
Highlands, Deep Waters Download Blackbox



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About This Game

While investigating a murder in a small Scottish town, you'll find yourself embroiled in a world of secrets, cultists, and abyssal horror. What are you willing to do to solve the case? And what will you do when you don't like the answer?

Highlands, Deep Waters is a 340,000 word interactive horror novel by Fernando B Neves and Lucas Zaper, where your choices control the story. It's entirely text-based—without graphics or sound effects—and fueled by the vast, unstoppable power of your imagination.

- Play as an insightful Detective, a resourceful Criminal or a mysterious Scholar.
- Gather and interpret clues with the Deduction system. Will you solve the case?
- Face the hidden truths that derange your mind with the Sanity system.
- A carefully crafted town including hand-drawn maps, unique history and peculiar inhabitants.
- Play as a male, female, gay or straight. The Abyssal Ones treat everyone just the same.

Title: Highlands, Deep Waters
Genre: Adventure, Indie, RPG
Developer:
Hosted Games
Publisher:
Hosted Games
Release Date: 28 Sep, 2017

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English

02.00 CHAPTER 2: FAERIE FORESTS

make it feel truly different and marvelously odd in how they interact with the physical world and the mortal races that inhabit it. Whether your heroes stumble into a twisted thicket of merry fairy pranksters toying with the flora and fauna of the natural world, or they come upon a bazaar of the bizarre where fey traders ply their otherworldly wares to tempt the covetous or amoral, or they seek out alliance and aid from fey from friendly house spirits to darkling princes of corrupted fairylands in a solemn pact unbreakable, you'll find an amazing assortment of advice and options for making the touch of the fey truly memorable in your campaign.

The Concept of Fey: Western vs. Eastern Traditions

Much of the conceptualization of fey in popular RPGs derives from a distinctive Western and Central European literary tradition, with an occasional infusion of Slavic mythology. Eastern European traditions are equally as rich, however, as are the mythological analogs of the European fey present in Chinese and Japanese traditions, and elsewhere.

The kami in Japanese mythology and the concept of a spirit realm correspond, roughly speaking, with western fey and a fey realm. An entertaining exploration of the folklore is Hayao Miyazaki's animated film, *Spirited Away*, which serves as a very good introduction to fey analogs in East Asian mythology. It also features an excellent example of a major fey impetus, as described in this product. While a full exploration of this mythology falls outside the scope of this supplement, a wide variety of resources exist to explore the rich anime-influenced tales of kami, talking animals, and monsters beyond the western-centric RPG milieu.

Selected Literature for Further Reading

- The Collected Works of Arthur Machen
- The Collected Works of Lord Dunsany
- The Malinbeg
- Grimm's Fairy Tales
- *История Русских Очарованных* (Russian Fairy Tales) by Alexander Afanasyev
- Japanese Children's Fairy Tales - Yui Theodora Oaki
- Japanese Children's Favorite Stories Book One by Florence Solandt and Yoshitake Kuratsune

- Fey Influence on the Mortal World
- Fey Impulses
- Rumors
- Kripples
- Raptures
- Fey-Influenced Events
- Fey and Mortal Creatures
- Burgins Between Mortals and Fey
- Making a Bargain
- Faerie Bargain Benefits and Limitations
- Faerie Treasures

03.00 CHAPTER 3: ROYAL TOURNAMI

IMAGE: Ring Race - Arrahman Rend


- Festival Days
- Festival Size
- Navigating a Festival
- Winning Friends and Influencing People
- Contests and Champions
- Cheating
- At the Fair
- Crafting Contests
- Rural Delights
- Eating and Drinking Contests
- Athletics
- Tests of Strength
- Mock Wars
- Target Shooting
- Unarmed Combat Events
- Special Events
- The Spoils of Victory
- Festival Events

04.00 COUNTRIES AND CHARACTERS

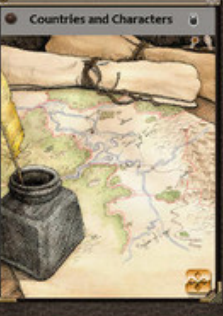
IMAGE: Countries and Characters

In the far-off forest kingdoms and border baronies, you'll find an assortment of minor domains ruled by the local lords and their petty counsils. Some of these isolated territories have existed for many long years, simply never choosing to expand their borders or spread their fame far and wide but content to abide in relative peace and security in vales and hills far from the wars and intrigues of the great powers. Others are new-found dominions hacked from the wilderness by might and magic, with their rulers seeking to establish a claim and garner notice from nearby nations to gain legitimacy in their eyes. Any of these lands could be an interesting place for your adventurers to visit, or they might receive a message from the ruler of one of these kingdoms seeking a visit to the heroes' own lands for the purpose of trade or diplomacy, if the heroes host a grand celebration, representatives from these countries might come to send their champions or hawk their wares or even just join in the merriment and revelry.

- Corv'ed, the Hundred Gardens
- Marland
- Mourant
- Omerit
- Outland
- Quantell
- The Shrouded Vale
- The State of Autumn Leaves
- Story Vale
- Taunessere
- Festhal Fane



Ring Race - Arrahman Rend



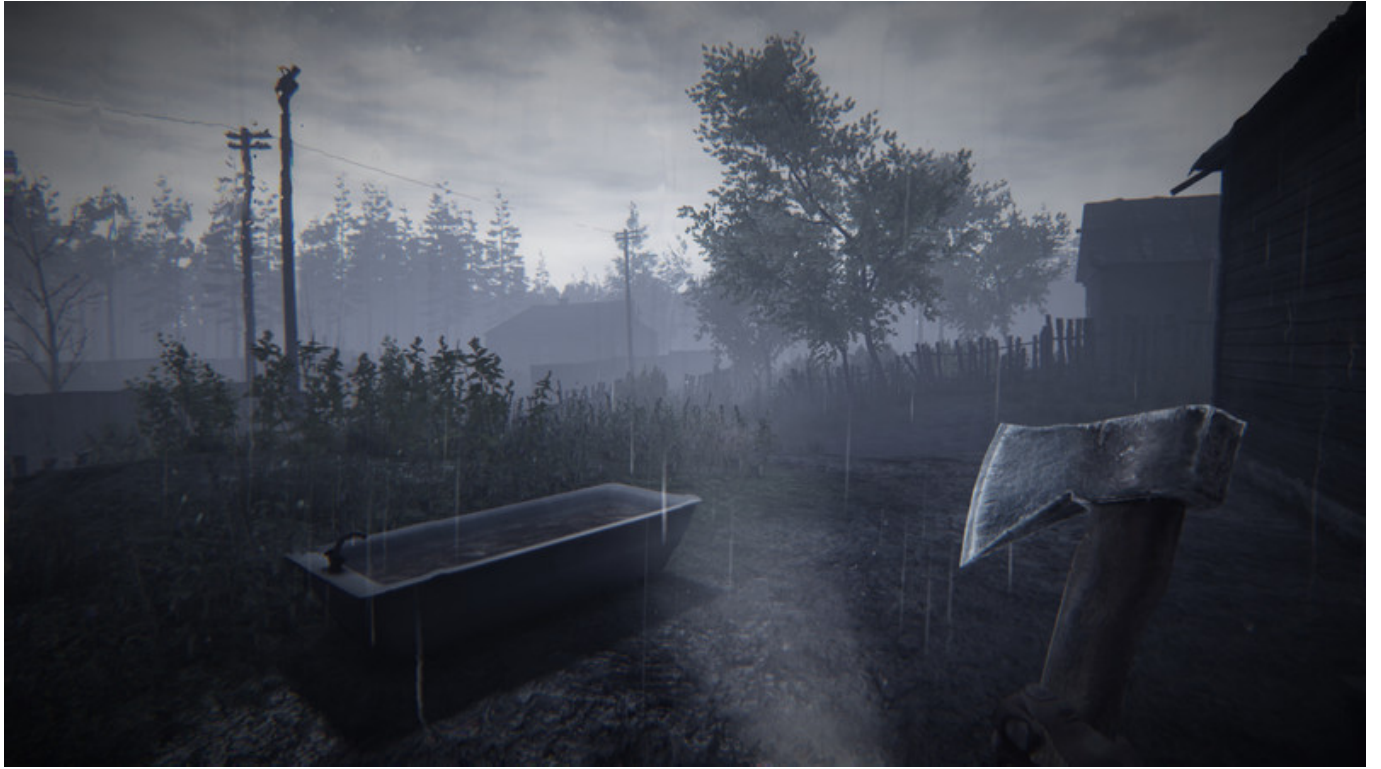
Countries and Characters

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A fantastic game which hides under a quite ugly tile based surface. If you're a person which doesn't need to have great looking graphics and you're just a bit into dual stick roguelikes, please have a look at this game. You combine different spells up to three times which each other to create new and more powerful spells. From buffs, debuffs, damage over time, bolts and flares, everything is there for you to explore. The game is hard as balls but that just makes it that more satisfying when you finally beat the boss you prior always lost to. If you don't look up the spells online, the whole process of discovering them is quite exciting. You have something new to do on every run and the classes with the several masteries just add to that. The only point which could turn you down are the graphics which are really dated. I saw better looking tiles in other games but if you can get over it the game will surprise you with it's mechanics. To me fully worth the price but if you don't want to pay as much, on sale it's a must buy.. Shmadow is a shmup where a flying death flashlight shoots glowy light bullets at a never ending asteroid field of darkness. Every now and then, you encounter other orbs of light - dark, sinister glowing red suns that shoot scarlet death lazars at you, and command the shadow asteroids to swarm your light ship like spherical ninja zombies.

It's clever, it's tricky, and its' simple premise lends itself well to short play sessions.

Plus, Shmadow is just fun to say. Shmadow. Shma-dough. Shh-mad-ow. SCHMA-doh. So good.. Really enjoyed this one! It's different from the other Choice-titles I've read, telling a much darker and more sinister story. The writing is good, atmosphere dark and foreboding with the general sense of Lovecraftian terror. Enjoyable read, but definitely a different type of experience.. doesnt even go all the way with the uncensored patch smh my head. Best game ever\u00d3\u0096\u00d3\u0096. Just barely recommending it. Average VN. Ok voices and art. Story is short and contains chapters 1 & 2, hence the price. It is post-apoc themed, and despite the appearance of the characters, the tone is quite mature. The dialogue contains a lot of generic talk. Side note - I found out using game overlay to take screenshots, some images get totally censored - wtf?!. i only got to play in a server with 9 or so other people, and from that experience alone, I can say that it was definitely FUN. However, there is OBVIOUSLY a lot that is rough about the game

I think the way that bodies fall and kick up dust and dirt when you shoot them is really satisfying and I've not seen it in any other game before. The lighting during the night battles is super nice, and is really atmospheric and fun to play in. The graphics and the landscape are beautiful as well. Combat feels a little clunky, but that's probably intentional. However, the sound effects are really bad, I can't tell where I'm getting shot from either. The BIGGEST problem with the game is a lack of people to play it with.

I would say, buy the game because it's already a quality product. However, there aren't a lot of people to play with. I don't know how to get more players, but I hope that the devs can somehow create some hype or SOMETHING!

My fatigue didn't increase.. i see everyone disagree, about my review, and yes i just realize something.

the game actually progress to win, and a good game, but everything is gambling in this game, if you're a gambler, go ahead and play it

(bad english). I found this to be a fun match up game. Though I did find the controls to be a bit tricky to get a feel for at first and some of the challages like making chains a challage. But once you get the feel for the game flow it's quite fun.

There is a bit of a pokemon feel to it as you do collect beasts which you fight with and each have their various skills and level limits. Though I only played for a few hours I find it's a nice casual game easy to pick up and the various area challages easy to do. The music is fair to listen to, I yet to find I want to turn it off though there's not much selection. Plus there's a fair bit of text reading and the story line is a bit simple for my taste but not completely bland.

So if you liked puzzle quest then you will enjoy this game as well.. Do not play it unless you get paid for it.. I love this game

. I put in time on FHM 2 and 4, thought that waiting 3 months past the release that they would have 5 working well. I thought wrong, hard to believe these are the same people behind OOTP Baseball

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