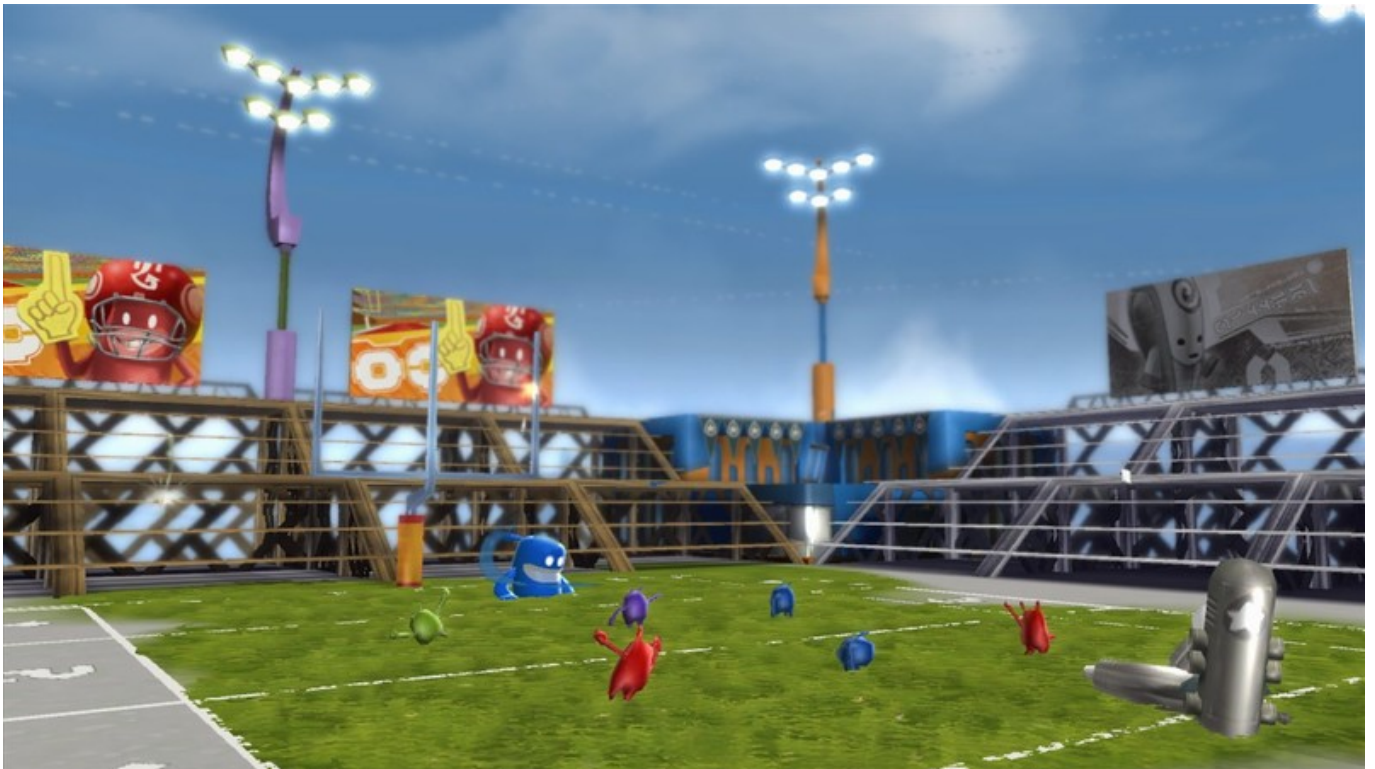


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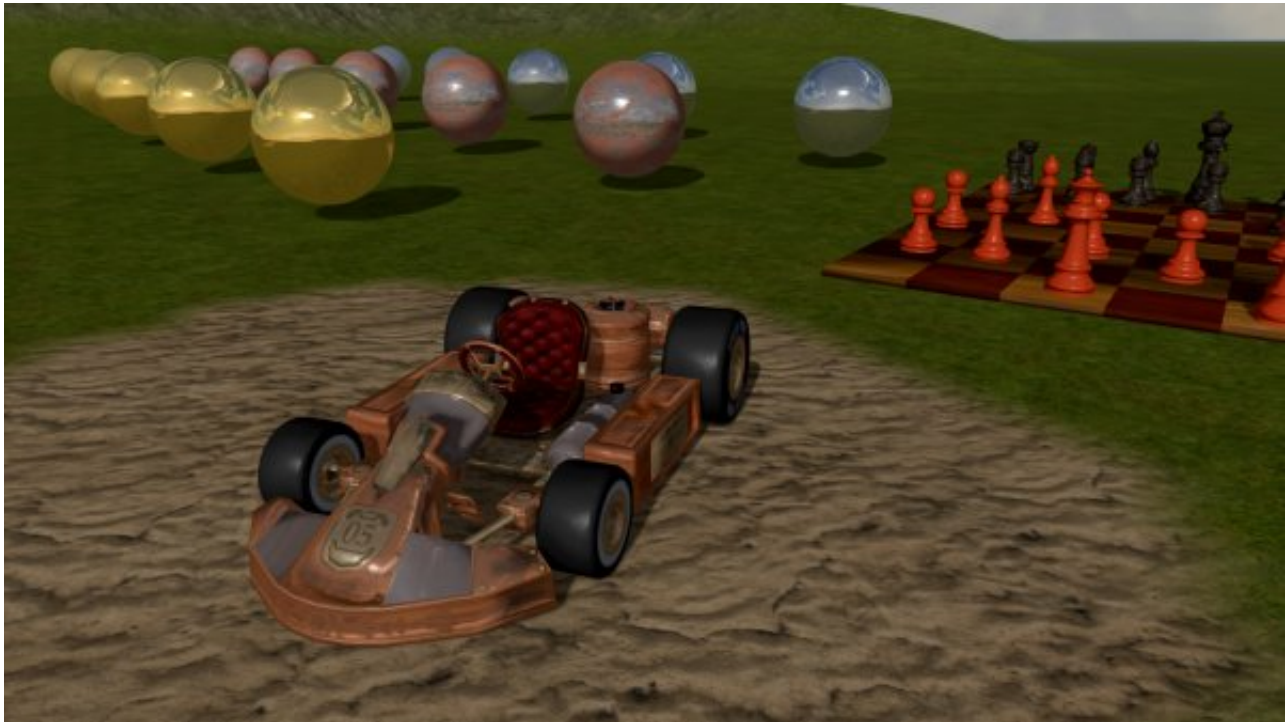
AppGameKit - GameGuru Loader Activation Code



Download ->>> <http://bit.ly/2SKoEWc>

### **About This Content**

GameGuru Loader provides a great, efficient way to convert and load GameGuru levels into AppGameKit.



GameGuru Loader lets you link the easy building features of GameGuru with the smart coding commands of AppGameKit.

**NOTE: Users will need to already own copies of both GameGuru and AppGameKit to use this DLC.**

The DLC includes:

- GameGuru to AppGameKit Converter tool
- AppGameKit Tier1 source code that loads and displays the converted levels
- Highly optimised graphic shaders

GameGuru is an easy to use 3D game maker designed for making games for PCs. It has an easy to use editor allowing you to create 3D scenes for your games. Levels consist of 3D assets such as terrains, skies, vegetation and scenery objects like buildings and everyday objects. All these assets can be converted and then loaded in and displayed with the included AppGameKit Tier1 Script code.

GameGuru Loader allows you to go mobile too! As the game media in GameGuru is of a very high quality, it doesn't always perform well on mobile devices. However, GameGuru Loader includes a converter that can scan all your GameGuru media and convert it to a format ideal for mobile use.

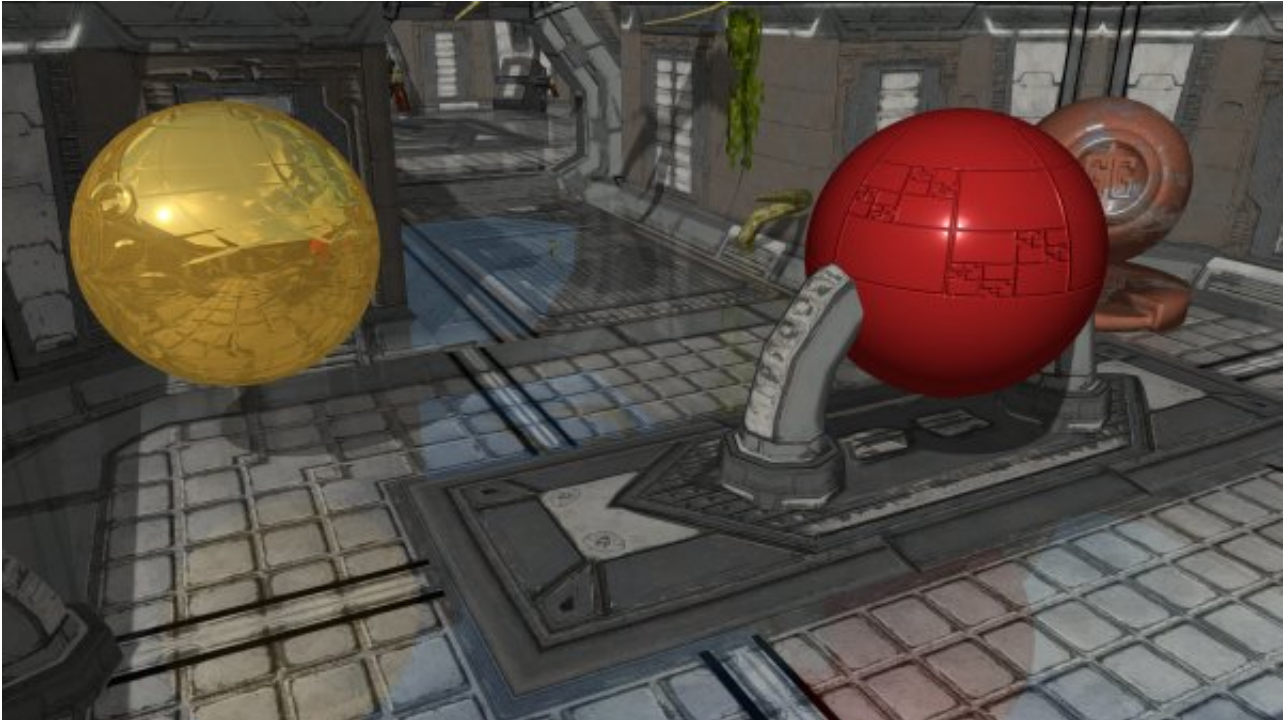
GameGuru Loader uses a billboard system (flat sprites) to efficiently display the levels on mobile devices where 3D performance has to be carefully managed. Game objects smoothly transition between 3D objects into billboard version. You can also adjust the distance value where this transition occurs to gain even higher frame rates.

Discover GameGuru

<http://store.steampowered.com/app/266310>

## GameGuru Loader Details

**NEW! Physically Based Rendering (PBR) Shaders**



PBR Shaders support these 7 texture maps:

- Diffuse/Albedo maps
- Normal maps
- Ambient occlusion AO maps
- Specular maps
- Metallic maps
- Roughness/Gloss maps
- Illumination maps

All 7 texture maps are automatically baked into only 3 textures for real fast rendering

### **VR Rendering**

You can now render your scenes in VR mode for mobile devices!

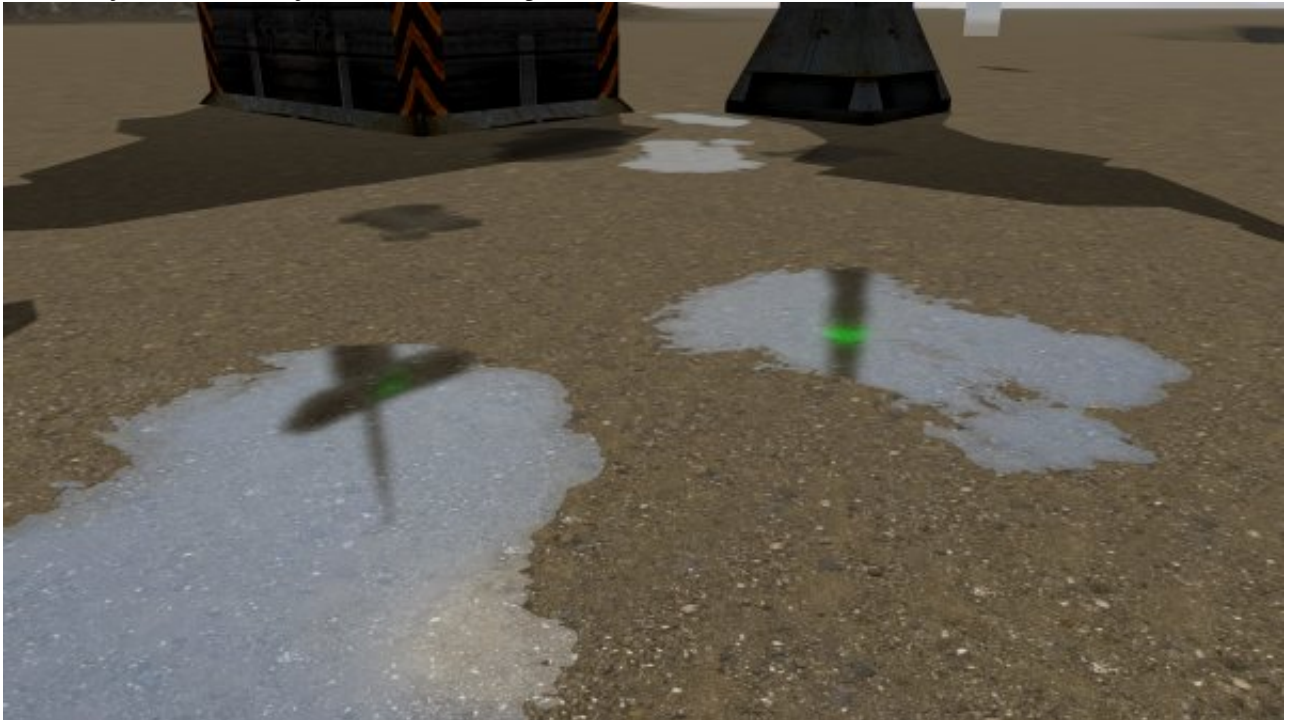


### The PBR shader supports

- Energy conservation
- Specular highlight reflection
- Material roughness
- Environment reflection
- Everything is 100% automated and baked for you!



- Water object - any object can look like its made of water. Make rivers, waterfalls, underwater worlds etc
- Ice object - any object can look like ice/diamonds
- Mirror object - creates a mirror effect with reflection maps, generated from the objects position
- Puddle object - make an object look like a water puddle with reflections

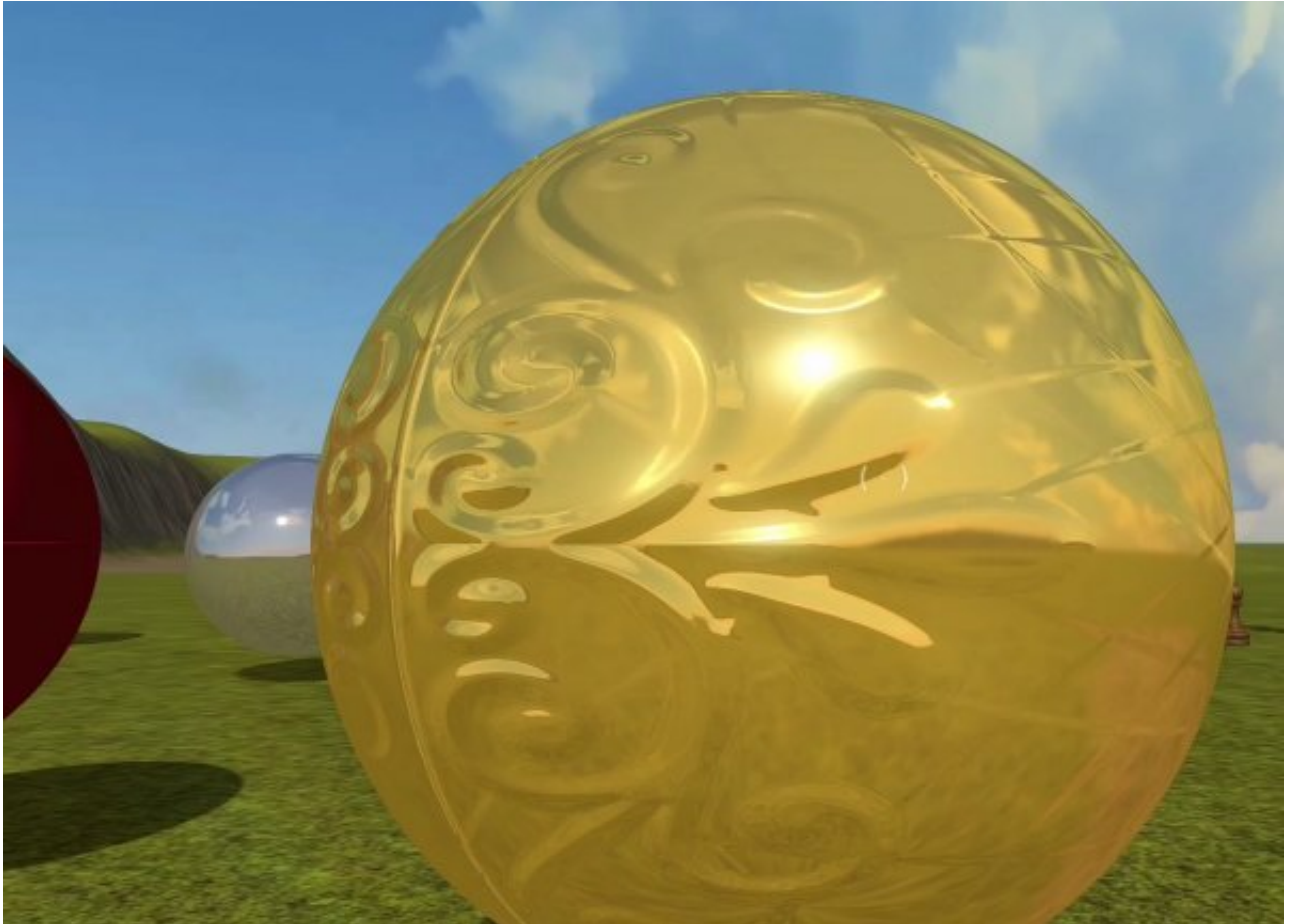


- Glass objects - objects are given a realistic glass-like reflection look

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- Vignette - a cool post processing effect
  - FXAA-CV-LS - a new way to sharpen and pull out all the details from your textures. Everything looks much better!

### **Reflection Probes Supported**

- Support for generic, inner and outer reflection map generation
- Generic - generic reflection map based on the sky box and terrain settings



- Inner - generated reflection probe from the inside of an object (for indoor scenes)
- Outer - generate reflection probe based on the object's surroundings
- Environment reflection maps generation is 100% automated
- Probe cache - probes only update if you move an object to a new position or create a new object (100% automated)

### **Other Game Effects and Features**

- Draw Call Optimiser
- PBR Demo and all PBR assets
- Head Bobbing - add head moving when you run around your level.

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- Fake floor reflection
  - Environment particle snow
  - Real-time cascade shadows
  - Real-time water reflection and water movement
  - Terrain light mapper for real fast mobile friendly shadows on the terrain
  - Player flashlight supported
  - Simple AI system supporting GameGuru waypoints
  - Shaders for Normal and Specular mapping on objects and terrain
  - Scaling of shaders - going from a simple basemap only terrain to a full terrain using normals, specular and water reflections
  - Features can be enabled or disabled depending on your game target platform

### **Gameplay and AI**

GameGuru Loader comes with a simple game play system to give you a quick start on making your next own mobile FPS genre games. Use it as is or expand it to your needs.

- Enemy Characters can hold and shoot weapons
- Enemy Characters can fall and die
- The player can now shoot weapons
- The player can die when health is depleted
- Desktop First Person Shooter Mouse controls
- Mobile controls - virtual joystick and fire button
- Enemy shooting decals animations
- When the player is hit a decal animates
- Player gun cross-hair added
- Added sound effects
- Music for the game is supported
- Directional HUD damage effect

### *Terrain*

What you see in GameGuru you will see in AppGameKit. The rock textures are calculated by the terrain normal values (just like GameGuru does).

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### *Vegetation*

The vegetation supports up to 10,000 objects per level - wherever you paint your vegetation in GameGuru this will be repeated in your AppGameKit version. There are AppGameKit settings for features such as Vegetation Spreading, Vegetation Distance and Vegetation Grid size.

### *SkyBox*

The AppGameKit version supports a fully moving sky option. You can set the Horizon Colour value which is used by the fog to naturally fade.

### *Objects*

All static and dynamic objects will appear. They are also affected by linear fog and fade into sky-box when seen in the distance.

Post process shaders included with GameGuru Loader include;

- Bloom
- FXAA
- Lens flare
- Cartoon (cel shading)
- Dither (for retro looks)
- C64 (for C64 retro look )

Post processing quality settings Very Low, Low, Middle and High  
Post processing shaders can be combined in any way you like.

Use predefined scene colours such as "morning", "night", "day", "day fog", "night bright", "desert", or define your own.

You can read more about GameGuru Loader by downloading the [official user guide here](#).

### **Platforms**

This DLC is for the Windows platform only. The GameGuru Loader source code can also be used on Mac & Linux platforms but the converter tool is currently only for Windows. There is documentation that explains how to convert on Mac & Linux manually using a third party tool called xnconvert.

### **IMPORTANT NOTE**

Most of the default media included in GameGuru will work out of the box in GameGuru Loader. Some objects that are not yet supported by AppGameKit might have to be converted or changed in order for them to work correctly in AppGameKit.

This is sold "as is" with no guarantees, you receive the source code and are able to modify it as you wish; you can add missing functions or change the current function to fit your needs. As this is source code you must know AppGameKit Tier 1 BASIC Script in order to use it and make your games.

Sadly, there is absolutely no guarantee that you will be able to make every possible level display and work well on mobile devices. Most mobiles are restricted in memory and CPU/GPU speed compared to PCs. Smaller levels might be able to work if you use the reduced media and use the very lowest settings within GameGuru Loader. As mobile devices get faster and have more available memory you will be able to process larger levels and use better quality settings. GameGuru Loader already allows you to scale the quality up and down.

GameGuru Loader will continue to be improved in line with any developments made with GameGuru and we will release



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updates to you as they are developed.

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Title: AppGameKit - GameGuru Loader

Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Web Publishing

Developer:

The Game Creators

Publisher:

The Game Creators

Release Date: 21 Apr, 2017

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**Minimum:**

**OS:** Windows XP SP2 or better

**Processor:** Intel Celeron / Athlon Sempron or better

**Memory:** 1 GB RAM

**Graphics:** Open GL 2.0 compatible or better

**Storage:** 2 GB available space

**Sound Card:** N/A

English







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This game is one of my favourites in recent memory, the lore of the world is plenty, the characters feel real and you form an actual bond with them, actually getting attached to them, and the whimsical magic is something that feels realistic and as if the consequences make sense (for most of them), those you are spying on learning things about you? makes sense, things you create with the power of life eventually following a path that you didn't originally intend for them, seems like it would happen irl if you had these powers, machines making the climate situation worse, global warming in a nutshell, negation magic(described in-game as the power of death) making clouds of death? a bit of a stretch but it seems pretty reasonable, one thing I dont understand though is why glamors give you rot, I guess it makes you more charismatic and likeable on the outside and your insides gain the opposite affect.

I have completed the game multiple times, (4 to be exact) and I have only gotten 2 endings that could be really described as good with each of my playthroughs taking 7-8 hours, although that may have just been me getting distracted by other things irl. all in all I really loved this game and recommend it to most people who like games in which your choices matter, and/or fantasy games, the magical parts of the game are why I like this game more than choice of robots or choice of alexandria, I did 1 full playthrough of robots and I got bored with alexandria within the first bit of dialogue, having barely reached land, I like this better because the others feel too much like real life, what with the actual history part of alexandria, and the modern day part of robots. it has better and more in-depth lore and generally a better feel than choice of robots, but I enjoyed this game so much more that its actually made me want to write a review, something that I can never remember doing for any other game. the replay value is pretty good too, what with all the different possibilities, its honestly a lot like a better version of a choose the plot book, although after the fourth replay I found myself both feeling kinda bored but a lot like I really want to play more. overall, 9/10 and I hope to see more games just like this on steam in the future.. An easy recommendation for everyone interested in the subject matter, the many (mostly) interesting recent interviews sprinkled with old footage don't provide groundbreaking new information but hearing those stories from the Amiga guys themselves adds a lot, their enthusiasm is still palpable after all these years. We learn of the beginnings, how Commodore came into the picture, how hardware development was done in the 80s (spoiler: whiteboards), what did and didn't work marketing-wise, why the Amiga was such a big step forward and why it got received differently in Europe vs the USA. Even the demo scene gets a dedicated chapter which is commendable as they often get thrown together with common software pirates, diminishing the scene's longterm importance not only for the Amiga itself but for the gaming industry as a whole.

Only thing I found disappointing was that later Amiga models beyond the 500V2000 didn't get covered at all, neither did Commodore's downfall. At least the A1200 and 4000 would've deserved a few minutes while some of the 'Amiga changed my life' talk towards the end could've been cut and so despite much ground getting covered the docu still feels somewhat incomplete. Only a minor nitpick though, overall there's plenty to love in here and the bonus material I've watched so far is good too.. The decision to buy Rocksmith was made for me the moment I saw this song pack available. It apparently meant so much to me I also had to write my first review.. I'd like to give a mixed review, but since I can't, I'll give it thumbs down. I don't like trying to beat the clock in most time management games, so I just tried playing through the levels without worrying about the time. The game would have been okay except for two drawbacks, ghosts and healing. When ghosts appear, they will do damage until they are clicked on. After you get rid of them, more ghosts keep coming and need to be clicked on as well. This gets old really quickly. I was hoping for a strategy game, not a test of my reflexes. The healing system is even more frustrating than the ghosts. If you have three workers and one is sick, then you only have two workers. This is annoying if you want to build something that takes three workers and the system won't let you. The system should say something like you need to heal a worker instead of just not letting you build something. And trying to heal the workers doesn't always seem to work right. The summary should show 2 healthy workers and one sick worker so you know if a worker needs to be healed. Instead the summary will just show two workers. If a worker gets sick at the start of the level, and you haven't built the healing site yet, then you can't beat the level. The rest of the game isn't too bad, but ghosts and healing were too frustrating for me to give a thumbs up.. really well written

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It's a decent old style rpg.. I'm a huge fan of Rem Mischalski's previous two games, The Cat Lady and Downfall. TCL is one of my all time favorite horror games, with such incredibly strong writing and a superb mix of true, gritty horror, supernatural elements, and genuinely strong emotion. Downfall is just straight out balls to the wall horror and while I don't enjoy it as much as TCL, it's still a truly disturbing and great game in its own right. So yes, I was hyped for Lorelai. Speaking honestly, it was most likely my most anticipated game of 2019.

As a stand alone title, as a supernatural dark drama, it works extremely well.

As a conclusion to the Devil Came Through Here trilogy, it's a mixed bag.

Let's talk about the former first.

Lorelai is a young woman whose home life is less than ideal. Her mom is unemployed and her step father is a drunk, and horribly abusive, verbally, physically, and it's implied sexually toward Lorelai's mother. She loves her mother but hates her at the same time. But she cares deeply for her half sister Bethany who is just an infant. Lorelai yearns to move out with her half sister, and maybe her neighbor Zach. And she takes that first step when she gets a job at a nursing home. But one night she comes home and when John arrives shortly after, things get bad. And worse. And worse. And soon Lorelai finds herself in another realm where a being known as the Queen of Maggots offers to help her get rid of John.

The main plot of this is very strong, with well developed characters you become attached to. As it goes on, there are plenty of great moments and absolutely gorgeous visuals. Much like the other two games, Rem Mischalski has shown that he has a real eye for crafting visually arresting scenes that really stick with you. I will say there are certain elements that I wanted more development from, mainly how long John has been in Lorelai's life and how chummy her and Zach have been. While we get some exposition through dialogue about both of these things, I think some full flashbacks could have gone a long way towards further developing these central aspects. Still, what's here is very well done and there are some truly touching and hideous moments throughout.

Now let's talk about this game in relation to the rest of the series. There's quite a bit in this game tying back to series lore, mainly with the Queen of Maggots, an omnipresent figure throughout the series. While the mythology has always been somewhat vague, here we see even more of the Queen and her motivations, and we also learn that her as we know her is not her true form. Whether or not the true form we see is literal or not is left up to the player, because the specific details we see feel intimately related to Lorelai as a character rather than the series as a whole, and how Lorelai connects with Susan Ashworth and Joe Davis and why the Queen singles her out is somewhat frustratingly vague (speaking of, there are in fact some lovely cameos, one more prominent than the other- but that's all they are, which to me feels like a missed opportunity to really tie the trilogy together).

And while Lorelai's personal journey is very satisfying, this doesn't necessarily feel like the end to the greater story at play, which is the Queen of Maggots interfering with mortal lives. Like I said, the way the conflict with her gets resolved feels rather vague and ambiguous. I don't know how well it works on that level, I'm sad to say, and I think that comes from the fact that it feels largely separate from the other two games. Cat Lady established the world and the mythology. Downfall was a parallel story that ended with an opportunity to explore the fate of Susan and Joe even further in this game by using Lorelai's tale to relate back to them. But that's not what we have. Like was stated earlier, this could theoretically work entirely well for someone who hasn't played the other two games simply because the events are so disconnected from everything that's come before. I really wanted to see the connection between these three scarred characters come to a head in this game.

Here's the thing: even though it isn't necessarily a satisfying ending to the overall series story, you should still play it if you liked the first two games or if you like storytelling in your video games. Because at the end of the day, Rem Mischalski is an exceptional storyteller with a strong understanding of human emotion and our species ability to overcome hardship. And that's as present as ever here. Even though it won't scare you like the first two games (it really is more of a drama with a few horrific moments of violence sprinkled throughout as opposed to the full on horror of the first two) and may not truly feel like the ending to a trilogy, it is still a wonderful character piece, and an exemplary showcase of how strong video game storytelling can be.

Plus, you get a wonderful scene where an indie game developer talks about games he's made. I can't remember the last time I laughed so hard when playing a game.. <https://www.youtube.com/watch?v=MNvHFbjZHuQ>

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\*\*QUICK THOUGHTS\*\*

I went into this game expecting another generic horror themed title on Steam everyone would probably forget about pretty quick. Yes, the graphics looked like crap and the game boring due to the trailer on the page. Thankfully, this first person reimagining of Bomberman from indie dev WTFOMGames is honestly not that bad a title. This isn't to say it isn't without faults.

Every stage you feel like you're walking on ice, making it very troublesome to navigate. On top of that, the mouse sensitivity is incredibly high to the point that you wind up doing a 360 degree turn with a mere twitch of the wrist if that. But once you get the hang of the controls and movement of the enemies, which all move along a pre-determined path (or so it seems) unless you're right up next to them.

As it stands, Sapper's Bad Dream isn't as bad as the trailer makes it out to be. Yes, visually it could do with a lot more work, but overall being cast into a labyrinth with ghosts of past bombermen (or so I assume they are) is a nice, lamenting touch. The game has its issues, not to mention some really out of place enemies, but even with those it still stands a surprisingly fun, even tense little offering.. The game is pretty short ( finished it in 6h playing normaly ) but worth every minute of it.

A real masterpiece. The graphics are really good and the story outstanding.. I've followed Ananias from its earliest days and have long been a fan. Not only is it a great, simplified roguelike experience, but Slashie continues to improve the game long past its release date. I only recently picked it up on Steam, having played it for hours via the mobile browser, but I'm enjoying the desktop experience and highly recommend it to roguelike fans!. no 6 player mode, whoopsies!. A Definite must buy of a classic, shame it might be the last for various reasons.... I put one of the reels on to the pole and the reel disappeared I do not know what happened to it if anyone has a suggestion on where the reel may be please let me know.. its a good free game, i love the cute art style, but some of levels are too hard, maybe should add checkpoints, so it would a bit easier.

i'll give it 10/10 if theres check points :)



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