
Days Under Custody Download Install



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About This Game

Discover the forgotten story, survive and solve the unique puzzles!

Days Under Custody is a title made as a classic horror adventure game where a dramatic story, unique puzzles and an enemy stalking you all the time, will test and keep you tense to discover the history behind a lot of inexplicable events.

As you progress through the story of this game, you'll find out what is really happening, pay attention to the events and dialogues if you really want to know the dramatic story of Days Under Custody.

Key Features

- Unique and random puzzles.
- A soundtrack that you can't miss.
- Trading Cards
- Two different finals available!
- A big number of notes to obtain and read where the story is developed in profound way.

Title: Days Under Custody
Genre: Adventure, Indie
Developer:
Abraham Carreola
Publisher:
Groupees Interactive
Release Date: 23 Nov, 2015

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English







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It's very much your classic find the notes, find the story. As cliché as it can get. Nice mechanics but that's about it. On another note I agree with other reviews here, the English could do some correcting. A lot.. Cool concept but not so great execution. I really love the idea of an adventure game where I'm always being stalked by a monster. It's kind of like a gothic version of Alien: Isolation. Unfortunately the translation is really poor and it's oftentimes hard to know where to go or what to do.. I gave it a try despite all the negative feedback this game gets because I really enjoyed Home that had a similar ratio of people disliking it. Unfortunately Days Under Custody is really bad and definitely deserves such reviews. Poor gameplay, terrible English translation, dull story. It doesn't even close properly when you click on exit, you have to kill application in a Task Manager. Don't waste your time and money on this crap.. Days Under Custody, developed by Abraham Carreola, is a side-scroller horror game with a lot of heart, but not enough presentation.

You play as Duc Parkings (Yes, you read that right. Your name is Duc. I could hardly believe it either), who's been taunted by horrible nightmares. One late night, after another fit of bad dreaming, Duc falls under a sinister impression; his inner demons are manifesting themselves into reality, and their trying to break into his apartment. It's the player's job to escape whatever madness peruses them, and to uncover the truth behind Duc's murky history.

We'll start things off with the graphics. The quality isn't terrible, but it's pixel art at its simplest. There's nothing in the design department that'll keep you hooked, and character models and animations are very stiff and barebones. There were some moments when the game looked aesthetically pleasing, like the dancing of dust specs beneath the grimy light of a sewer lamp, but those moments were few and far between.

As for gameplay, it's what you'd expect. Puzzles with some survival mechanics thrown into the mix, with a side of item collecting. Duc's movement speed is terribly slow, and walking down one long hallway to the next, only to realize that you missed something down the previous hallway is not a fun experience. Occasionally, an axe-wielding killer will appear at scripted moments, and you'll have to hide yourself inside dressers to evade him. But these scenarios can be very cheap. The killer's appearances are so random and misplaced that (unless you've played the game before) a first-time player will have to learn from his/her mistake on the next go. This is why I highly recommend you save game as frequently as possible, lest you have to trek all the way back from your last save point.

Lastly, the story

It's a stunted mess of scatterbrained mystery pieces and untapped potential. I won't spoil anything for you, but the twist ending is so cliché that I couldn't help but roll my eyes. The story can be uncovered by finding notes, which are hidden all over the game. But the dev must've used Google as his main source of translation. I've seen bad grammar before, but sheesh. A word of advice to all indie devs: If English isn't your first language, it is VITAL that you hire a professional translator, if possible.

What makes me sad is Days Under Custody has the heart and soul of something great, but it lives in the body of a mediocre product. Some real effort was put in, but there are so many better games you could buy for 5 bucks or less. But I'm confident that this developer will make something great.. This game has been created and orchestrated with no real care at all.

The only enjoyment I've got from buying this is reading the positive reviews, these are hilarious, but only to someone who has been exposed to the game.

Save your money.. *Update the dev says it has fixed the issues with the controls and I found out if you press the G key things just start spawning in your inventory.

*Old review

The controls for this game do not make any sense or are non-existent. I just hit every key on my keyboard with the blind hope something would happen. Then my hero started walking sideways and I gave up.

There isn't mouse support yet it seems like you have to use a mouse to play this game. I have no idea why this would ever be a

problem in 2015.

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