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About This Game

Intro

I don't know of a time without the internet.
Ever since we were born, we've had the net;
the world being connected was simply a matter of fact.

I've never once questioned why keyboards are arranged in QWERTY.
Neither have I wondered how to use a mouse.
Social media feels far more comfortable than a telephone does.

The world is always connected.
The world is always open.

In the sea of the net, colored by a prism,
they looked up at the sky and declared:

— We are hackers —

Hacking

Hacking: what other word could be so divisive between society's impressions and the actuality?

The word brings to mind someone furiously typing against a black and white screen, trying to infiltrate the Pentagon. On the other hand, you have the news reporting information leaks and cyber attacks on a near-constant basis.

So what exactly are hackers, as well as crackers?
As opposed to days long past, where one would attach a virus to an email, how would today's "hacking" compare?

A hacker in the game says:
"The way we see it, this world is so full of holes, it's downright scary."

Nowadays, you could connect to the net with just about any PC out there, and with just a measly 10 dollars, you can get your hands on some hacking tools and manuals. The game begins with a hacking contest, "CTF", and shows a slice of their own worlds.

Story

There once was a legendary hacker named "Warlock".
Hiro, who lives his life in a net cafe, is inspired to look into that hacker.

However, as he continues his investigation, a fatal fire accident breaks out at an editorial company -- his source of information. As he probes further, he finds logs that show that the company's systems were hacked into.

He decides to team up with Misa, another hacker with the same skills as Warlock, as they delve deeper into the incident.

Features

- Play in English or Japanese
- Kinetic novel - No choices
- CG gallery that unlocks upon completion
- Scenario by Earu
- Character illustration by Kikyo Manose
- Beautiful in game music
- Background/Design by Tetchen

Title: CyberRebeat -The Fifth Domain of Warfare-

Genre: Casual, Indie

Developer:

E.N.Nach

Publisher:

Sekai Project

Release Date: 24 Aug, 2018

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English,Japanese



Help the Wounded to Bed

When an ally has fallen in battle your imps will carry the creature to bed so that it can regain its strength



Heroes

Upgrades

Gear

Portals

Quests

Shop

X 100 DPS: 3.23zz HP: 22.6a1 Active Reserve Recruit

	High Lord Cassius DPS: 1.37zz HP: 10.7a1 Human Paladin Physical / Melee / Slashing	81.2K +100
	High Lord Thraek DPS: 3.03zz HP: 5.03a1 Orc Assassin Physical / Melee / Bludgeoning	81.2K +100
	High Lord Xan'Thur DPS: 150yy HP: 257zz Undead Necromancer Magical / Ranged / Dark	81.2K +100
	High Lord Thromn DPS: 1.9zz HP: 6.19a1 Dwarf Wizard Magical / Ranged / Fire	81.2K +100
	High Lord Silver DPS: 16.7yy HP: 500zz Elf Bard Magical / Ranged / Energy	81.2K +100

Save this Loadout

Load Saved

All Reserve 0

Rank Up All Heroes

STAGE 1,404

95.3ff
14.9M
8.1M
38
884K
127

descargar cyberbeat the fifth domain of warfare. cyberbeat the fifth domain of warfare. cyberbeat the fifth domain of warfare pc game

Awesome DLC, the two classes are so badass and the ACT VII is very good !. I don't recommend this game. add more stuff pls i mean new traps new monsters maybe new areas. If this game would come to life with people it would be a great game cause that is all it is missing is people other then that the game is so much fun and is wort having in your library. This software is easy too use und very userfriendly. The main UI is very easy too understand and works very well.

U can create very nice Videos with it even as a beginner. The software also has many nice effects too build in the Videos. I am satisfied.

It was quite soulful story.. This was a good game but a hard one. Some of the puzzles made no sense to me. Two I guessed and got them right. It made me think about what I needed to do and it does have a twist to it. There could have been a better ending tho. The music was great and also the sounds around the house. If you like puzzles and The movie Saw you may like this one. Now on to the second game of this one! 7.5/10. This actually was a really good game back when I played it. *A LOT* of characters, several different "acts", as I'll call them, of several different villains. Gameplay is basic RPG-turnbased, except your main character can only improve with stat-items(although it's questionable as to whether not it's worth it) since he can't level up, so you do end up focusing on grinding your party members to higher levels, and there's a part of the game where you can reset their level or something like that. IIRC it actually gives you a reward of sorts. The 37.4 hours on record is the full time of me playing the game from the start to where I got(I got really close to the final end).

Why didn't I finish the game a year or so ago? There's a bug(The RGSS issue) that, to my understanding, the people who made this game still haven't fixed. AFAIK, it happens at certain parts of the game and, depends on how much time is on your save file. The only reason this is a bad thing is because it completely ♥♥♥♥s you over when doing the challenge towers, because it's one of those "you get a checkpoint every x floors and you need to climb a total of x floors". It's like if you were doing an endless dungeon but it kept crashing when you get really deep into the dungeon and you didn't have a chance to get out and save.

Buy it, but be aware that there's a game-breaking bug, literally. Because it breaks the game. You can't play it. Because it crashes. A lot.. Excellent Artbook with various titbits of interesting information. Will like to support the developer in any way possible.. I've been following the development of Tainted for a while (like 5 years) and this game has changed a lot. And it's changed in a good way. You are put in the role of a demon who tears people apart, doesn't give a damn about anything and decides to kill his boss.

The graphics are good, not AAA for sure, but it's pleasing to look at. Some of the levels are genuinely great looking (for instance the crypt with the priests).

The gameplay is the main thing here, and let me tell you, does this game deliver. You can blow guys up, tear them apart, slow down time to feel like in an action movie. It's genuinely satisfying to tear the hands off a dude and throw them into another dude's head. The boss fight with the crab spider dude is the highlight for me.

The music is so hardcore it makes you want to just rip all the guys to pieces. The voice acting is funny. The enemies sometimes get stuck and some of the animations are a bit weird, but I haven't seen a game in early access with this much polished content in a long time.

11/10 would throw chickens at priests again. Awesome game. I hope that they are able to finish and release the other acts in the future. I felt that everything about this game was solid: pixel art graphics, sound, user interface, writing, etc. Definitely one of the better point & click games that I've played lately.. Game is free but I still feel like I'm owed a refund.. **THIS GAME IS PRETTY GLICHY FOR MACS!!!!**

I Would Recomend It If the idiots who created it could fix it and please add more graphical settings i dont want to see particals or head bobbing.

PLUS THEUR IS A FLYING GLICH. Pretty good for a small game. Keeps me entertained for a few hours.

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