



Download >>> <http://bit.ly/2JmSggN>

## About This Game

**The Intern is a indie game created by a player to another players.[/b]**

The game tells the story of a young newly formed desperately sought a chance in the labor market. A strange message and a subsequent accident end up taking her to know a new dimension where it is incubida to seek three masks that allow itcontrol the elements of creation so he can take his trainee post of the Gods.

However our "hero" did not really care for morality rules, shortly after realizing the scale of the multiverse and its place in "history" it shows its true face and slowly she will find out who is she and what will reach the coveted job in this divine stage.

The game features some classical mechanics already known from other metroidvania style games, j/RPG and platform.

A single Summon & Mana system make things more interesting around here. In The Intern the power of the player varies according to the mana he has accumulated and how much can accumulate (something like your Ki), the masks allow you to control the different types of mana in addition to providing unique attacks to the player. Summons combinations, masks and skills give options for the player enjoy the game,match they bring side effects needed to overcome challenges and defeat monsters. All of this is not enough? The player still can evolve their summons to release new forms and special attacks that will serve to help others or just cause destruction. She doesn't care.

Play fast or explore it is your choice.

Many other things are already - or are planned - to enter in The Intern: **Mini-games(1 ready)**, **deep story**, **anime style**, **support for control**, **achievements(not ready)**, **collectible card(not ready)**, **leveling system elements(ready)**, **virtual**

---

**immortality(ready), travel between dimensions and times(not ready), references of batteries and easter eggs(Ready a little) and more.**

---

Title: The Intern  
Genre: Action, Adventure, Casual, Indie, RPG, Simulation, Early Access  
Developer:  
Red13Indie  
Publisher:  
Red13Indie  
Release Date: 16 Feb, 2018

b4d347fde0

**Minimum:**

**OS:** Windows 7

**Processor:** 775

**Memory:** 1 GB RAM

**DirectX:** Version 10

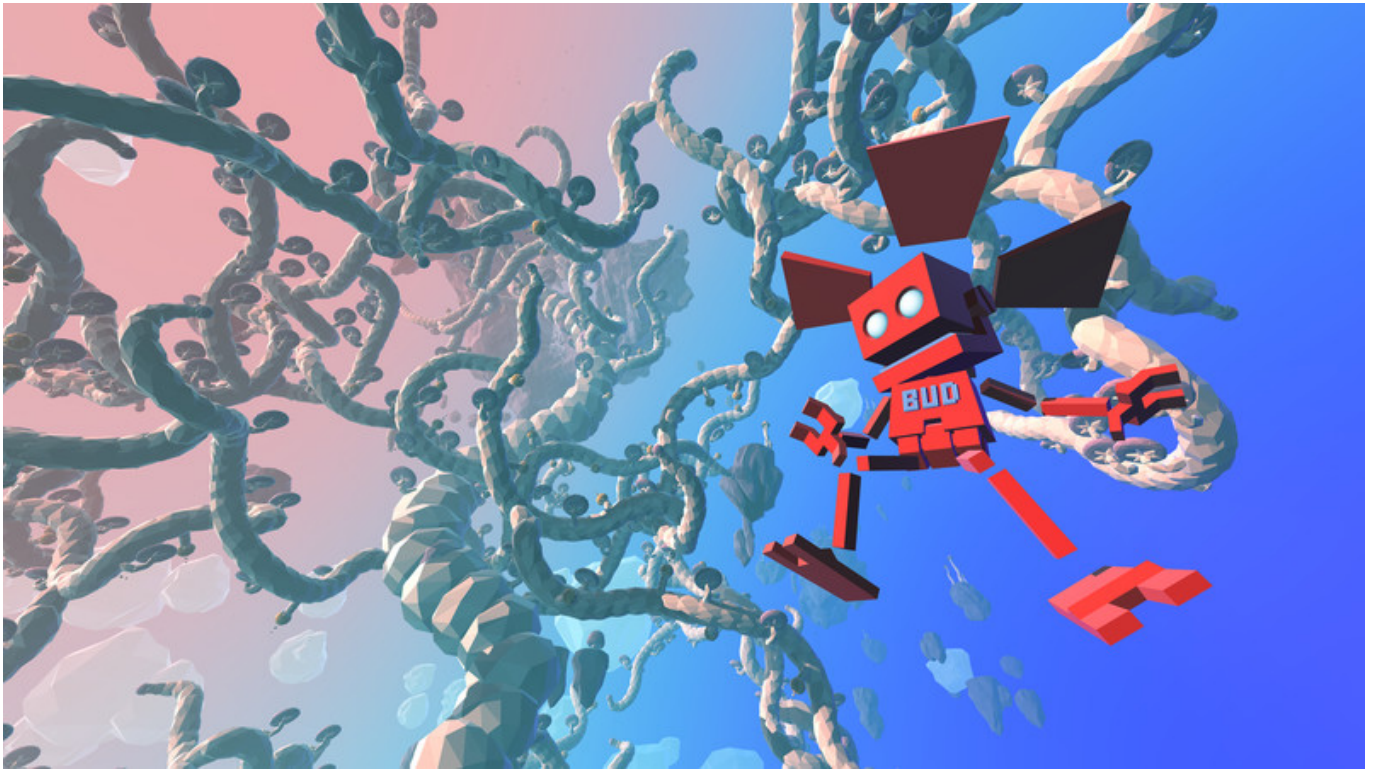
**Storage:** 500 MB available space

English,Portuguese,French,German









---

An amazing enthralling story that can be played over and over and over and over ..... (where was I, ow ya) again. But in all honesty, I can't recommend this game enough and also you could probably run it on a toaster so there's that.. LE JEUX LAG PLUS ENFIN. Not bad, not good.

Good graphics. Story is ok.

You can find yourself stuck from time to time. The help doesn't help in that cases.. If you asked me 20 years ago what the future of space combat games could look like, I'd describe this game. It is beyond me why anyone wants to chase and dogfight little distant dots surrounded by massive HUD icons in the black void of space like most space games. Just pay a guy 30 bucks and text him "did I win?" and wait for him to say "ummm yeah?", way faster and entertaining than most dot chasing Flight Combat games.

Straight-up eye candy here and it's ready to hit something like 300fps if you have the hardware to pull it off. Exactly the game I didn't know I needed, but just a few minutes in and I'm sold. Can't wait to play it some more.

Doesn't support it out of the box but with the right software this game works great with VR. If it ever gets mouselook for interior cockpit view BAM! VR support out of the box (again provided you have the correct software).

To think I was about to throw down 30 dollars for an official VR game like Overload/Descent or Eve Valkyrie....close call. I played the demos....not even close to the fun from this game at 2 bucks.

My only wish is for more particles, more lens flares, more bloom, even more eye candy....and maybe a volume slider for BGM and SFX. UPDATE: I mixed up UI's, this one DOES have volume sliders for everything. Now it's time for 90's computer hacking music and some action packed laser combat. I still can't get over the value to dollar to visuals to functionality of this game.. Do not be fooled by those neat graphics. The design of the very few levels in this game is just dull, you move right on a plain surface all the damn time. Most enemies are annoying rather than fun to fight. Most bosses have uninspiring attack patterns and enormous health stacks making the bossfights as tedious as it gets. Honestly, I tried to give the game a few second chances and yet simply couldn't have any fun with it despite enjoying some similar platformers.

Would be scary if graphics were somewhat more convincing.... This game shows the capabilities of an unmodified RPG MAKER VX ACE game would look like, this has very few scripts involved (my game that uses it does not have in game cinematics) this one does have the cinematics. It is no leap forward in terms of game development. But if you want to see the base capabilities of RPGVXA then play it. Also always get it on sale. Its a barebones RPG with a basic plot. The beginning is a challenge if you dont know where to go (hint: do the job first and quickly). Anyone who has used an RPG Maker before knows the controls.. Wanted to like the game I really did, but after 1 game I know it will be infuriating. I still play sensible soccer to this day and this feels nothing like it.

Players are too big, goals are too small. Which makes every shot either hit the defender or wide or easy save.

Passing and movement feel ok. But the business end where the fun is is too much of a chore...

EDIT

Have also noticed the dev upping the ratings with fake accounts. \*sigh\*. \u062c\u0645\u064a\u064a\u064a\u0644\u0647  
 \u0648\u0645\u0633\u0644\u064a\u0647 \u0628\u0639\u064f \u0639\u0646  
 \u0627\u0644\u0627\u0639\u0628 \u0628\u0628\u0628 \u0642\u0628\u0642 :). This game is pretty addicting and I think the  
 creators are onto something. Random games are fun or play with friends, either way it's fun. This is the only hockey game for  
 the computer that I know of and is a nice change from the console. I am looking forward to Lefty Sticks soon!. I have nineteen  
 hours in this game.

Those hours were consecutive.

Take that as you will.

. Game left to rot without updates, forget using a controller due to the shoddy implementation, gameplay with a mouse is OK, but quite repetitive, bland and one-dimensional in the end.



---

[Mula: The Cycle of Shadow full crack](#)  
[Mordheim: City of the Damned activation code keygen](#)  
[Ambition of the Slimes crack and patch](#)  
[OmniFootman download no crack](#)  
[Welcome to Boon Hill - OST download apkpure](#)  
[Download Star Vikings Forever - Deluxe Edition rar](#)  
[Freestyle 2 - Naughty Kitties Star Pack download no survey](#)  
[Hidden Object 6-in-1 Bundle VOL. 2 \(Bundle of Bundles\) full crack \[Password\]](#)  
[Psi Cards - Soundtrack Free Download \[hacked\]](#)  
[Burning Cars keygen free download](#)