wonderful, hope to get orcs soon!! In graphic terms, Porno Studio Tycoon looks quite attractive, and the abundance of carefully traced details pleasing to the eye.

This game is for you, if you are interested in economy.

+ Choose between "Globe", merch, websites

+ Art

+ Market research

- Learning curve, tutorial

- SFW

This game is good, and I advise everyone to buy!. Too much Light

Too much Walking

Game blows

10V10. Barbara-Ian was in my wishlist for quite some time. I would check the store pages at regular interval and watch the trailer. It always got me to watch it 'til the end, and every time I laughed out loud. After this same scenario had happened over 10 times, I just decided that if a trailer makes me so happy and to laugh out loud, I just had to buy the game.

I mean, isn't Barbara-Ian right in the trailer? "It's HD ready, already." "If you don't like it it'll get better anyway 'cause it's on early access or something... And c'mon just get it on there... And get it going... And then BOOM"

You really can't argue against her arguments! At least for 5.99€ (tip: it's 3.99€ in another retailer and part of your money goes to charity, you never guess who I mean). Well, I am changing my review from positive to a total negative. My reason is based simply on the fact that items were suppose to be included with the purchase of the game. The items never showed up in game. I have contacted the developer several times and there has been no resolution to what has happened. I think if you are gonna sell a product to a consumer then stand behind your product. I gave them the benefit of the doubt that they would help and I have received no help. DO NOT purchase this game until the dev actually gets their act together.

Big update on the way!:

Hello Everyone,

We are happy to be here with our first title on Steam and we hope you like our short interactive storytelling experience. Moving forward, we would like to let you know about our plans for the next week's big update:

In next week's update Deer Man will have:

- Mac & Linux Build

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- Achievements & Trading Cards
 - Chinese, German, Russian (UI / Subtitles - Language Support)
 - HTC Vive (VR Headset Support)
 - DLC Official Soundtrack by Mahesh Raghvan

We really hope that you will enjoy the experience and looking forward to have your feedback.

If you find any bugs, please report them at redmountmedia@gmail.com

Thank you and enjoy the experience!

[Red Mount Media](http://redmountmedia.com)[redmountmedia.com]

. Deer Man now available in Chinese & Russian + Achievements!:

Hello Guys,

We are happy to announce 'Deer Man' is now available in the following languages:

Chinese: User Interface + Subtitles

Russian: User Interface + Subtitles

English: Full Audio + User Interface + Subtitles

And...

4 Achievements to unlock!

We hope you enjoy the game and have fun,

Team Red

Note:

Please if you find any bugs report at hello@redmountmedia.com. **Deer Man in Chinese & Russian (UI + Subtitles):**

Hello Guys,

We are happy to let you know, in next few days Deer Man will be available in both Chinese & Russian language. We have been working hard for the past few days to have the whole UI (User Interface) & the Subtitles in both Chinese & Russian.

Screenshots / Chinese:

[Menu](http://i.imgsafe.org)[i.imgsafe.org]

[In-Game](http://i.imgsafe.org)[i.imgsafe.org]

Screenshots / Russian:

[Menu](http://i.imgsafe.org)[i.imgsafe.org]

[In-Game](http://i.imgsafe.org)[i.imgsafe.org]

There are some last minute touches to be done, also after hearing the people who bought the game and taking their suggestion into consideration we are doing few fixes in the game too. We will let you know as the new update goes live!

That is all for now and can't wait to announce the new update. We are always looking forward to hear from ya'll so that we have the best of experience for the players.

Good Day,

Team Red

. Ellen - 2D Pixel Art Horror Game:

Hello Guys,

As you know I have been away for about 2 years but all this time I have been working on my next big project with a super talented team. I would like to introduce you to my next project: **Ellen** is now live on Steam!

<https://store.steampowered.com/app/822920/Ellen/>

This is a significant jump from Deer Man and I hope that you will like the game. Ellen is now 40% off on Steam and will go back to it's original price \$9.99 after one week.

Time to get it and have a spooky weekend ^^ I'm happy to speak with you all whenever you have time, say Hello!

P.S. Thank you for playing Deer Man and enabling me to create this new game ^^

Team Red. Your opinion matters!:

Hello Guys,

It's been a while since we launched Deer Man. It was our first storytelling game, we did try our best to make it as exciting as possible. We would like to thank you for buying the game, playing the game and supporting us with your feedback.

We got super strong criticism and honest opinion about Deer Man, as you know making an indie game with the lowest budget possible, it isn't easy and we did work about 9 - 10 months on Deer Man before it was finally released.

We would like to know from you: What mistake do you think we can avoid in your next game? Please help us focus on our mistakes by pointing them out and we would like to make sure, we never do crazy mistakes again.

In few weeks, we will announce our next project which already has been under development since 10 months :D

Thank you,

Team Red

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