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Small Town Terrors: Livingston Download For Windows 10



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## About This Game

Ever taken a wrong turn on a car trip? A bad sense of direction should not turn into something so dire. In an instant, there's a bad accident. You awaken from a coma to the scene of a living nightmare. The hospital is a dreadful place that looks like it does more harm to patients than good. Even worse, your family is nowhere to be found.

### Flesh-Eating Zombies

Proceed with caution as you venture through an apocalyptic atmosphere. Sinister forces hide beneath the shadows and danger lurks around every turn. The local residents have all transformed into flesh-eating zombies. Our heroine must find her husband and daughter and escape before they all succumb to the horrible fate befalling Livingston.

### State of Chaos

The entire town is in a state of chaos. Crazy zombies appear to be on the loose. Small Town Terrors: Livingston is not a game for the faint of heart...

### Stop the Horror

You must uncover the cause of the evil and find your family before it's too late. Bit by bit, piece together what happened in this terrifying tale. Search for your family; uncover the horror that has corrupted nearly every living thing and fight to escape with your life.

### Features

Explore abandoned buildings and search for helpful items as you try to piece together what has happened to the town. Find your family before all is lost! From beginning to end, you will be mesmerized by the zombie-dominated storyline and its advanced

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hidden object puzzle adventure game features.

- Explore a town plagued with zombies
- Uncover mysterious evil
- Find your missing family
- Spooky original score sets the mood

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Title: Small Town Terrors: Livingston  
Genre: Adventure, Casual  
Developer:  
Gunnar Games  
Publisher:  
Viva Media  
Release Date: 18 Jan, 2016

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English









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Waiting for the next episode. Come back, please.. This cant even be called a game these no choice like mentioned before this has nothing to do with the previous titles.. I've wanted this game for a long time and I've got to say, it's great. Yes, it may be a bit buggy and run badly sometimes, and the animations not as fluid as I would like them to be, but thats because it's an early access game thats just come out so of course it's going to have issues. All in all, this game has amazing potential to be the best skating game I've ever played (after Skate 3 obviously).. Unfortunately,

This game falls into the catagory that most sequels do. It makes our wish that their was only one installment. Bugs everywhere, some causing in-game crashing. The plot isn't all that great and the old jokes just aren't as fun the 18th time around. The gameplay didn't change at all. This was literally the same game but given a new campaign. I wouldn't honestly buy it and would just replay the first one.. This is the best designed, deepest gameplay 4X strategy game I think I have ever played. It is a little buggy in multiplayer and crashes occasionally, and the tutorial is a little weak on explaining the game economy, although it gets the basics across very well. The game is a lot of fun and very addictive once you get into it! And the free demo gets across the basic gameplay. My wife and I are addicted to Star Ruler now. :-)) I can recommend this game without any reservations!. It is one of my go-to VR showcasing experiences!. EDIT: Came back to this game tonight and finished the first playthrough! I still can't recommend this game enough! It's a blast and I will be playing through it again! Seriously well done and highly addictive! Congratulations and I hope you all make more games!

I was going to wait a bit to do this but I probably spent 4-5 hours today playing this little gem. It isn't perfect by any means but it is perfectly fun as long as you go in with the understanding that it may look like a Minecraft-esque clone, it most certainly isn't one!

It has a basic story, revealing in comic book style panels between levels. It has some rudimentary crafting in that you craft weapons, armor, and various usable items. - Turrets, Health Packs, and other things along those lines.

You are basically an adventurer, you have a food bar and a health bar and the food does not need to be cooked or crafted and it basically heals you when you eat. - Not sure why the food meter is there, eating to heal seems like it would be enough - unless there will be added survival elements later on that make it more important. I usually have to eat something by the time the hunger meter is even close to being drained.

The difficulty is not bad, frequent checkpoints and some pretty clever platforming make it fair even though I feel like the scythes and other traps are a bit overpowered. HINT: Craft armor and keep it applied - you make it and use it as a consumable.

The graphics are blocky and fun, I have a minor complaint that some levels are themed quite well (The Norse Level rocks!) and in other areas you get a random mix of pirates, norsemen, call of duty-esque troops, and monsters. Still, I can look past that and enjoy bashing and blasting them for their tasty little gold bits!

The sound is ok, the light sword kind of sounds like a chainsaw but it doesn't take anything away from the fun.

The crafting is very easy and basic. You find recipes and gather materials by punching things in world, opening chests, and killing enemies. HINT: You may want to run around and farm areas a bit because a few levels in there is a boss battle that can really seem impossible if you aren't well prepared.

You do level up and it gives you bonus stats to health, speed, and ammo but it seems like you lose them if you die which will happen often to the traps and some of the bosses. - Asked the devs about this and they are responsive so I figure I will know if this is a bug or not within the next day or so. EDIT: By the time I wrote this a dev had responded - confirmed as possible bug. Thanks for the fast reply!!!

There is a bug they are aware of where your hotbar randomly reshuffles and removes things when you die but the Devs know about it and have it in the works to be fixed.

The platforming elements are actually fairly well done though jumping and going up ramps currently feels a bit off. Also

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climbing out of the water can sometimes take a few tries. Overall though fighting, shooting, and platforming are functional and the minor gripes aside, I kept playing it most of the afternoon. Being an older gamer I don't mind the blocky graphics as long as the gameplay is fairly solid and fun. IMO, it is.

I can't think of anything else I wanted to mention right now but I may edit this if any come to mind.

To sum it up, it's not quite open world as you have a very clear start and endpoint to levels but how you get from point A to point B is up to you. There are ways around some of the traps if you're clever and observant. The crafting is easy, the materials a bit hard to get sometimes but not impossible. You have a little "upgrade" stand and store that you can find in most levels - maybe all but I haven't found them yet - You can pay gold to buy supplies, recipes, or upgrade your currently selected weapon and apply a random bonus to it. So yeah, there is a grind but it's fun. I intentionally left out what happens at night, lol. Enjoy!

Very bottom line, it's a fun FPS with light crafting and RPG elements and nice level design with lots of hidden places and secrets. I definitely recommend it!

PS: These devs are responsive and seem pretty friendly - if a bit stuck on the heavy damage of the traps - (I say that with a smile, no malice at all, the game has tough but fair moments, so I need to get a bit better!)

EDIT #2 - As noted in another review the gold does disappear very fast and sometimes your gold does NOT update after upgrading which can be a minor annoyance but the devs are working on it! - I would HIGHLY suggest reporting bugs in the discussions area. The devs do appear to be active and listening.. small arcade game,i can agree that it might be too short or that it isnt the best game out there but i totally disagree with mostly negative reviews,it isnt that bad as community shows

In fact i had one pleasant hour playing it ..

- dont know if i will open it again in future (in terms of replayability)
- xbox pad is supported
- around 5-6 levels in story mode and it has arena mode
- easy game to 100% (for achievements)

(got it from bundle,10-20 cents but again its retail price isnt expensive). This is a fun little game for \$1. The controles are tough, but thats the fun of the game. I played for a few minuets and moved on. Navigating the game is kind of anoying. Lots of double and tripple clicks to start or go anyplace. 5V10 overall, so its a weak thumbs up.



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A classic-style 16 bit era-like horizontal shooter.  
Various primary and secondary weapon systems to pick from the get go.  
Fast paced and hard to beat levels and bosses.  
It's like time traveling into an alternative past where Gadius got turned into one of the big shot games for the SNES.  
Controller recommended. Play this.. Well after the first one I wasn't really expecting all that much.

The graphics are much prettier than the first one.  
Puzzles still super easy.  
The fairy is less annoying (tho still irritating and now joined by another companion for additional actions).  
The characters are still hilariously badly acted.  
The storyline is deeply unsatisfying. I presume they cut it to either have the proper ending in a collector's edition or a third part.  
Regardless that just leaves you with a bit of a wtf moment as you complete it.  
Tried the hint option at one point and it offered me absolutely no help in pointing me in the right direction, so if you miss something you're better off brute forcing/combing through scenes/finding a walkthrough than trying to get yourself unstuck using the in game help. When I stumbled across the thing I had missed it wasn't something the hint thing had pointed at at all.  
Game was also unstable, including crashing once for me during my playthrough. Autosave luckily meant I didn't lose too much progress though.

Also not really sure where they get 6+ hours of gameplay from, I clocked less than 5 and I'm playing this cos I'm not feeling well so I fell asleep for a good few hours in the middle.. "I will kick you in the nuts!" nuff said, 10/10. Not really much to say here it is another good Artifex Mundi game. Great art work and familiar puzzles strung together with an entertaining story. Altogether it provides a decent number of hours of casual fun if you like this kind of game.. Best and worst 0,99\u20ac I've ever spent. I'm a huge horror fan, and this is most definitely one of the most terrifying things I've ever experienced. Kudos to the developer, and to the rest of you: You might wanna take a sh\*t before playing this.. No idea what I was thinking when I bought this game back in 2014. Falls way too short on stuff to do.. Oh gosh, can't even describe how excited I am for this game when I see it on steam. Ever since a similar online game closed in my area, I was upset for awhile, until this.  
The game is simple, you can see everything you can do in the screenshots, but the potential of expanding is much much larger than just stopping by the customization pack, and I can ensure that the domestic won't affect at all, the balance of the game play, so give yourself a chance, consider this is one of the best free to play and casual game to relax on the market at the moment.  
Only 0,7 hours in and have already won 10 matches, I remember when I was a champion in the mention similar game of mine.

Bottom line, you MUST try this game! Either for you or your friends or for your kids, it suits all!

edit 24/4/2018

After leaving a thumb up for months and bought the customization pack to support the dev. now I need to leave a thumb down until there's a new update of the game. It's been forever already.. fail game! dont buy\play it! + do not buy the badge! h3h3~=(.  
Cute tiny little game with a retro feel that is just right.. It's been a while since I've had a mouthful of fun poured onto me like this.

5/7 perfect game

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