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## About This Game



Dawnfall is a lost wanderer who travels in a fragmented universe where time and space are twisted. There is a mysterious voice that guides him in a journey that will bring him to fabulous places, meeting challenges that he never thought he could face and that will allow him to find the way back home.

Dawnfall's life has been messed up by a book. He doesn't know why but somewhere in that book he will find answers to all his questions.

Waking the Glares is a great journey, an exploration-based game that will require the player to pay attention to the environment from a visual and acoustic point of view.

With this release the player will get the first two chapters of Waking the Glares. The complete adventure is intended to be made of seven different chapters and their release will depend on the first release success.

But please note that every single chapter tells a story on its own, just, there's a thread passing through all the chapters. In game terms, this means that every single chapter is set in a different location with a slightly different gameplay.



The story revolves around a book that has messed up Dawnfall's life. To "Wake" the "Glare" means to look for answers, to discover secrets and to find out why this book is so important. This book is real and together with Waking the Glare the player will get its ebook version and so the opportunity to live a deeper experience.

# FEATURES



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- A various setting
  - A great story, where every single element in the game has a reason to be
  - Two different levels of narration: the game and the mysterious book
  - Stunning soundtrack
  - Oculus Rift compatibility



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Title: Waking the Glares - Chapters I and II

Genre: Adventure, Indie

Developer:

Wisefool Studio

Publisher:

Wisefool Studio

Release Date: 15 Mar, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** windows 7

**Processor:** i5 2500k 2,6ghz

**Memory:** 4 GB RAM

**Graphics:** nvidia gtx 650 2gb or ati 7750 2gb

**DirectX:** Version 10

**Storage:** 3 GB available space

English,Italian





**Weapon: Jessica's G18**



Custom Part:

"BSAA" [Earn BP & Steal Health]

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waking the glares - chapters i and ii

A great pack of tracks, the skin is fantastic, and the car is a dream to drive.

Other reviews have it wrong; you can use this car in free roam, but you have to complete almost the entire main quest, because it doesn't have Battle Mode like the standard Batmobile does.

Once you've gotten far enough, you'll get an alert in the showcase that the car has been unlocked for free play.. Steel Storm: Burning Retribution is a boring, bland top-down shooter with absolutely nothing going for it.. I wish there was a 'sort of' button instead of just 'yes' and 'no'. There's the basis of a really good turn-based game here. I liked the look of it and, like another reviewer has said, it reminded me of table-top games I played many years ago with little lead figures and some dice. The battles are fun for a while, but the campaigns lack any depth and are just repetitions of the same battles over and over. It could be improved by adding some more variety in the battle environments, additional unit types, slowing down the AI so you can see what moves it has taken, and by enabling a pass-and-play mode (as I don't know if anyone is playing this online). If the battles could be incorporated into some sort of RPG that would make a great game (something akin to Might and Magic etc). Ultimately it lacks longevity, but as I only paid 33 pence for it and it has provided cheap entertainment for a couple of hours, I have to give it a thumbs-up.. So, Super Chibi Knight is a short-ish few chapter game with at least 2 playthroughs (more if you're achievement hunting).

One of the only issues with the game i had is i soft locked the game during a fight. I killed a boss so fast that the health bar was depleted and I had to reset the room and fight the boss over again - which was a little annoying.

The other only issue is that the achievements are really broken. I did one of the 2 paths you can take in the game (which is why replayability is a must). There's achievements you'd have to get considering you can't complete the area without doing them, but they didn't unlock.

Super Chibi Knight is your typical armor games, newgrounds, kongregate flash game, just upgraded to a full scale game on steam. It can probably be beaten in an hour if you're quick, good, and speed running. Otherwise it's a 2-3 hour run per playthrough. Considering it has 2 paths you can take for the story, and it's replayability you're paying \$9.99 for about 6-8 hours of gameplay. There's some secrets you could probably look up, but they're decently hidden and it requires at least 2 playthroughs to get all the achievements... More if they never fix the achievement bug. And I mean in-game stats, not even steam achievements.

It's a decent game. It doesn't tell you exactly where to go or what to do. A lot of people may find this frustrating, but instead of just screaming "what do I do now" or looking up the solution, give it a think or explore. It's basically just linear puzzle solving, and very minimal backtracking. If you're stuck, it's a problem on your end (unless of course the game soft locks and you can't beat a boss without resetting).

I'd personally give it an 8/10 on some redundant scaling system. With my short attention span one playthrough was enough, so if it's not worth the price to me, it's simply because I didn't play the game twice, or go out of my way to find everything. And the achievement bugs relating to a story I completed is just infuriating, knowing I won't be going back to complete it. Whatever system triggers the achievements is clearly broken by the same mechanic that prevented me from killing a boss with no health bar. Again, this is very minor and just a personal dissatisfaction. Your results may vary, and it may be you even have a much happier experience!

I enjoyed my time, you probably will too.. Omg this is sooo creepy!! I got 3 jumpscare in 20 minutes.. It's a pretty nice game that has that nice 'old game' feel.

It's relatively enjoyable, but can make you annoyed if you're trying to do something in a particular way (e.g, grinding for upgrades)

Other than that, it's cheap, enjoyable and nice to play.. The walking howitzer too op for me



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Delivers what it promises.

. A brilliant little game which is a pure masterpiece. The price is minimal for such an excellent game, what're you waiting for? You know you want it.... Note that these are PREMIUM MODULES, therefore cannot be used with mods that include hak pacs, tlks, or similar custom content. This game is what Psychonauts would be without the Meat Circus. In fact, this game is basically Psychonauts but not tedious and with a strange eastern european charm. (Not jank. Charm. Never crashed on me, never buggy, nothing awkwardly translated.)

If you want a surrealist adventure game that begins with a missing persons case and turns into "the internet is a metaphor for the universe itself", you're in the right place. Look at my flashlight.. (UPDATE) you finally figure out most of the RNG death jumps after 5-6hrs

An Imp? A Fiend! was really tight fun platforming so I thought this would be the same, it kinda is but different and slightly worse.

Random jumps are 10x harder than others because RNG if your person will grab the ledge or just slide fall to your death level 5 is just sadistic. If you want to know what the game is about and how it works there's plenty other reviews, i'm just giving an overview of the current state of the game.

While there may have been some issues, (read older negative reviews) the dev is really on top of things and has been consistently improving and expanding upon the game. Active in the community and very responsive to all kinds of feedback.

Pretty much all issues have been ironed out, currently it's mostly content updates and minor quality of life improvements, with patches rolling out almost daily.

I would have given the game a negative review a week or two ago, due to the state of the game, but that's no longer true. It deserves a big fat recommendation, for a big part due to the devs active involvement.. yiffy as \u2665\u2665\u2665\u2665 man. holy jesus this game brings back memories

this game along with another paved the way my era of strategy gaming and vehicular warfare introducing me to games such as war thunder way back in 2014 and world of tanks in 2015 both of which i have completed

this game is a blast from the past and a look into my old self and what i was into back in my childhood

i started off with battlestations pacific in 2008 and moved onto wings of prey war thunder then world of tanks

i went from a 6 year old playing strategy games to a 15 year old earning money off of streaming and tournaments everyone has humble beginnings and this game absolutely changed my life and got me into strategy games

iv spent most of my life today playing video games and im doing reviews on games that got me to where i am now

thank you so much for creating this game you've changed my life in more ways than 1 and the game itself has endured the trials of time and still is one of the better WWII vehicle simulators out there its amazing 10/10

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