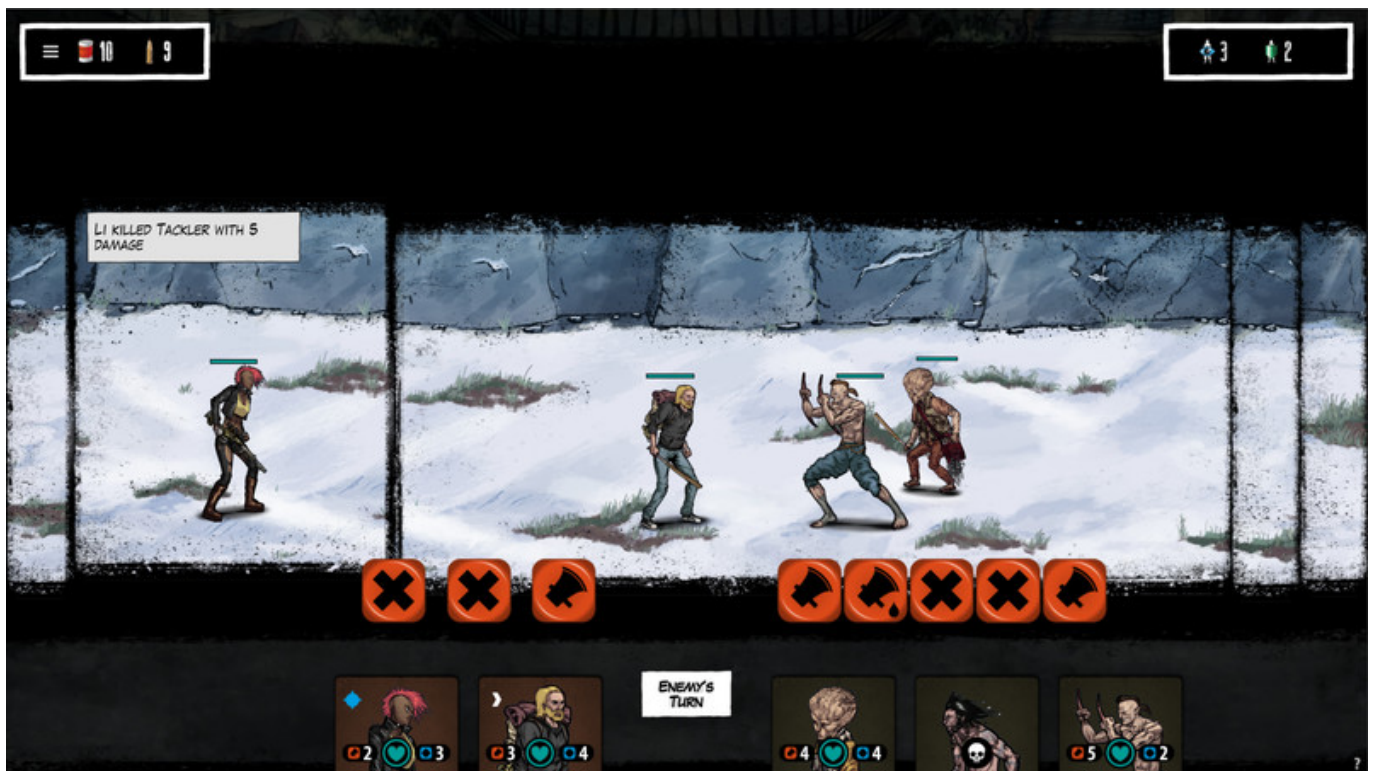


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## A Light In The Dark Activation Code



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

## About This Game

*“We cannot choose in this unfair world.”*

Hao-Chen Jiang did not understand what it was when he opened his eyes. Before him was a dim and dreary room that he had not seen before. Trying to get up to turn on the lights, he finds that his arms are tied behind him and that is when he realizes that he's been kidnapped. It is then that a mysterious girl appears before him and with a look of disdain tells him that he's been kidnapped and unless his family agrees to pay a ransom he has no chance to escape. But perhaps there is more to this than just money...

The rich boy stuck in his never changing daily life...  
The fierce girl struggling for survival...  
Two people in totally opposite positions in life.

During his days of imprisonment, they will learn of a world they were never aware of which will crumble away at their deep-rooted prejudices. In the face of confusion and the choices before them, what will they find...?

*A Light in the Dark* is an original visual novel game from the creative minds of CreSpirit (Developers of *Rabi-Ribi*), Storia (Developers of *Dong-jin Rice-hime*) and Narrator (Developers of *Companion*).

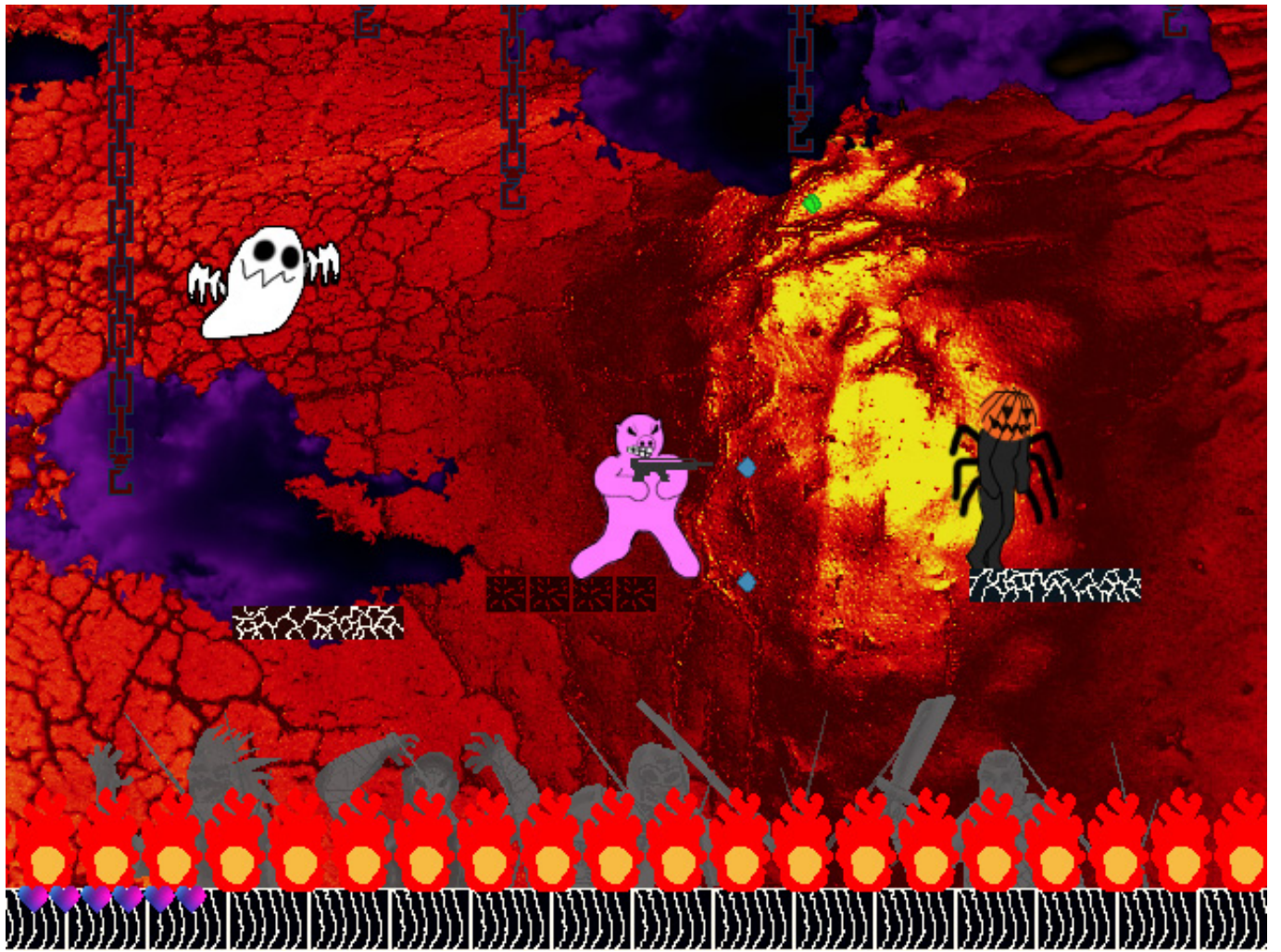
The game features a story part and an interactive part where Hao-Chen can examine the items around him as he tries to formulate a plan to escape his kidnappers but beware of your stamina! *A Light in the Dark* also features multiple endings and language options in English, Traditional Chinese and Simplified Chinese.

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Title: A Light in the Dark  
Genre: Casual, Indie  
Developer:  
CreSpirit, Storia, Narrator  
Publisher:  
Sekai Project  
Release Date: 15 Jun, 2018

b4d347fde0

English,Simplified Chinese,Traditional Chinese









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Anyone who likes arcade style racers should pick this one up. It reminds me alot of Motorstorm without the damage factor. Anyone looking for a cheap arcade racer look no further and pick this one up!

7/10. Great game. Cool story.. I LIKE THIS GAME AWESOME GRAPHICS sweeeeeeeet!!!!!!!!!!!!!!!

LIKE THE EXPLOSIONS AND VEHICLES NICE JOB. 1.It's more like a novel with variations in the narration than a choice novel.

2.It is very well written and the author style is his own choosing, I personally don't mind MC not having quote because his thinking actually melt with what he says... and you understand this at the end of the game, can't spoil you more.

3.Well ok you don't make any choice and don't leave any real impact but the narration DOES vary upon your choices. Your character magic depends on your choice and even if the results are the same, the text IS NOT. People who don't like this style don't like it only because they care more for results than the actual path to result. It is still a CYOA wheter you want it or not, it's just that what changes is the way you appreciate the main story that is still the same. Those variations still add narratively and to the atmosphere too.

4.I do find the humor funny here and am able to identify to the main character who's not a perfect icon of a hero, far from that (not the pervert side, but I actually don't think he's that of a pervert. Guys, just admit there's different level of perversity and here the thing is just intended for kiddy puns, really).

5.I think a lot of reviews there are misunderstanding what was intended by the author and just don't like what he chose to do. Well, ok, but don't go criticize the thing compared to other CYOA. Because it is just a rare type of CYOA but it is still indeed one.

6.The story is slow to start. But try to stick to the end. You could be surprised.

7.Because it is more like a novel with variations, the secondary characters have more depth than in normal CYOA.

8.I still enjoyed playing the games more than once to see how the writings changed. The result might be the same, but not the path taken.

9. I do recommend it. It may not please everyone, because there are clear writing choices that have been made here. It is still interesting and worth a reading. Once you finished the story, try to... put the pieces together again, you'll understand many little details in the writings. I can only approve this.. wtf did i just buy. Interesteing concept, although the UI isn't very intuitive, a better tutorial would help. Also perhaps keyboard controls?. I really liked SS1. It was realistic, honest, educational, and when you made a decision, you got a clear indication whether it was the correct decision or incorrect decision. For SS2, I understand that Richard wanted to be funny or over the top, but I think he missed the mark and he forgot who's buying his game and why. The buyers are people who want to improve their dating interactions and social skills.

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Richard sold himself short on this one. The scenarios aren't clearly framed (example of framing would be a clear indication of the "hurdle" in the level: "How to approach a woman at an upscale event where you're out of your element" or "How to handle a night out with a girl you like when her friend is messing up the night"). Instead, the levels play out like a confusing choose your own adventure without a clear challenge or goal. After each decision, there also wasn't a clear explanation about the pros or cons of the choice I made. It seemed at times all of the answers were for comedic value rather than realistic options.

For SS3, Richard needs to forget the fluff and get back to basics.. Great game, but a little expensive for its brevity. Superb use of language, history, and culture to create a very rich experience, I truly admire the developers for what they've done. I would say definitely pick it up, albeit during a sale.

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mightve liked the game if they had singleplayer, multiplayer is broke nobody to play with, id give a hard pass on this if you want a good game, also its pay to win and they expect you to buy money. It is like the base game but with more stalemates.. I like them. There's five and they're pleasant to listen to, and it was only 2 dollars.

I don't thing the songs are restricted to Christians though, as I got them while playing a Muslim character.. If you are a Tomb Raider fan and want to have the full collection of this game then buy it only on sale and buy the GOTY edition. RIP Multiplayer btw.. Akuto is a face paced action game. Do not let the art style or peoples comparisons make you think this game is like Gang Beasts because it is not, Neither is it bushido blades. Which is a fine thing because at the end of the day this game is a unique well designed game.

Each map is distinct, brings out different gameplay, and mostly well designed. There are some small flaws in some maps that Im sure will be fixed, but even if they werent the game does not suffer from them.

The thrill and action here are unique and this is a great valued game.

### **Game is OUT!!!:**

Wonderful users, the day is here!

Broken Reality is out NOW!!

Te celebrate, we're doing a 10% discount that will be running through December 6th!

We really hope you will enjoy this adventure, share it with friends and tell us what you think about it!

**Backers:** We highly reccomend deleting your older Backer Build datas because of changes done on the save database, and various fixes that we did on the game throughout the month! Having said that, it may work, it's just less risky to do so! Plus, you gotta check out what we did to all levels! :P

Hope you will all enjoy the game!

Thank you all so much for your support, feedback, bug reports and awesome vibes!

**-DYNAMIC MEDIA TRIAD-. Game on Review! // Get ready for launch on November 29th!:**

Greetings, users!

After such a long journey (one that is still far from over) we are excited to announce that **we've already submitted our full build of Broken Reality to Steam for review!**

That, and the current state of our internal build, lead us to confidently announce that the game will be ready for sale on Steam on **November 29th!**

After release, we will work on providing quality Mac and Linux builds through Steam, so expect those to be delivered before the end of the year!

We want to take a little moment to thank all users who have been giving us invaluable feedback these past few weeks. Your passion, curiosity and downright thoroughness, helped us achieve the level of stability we dreamed of. Again, thank you from the bottom of our hearts! <3

See you soon on the other side! ^\_^

**-DYNAMIC MEDIA TRIAD-. Digital Soundtrack available NOW!:**

Greetings, users!

We are happy to announce that our OST is now available on the Steam Store!



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You can buy it as DLC for the game, which will download the music files on your game folder!

The OST includes all music made by featured artists, and will be updated with Broken Reality originals within a few weeks! Thanks for being patient as we "songify" our real-time soundtrack!

Here is the release track list for the OST:

Amantes del Futuro - Zombies en la Lacandonia (MP3)  
BROKEN\_CANYON - Nameless City (MP3 + FLAC)  
BROKEN\_CANYON - Stratosphere (MP3 + FLAC)  
BROKEN\_CANYON - Promise (MP3 + FLAC)  
death's dynamic shroud - *Æ* (MP3 + FLAC)  
General Translator - Departing (MP3 + WAV)  
General Translator - Back Again (MP3 + WAV)  
General Translator - HD Memory Projector (MP3 + WAV)  
General Translator - *████████████████* (MP3 + WAV)  
*██* Corp - *██████████████* Consumer [kahvi] (MP3 + FLAC)  
CYBERREALITY*███* - We Own the Streets (MP3)  
CYBERREALITY*███* - (Hope to) See You Again (MP3)

Stay tuned as more news come along!

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See you soon on the other side! ^\_^

**-DYNAMIC MEDIA TRIAD-. New and Improved Demo Just Uploaded to Steam!!!:**  
Hello from Mexico.

We are thrilled to announce that we have just posted an updated version of the demo for Broken Reality. The demo is essentially the first level of the game and is a much better representation of what we want the final game experience to be.

We are working hard to put the final touches on the game including testing. After you have played the new demo we would love if you can share your thoughts but more importantly make us aware of any bugs you encountered so we can quickly address them.

The development journey for Broken Reality for the most part has been amazing, and we are super excited to be able to share the full game with you shortly in the near future.

We apologize to our fans that have been anxiously awaiting the full release, that you will have to wait an additional 45 days. But in the meantime, we hope you will enjoy the updated demo and appreciate our effort to try and make the full game an amazing experience.

**DEMO CHANGES:**

- \*Added the ability to save your data, even within the Demo!
- \*Made great improvements to UI and graphical animations
- \*Re-hauled our character animation system
- \*Re-organized and improved audio engineering
- \*Re-wrote some dialogue

All of this to reflect the evolution of the game's quality. Improvements still coming to both the demo and the final release.

Thank you for your patience, more news very soon!

. Interplanetary: Enhanced Edition Broken Reality **Digital Soundtrack available NOW!:**

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- CYBERREALITY███ - We Own the Streets (MP3)

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CYBERREALITY [?] [?] [?] - (Hope to) See You Again (MP3)

Stay tuned as more news come along!

**. Demo release & Kickstarter Campaign:**

Greetings, users!

Thank you so much for being here. For being the first few to try out our game and specially for all your wonderful feedback. It really makes it all worthwhile when we read such beautiful comments and messages.

So, big news!

[We launched a Kickstarter!](#)

We're doing it for a variety of reasons, such as assuring the quality of the game by expanding our team a bit, and being able to develop for major consoles.

If you liked our demo, you can secure a copy of our full release at a discounted price, while helping Broken become the best it can.

So again, thank you so much for being here with us in these important days.

It means the world to us to have such an amazing community, and we won't let you down, neither here nor in future projects.

Dynamic Media Triad

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