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About This Game

SURVIVE THE WHITE WASTELAND

ICY is a narrative-driven post-apocalyptic survival RPG set in a new Ice Age, where your life and the lives of your followers depend on every decision you make. Create your own character, using a detailed stat system that influences your abilities to hunt, travel, scavenge, communicate and lead, then begin a journey of survival across the White Wasteland.

It is up to you to take on the responsibilities of leadership and guide your newfound nomad family in their fight for survival. Do not take your role lightly, for each decision you make, each word you speak, ripples through the life of your community.

Take heed, for you and your clan are not alone in this frozen world. In addition to the elements and the wildlife you encounter, there will be loners and bands of miscreants to deal with. Decide carefully on whom to trust and how to react or the snow covered landscape will become your icy tomb.

FEATURES

- Experience an intense story of survival in a unique post-apocalyptic new ice age setting.
- Influence the plot with your choices, with numerous shades of morality that lead to multiple endings.
- Lead a group of survivors, each one with different needs, values and ideals.

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- Scavenge for items and hunt for food while facing the challenges of starvation, illness, harsh elements and other bands of survivors.
 - More than 400 pieces of detailed hand-drawn artwork that portray the bleak and dire landscape of the frozen world.
 - Customize your character by choosing how to distribute attribute points among 9 different skills that affect your abilities and experience through the entire game.
 - Enjoy the new combat system offering a mix between a classic turn based combat system and a trading card game.

A COMPLETELY REMASTERED EXPERIENCE

After nearly two years since the original release of ICY, Inner Void Interactive and Digital Tribe Games are proud to release ICY: Frostbite Edition, a completely remastered edition of the game. We worked to improve every lacking feature of the original ICY, recreating the game from scratch in Unity 5.

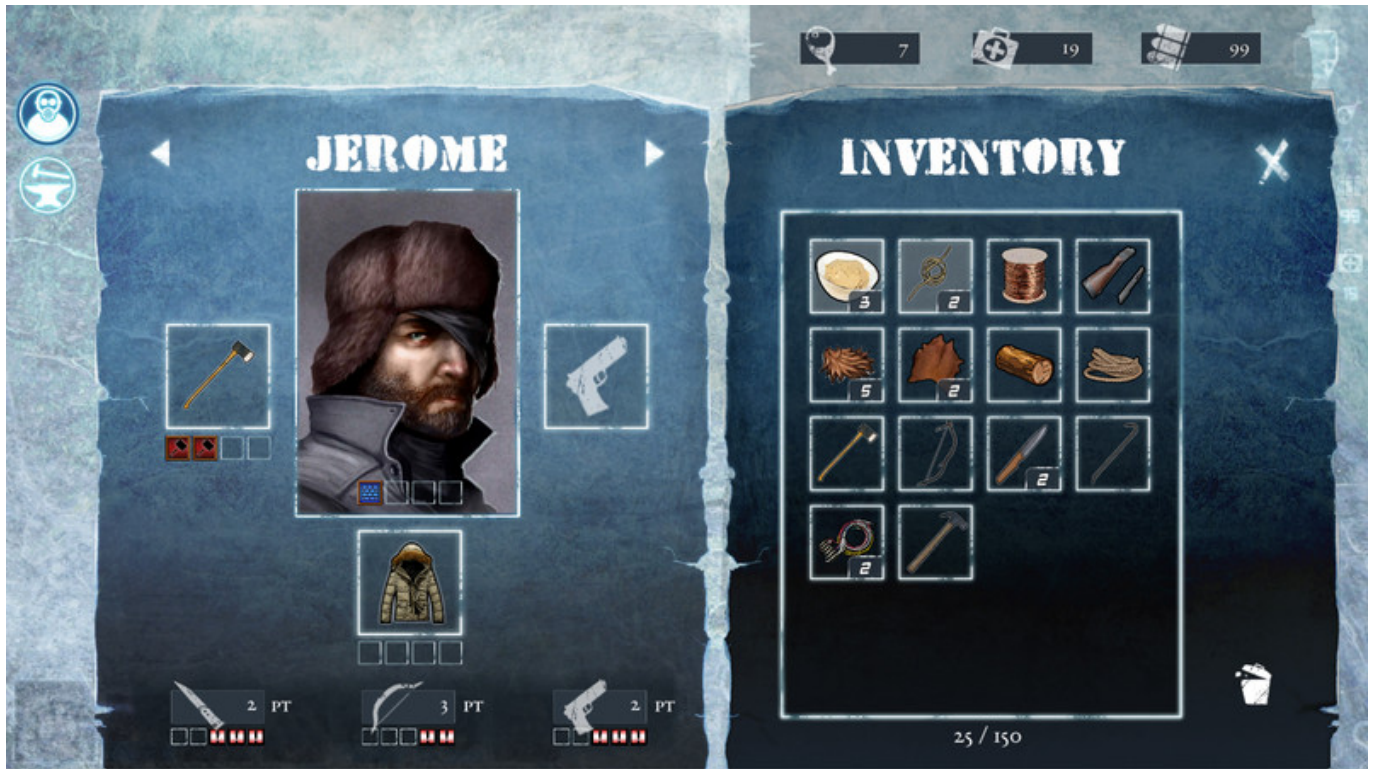
Thanks to the exhaustive feedback received from our community and the experience we gained from the original game, we have improved ICY's formula in many different ways to let it offer a real survival RPG experience in a cold post-apocalyptic world.

- A new combat system was developed: deeper, more exciting and more challenging than the original one.
- The survival experience was overhauled in order to offer more variety.
- A crafting system was introduced, allowing the player to create new items.
- The original plot was improved and new quests and characters have been added to create a longer and more satisfying experience.
- The UI was completely reworked to be clearer and better looking.

Title: ICY: Frostbite Edition
Genre: RPG
Developer:
Inner Void
Publisher:
Digital Tribe
Release Date: 11 Aug, 2017

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English,Italian,Russian



YOUR TURN  VS 







FURIOUS FIGHTERS
+25% MELEE DAMAGE DEALT BY ALLIES FOR 1 TURNS.

ACTIVATE  27

END TURN



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Damn this was a good game! I just finished it, and it is on the short and simple side, but excellent with only a few flaws. I bought it for like 2 dollars on a whim, but I would have paid full price for it. It is worth it, when you think about all the work the devs did with all the art. The art is gorgeous, the portraits are great, with every NPC getting a unique one. The atmosphere and writing are great and transports you to this bleak frozen world. The music was... okay? Could have been better. The combat is interesting, it reminds me of card hunter, where equipping better weapons gives you better "cards" to use. The difficulty at survivor mode was just right. I'd have liked it more if it were more complex, more weapons and armor, more skills, more NPC interaction. I think I'm just being greedy. I also wished there had been more interaction with your party. There was the basic "tell me about your past" but I wish there had been a developed relationship system, if they liked you more they got a buff during combat, stuff like that. I also wouldn't have minded choosing a lover ;) TJ or Fang or even Jerome, who ALL THE TIME is talking about how old he is, but his portrait looks like he's 40.. ICY is a cool game *pun intended* particularly for the discounted price I got it at. It's set in a post apocalyptic scenario and by the middle of the game's storyline you get somewhat of an idea of what happened to set off the apocalypse, though I would argue that that isn't really the point of the game's narrative. IMO, the point of the narrative is to make you playthrough the scenario and that the game does pretty well with moderately good engagement in terms of storyline as well as character development.

The game has a semi-RPGish feel to it, never going all the way - frankly because it doesn't need to. You aren't going to be playing this game for weeks, you aren't going to be replaying it - most likely, you'll be playing the story once and that's the end of it. The story progresses based on missions and the random events for character storylines (which I must admit are kind of tightly written). You get skill points based on mission completion which you can invest in your character's attributes and the other characters seem to auto-level as you progress on the main storyline.

The loot system is pretty standard. However, the combat system is kind of unique, where one combines cards to create 'actions' that dictate the damage to the enemy's morale, health and effects such as cover or increased damage. The cards themselves increase in quality based on the gear you wear, making the triggered actions more powerful. It kept the seemingly monotonous battles from getting boring and was quite enjoyable. Overall, I would recommend this game. Maybe not at full price but if it's part of a Steam sale, I would recommend you pick it up for a few hours of entertainment.. A very enjoyable and easy-going turn-based game, excellent post-apocalyptic setting and story with an engaging set of characters and dynamic between them. I found the first major 'boss fight' rather anticlimactic, but other than that I have no criticism of the game. Great for the times where you want an engaging game that doesn't require too much mental effort or coordination but is still fun and rewarding. I don't, however, think it is worth the full price, I got it on offer and suggest you wait and do the same. This is a rather satisfying game. It feels like a compelling pen and paper rpg- mixed with some light crafting, and a nice story where choices feel kind of like they matter. It's a fun game where you can wander around the icy wastes- loot- feel like a badass and have some fun.. ICY: Frostbite Edition is a neat little game. It is an interactive novel with lite RPG elements, adventuring and different endings. I like the setting. A post-apocalyptic frozen world. I spent 8 hours in the game till I finished it and found one of the possible endings. It was fun and engaging and there is plenty of replayability. Nice effort from these indie developers!. I finally finished the game at 15 hours. It took me this long because I like to grind for the best gears in most rpg-esque game I play.

A number of people told that the combat system is terrible, but I personally enjoy it. If only they teach you or list the attack combinations then maybe people would be more okay with it. Nonetheless, I enjoyed figuring it out by myself.

In summary, the story is well-written, the design is beautiful, the crafting is simple yet practical. There are a few things that could be better here and there, but as a whole, it has no critical flaw that would make people shy away from it.. I never thought I'd be able to say this, but the devs somehow took ICY -- an already incredibly underwhelming game -- and made it worse. They dumbed down movement and changed combat from a simple and boring affair to a long, tedious, obtuse and boring affair.

I had a hard time maintaining any sort of interest in the first version, but I would have kept going if it wasn't for the constant bugs. Now, it's not even the bugs that are causing me to quit, just how shoddy the game is. If you were forced at gunpoint to play ICY, I would actually recommend the first version. I definitely would not recommend this game.. Extremely fun if a little bit short narrative game. I got it this morning, it's not yet midnight and I've finished it.

The game setting is wonderfully realized, through implicit details rather than blatant exposition. It doesn't just tell, it actually shows - which is kind of surprising since this game is pretty much a Choose-Your-Own-Adventure gamebook spread over a digital boardgame frame.

The artistic direction is really, really good, good enough to cleverly disguise the game's budget. Makes it seem far more aesthetically pleasing than if the developers shot for animated models, I'm sure.

As a fan of tabletop roleplaying games, this really hit home with its narrative focus and the originality with which it redresses all the clichés of the post-apocalypse.

I didn't into this with high expectations, but it's really blown me away.

Up front, this is an indie game that knows and respects its own limitations. The mechanics are fairly simple, best described as an adventure board game with Visual Novel aspects. The majority of gameplay comes from having the right supplies to travel and dealing with the interpersonal conflicts. You're the leader of a nomadic group and you need to pick and choose what's best for the group.

But the mechanics work and the storytelling has impressed me. I'm genuinely interested in my party members, I'm content in following the storyline, and I've had to make some hard decisions that are going to stick with me. The combat isn't really my style, but it definitely serves the purpose. It doesn't detract from the game.

I've enjoyed the experience so far and if you're interested in something a little different I can highly recommend this.. Good
The art

The music is haunting, reminds me of NEO Scavengers music.

Muh/it depends

Everything is 1 weight & size and you have 150 inventory limit, it's more than enough to be a hauler. On one hand it's unrealistic but on the other hand, it prevented players from fighting the inventory management system.

Same as crafting, everything is made by two items.

I played medium difficulty, I don't craft much and gone through the game no problem. Thus I find the game is rather easy.

Certain locations have fixed loot chance, so you can get semi decent equipments there consistently early on.

Everyone is one/two medkits from fully healed and it takes no time.. Decent game and well worth buying especially from a sale.

Companions could have been even more fleshed out and the game was a bit short, but game kept me playing it straight through and wanting to replay it to test the other choices.

My only gripe is that I never found that "Sniper Scope" that some crafting recipes required, is it even in the game or should the recipe require the normal scope instead of "Sniper Scope"?. I am shocked to find this game with its most outdated graphics, almost zero animations, horrible music and no voice acting to be the best game I have played in a long time.

I don't usually play indie games but I still love this one --it's my choice for GOTY :)

I have no idea why but in the end the horrible music felt just right for this game--i was shocked by the music at first but i ended up liking this weird music.

The text is kept short so it won't feel like a chore to read, it's actually fun to read because there is sometimes so much action in the short slides of text.

The story line is amazing the .

I loved all the characters --they are all interesting and unique.

The world is so innovative it's like no other story I have ever seen.

while all other games' world narratives are starting to look the same this one is a refreshing experience.

I did encounter a bug in the end of the game that prevented me to finish the game in a certain way --but it happened because I have done some conflicting dialogue choices that the developer probably didn't predict the possibility that some player will do it.

for 1.5\$ I have no right to complain about any bug .(I think I would pay for it 7\$ or even 12\$ if not for the bug)

-in battles there is a small check box to make battles to run faster --use it!!!

-BTW the developer still releases patches as far as I know-so I submitted my bug.

. Played already about 5 hours yet after buying it and i can say it is absolutely the 2 Euros worth!

Great game though reduced graphics, had a great time with it yet....

Seems to have flashed me at the right moment.... You can feel how your decisions affect in the storyline. This along with a good story makes this game feel like old school RPG.. Coming into this game I was excited to see the story it offered as well the amount of strategy that would be involved in the decisions you made. However after playing it for a few hours, sadly I was dissapointed by the mechanics in this game. The writing and story seems okay from what I can tell nothing amazing but it isn't terrible either. Where the game really takes a dive for me is in its mechanics. For example hunting and resting work completely differently then they do when you initially jump into the game. Where at first you have decisions as to how to hunt prey and when to head back and set up camp etc. Immediately after you're told when you stay and rest, and as for hunting, you simply move your group to the forest and are told what you found. The combat is even worse, your weapon types have next to no effect on the game other then damage, meaning whether you and the enemy both have guns or you have rifles and they have knives. You're still going to have to fight as the fight is forced until one group dies and on top of that both groups will take damage as well. It makes next to no sense and kills the immersion when your options are so limited. As for replayability the items you find are the same everytime it seems and isn't that feeling of maybe i'll find something here that I didn't last time or vice versa. Though I had high hopes for this game I can honestly say it's not worth the money, unless these issues get fixed.

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