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## About This Game

### **THE LOVECRAFT APOCALYPSE IS TOTES ON.**

The Old Gods are cold. Calculating. Ever waiting. Ever patient. Slumbering towards that day in which the cosmic apocalypse beckons.

And then somebody just has to pull a Leroy Jenkins and start the fun early.

Perry Hollycraft has been called out of "retirement" (i.e. the death plane known as the Dreamlands) in order to figure out what Old God did what, when, and why. The rest of the pantheon isn't too happy that the apocalypse has been called early. With Gods fighting among themselves in a bid to take advantage of the situation, and the rules thrown out the window, Perry has more than their work cut out for them. Who do you trust (your party members, probably)? Where do you turn (the available hub areas)? How many endings in this game actually differ from one another (we cut it down from twelve to five, but mileage may vary)?

Do your choices matter (it depends on how you define "matter" in the context of a video game)? When will this structure of questions end (now)?

**To destroy humanity, they'll need to save it.**

### **FEATURES**

- The second game in the non-award winning series!

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- Broadcast in glorious 1920x1080!
  - A brand new, 100% deeper Argument System!
  - What's more revolutionary than a silent protagonist for the first game? How about a COMPLETELY SILENT SEQUEL?!?! LIKE, RIGHT????
  - 15 party members, ranging from Army 1 party to Army 1 NPCs to newbies!
  - More skill options and more attributes!

NOTE: Contains mild language and mature themes such as innuendo, drug use, etc.; nothing TOO explicit.

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Title: Super Army of Tentacles 3: The Search for Army of Tentacles 2

Genre: Adventure, Indie, RPG

Developer:

Stegalosaurus Game Development

Publisher:

Stegalosaurus Game Development

Franchise:

Army of Tentacles: (Not) A Cthulhu Dating Sim

Release Date: 30 May, 2017

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**Minimum:**

**OS:** Windows XP

**Processor:** Intel Celeron CPU 1000M 1.80GHz

**Memory:** 2 GB RAM

**DirectX:** Version 10

**Storage:** 2 GB available space

English







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absolute rubbish, so much lag its unplayable. This is the only game I have purchased on steam that I have not been able to play because it is a blank screen.

I purchased this game to play it. This is what I see when I try to play the game:

<http://steamcommunity.com/sharedfiles/filedetails/?id=1263085825>

[I exceed the system requirements. I tried everything to get the game to work. I verify integrity of game files. I post on forum and contact support. I uninstalled & reinstalled the game. I verify integrity of game files many times. I wait for blank screen to load for 17 minutes! Still unable to play the game. The game does not work. I have asked for a refund!. Fun and charming throwback to classic, Sierra-style adventure games from the late 80s. Even including the classic white score bar at the top of the screen! You click around and try to solve the mystery of where you are and why you woke up there, by collecting clues, pushing evil spirits out of their haunted houses and interviewing the residents of a small village. This part is all good and enjoyable, especially if you're oldschool enough to have played some of the game that inspired this one.](#)

[The problem is that the story is pretty bad, including possibly the worst twist of all time. You shouldn't burst out laughing at the twist in a horror game, which I did. Second, the game goes too far with its economy and forces you to stop and grind at several points in the game. If the hunting and fishing minigames had actually been fun, that wouldn't have been a problem, but it's a ridiculously simple system that must feel shallow even on mobile.](#)

[Adventuring and solving mysteries with clues is the good part of this game, and there is a decent amount of it, but the game is weighed down by the grinding and in-game economy. I wish Steam had a neutral option here, because I'd place this game squarely in that category: fun if you can tolerate grinding, probably not worth it if you don't want to "hunt" in a simple minigame for hours. Since the neutral option doesn't exist, I'm gonna have to go with a "not recommended" because of the grinding.. I played in VR and adored it.](#)

[Relaxing and beautiful. The soundtrack is worth the purchase price on it's own.](#)

[Online multiplayer for VR would be fun.. Laggiest game ive ever played :c](#)

[Even after setting everything on low the lag was still unBEARible. It really feels like a mix between a boardgame and Final Fantasy 5, with a touch of Dungeons & Dragons. Basically, you build your parties choosing different classes of adventurers to accomplish quests to gain fame, gold and items, while also managing their levelups and subclasses to better fit your party needs.](#)

[Well explained, the game offers you many way to micromanage your Agency.](#)

[Very nicely illustrated game. Nothing fancy but the art is very pleasant to look at.](#)

[The game is easy at first, but offers less and less margin of error as you upgrade difficulty levels.](#)

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Pretty simple but seriously great VR fun, if you like scary/spooky scenarios.

In the first 15 minutes of play, I injured a shoulder - in the disused factory, when a zombie smashed through a boarded up door, I leapt back while shooting at him, and smacked my shoulder into a wall.

I was very lucky as, if I had gone in any other direction, the result could have been much worse.

I could have stepped back off a step onto a lower part of the room, or into my home brew beer buckets, or into a grandfather clock.

So the wall turned out to be a lucky direction to go.

So for my next session, don't laugh, I played on my knees, until I got used to it.

Not knowing where the next creature is coming from, coupled with running out of ammo and a seeming eternity to reload - creates a superb anticipation/scare factor.

Highly recommended, especially at sale prices. (I'm playing in an area just over 2m x 1.5m and it is ok, although just a bit more would probably be safer).

LOL. As I said in the PotFF, such fine piece of soundtrack deserves a lossless format (FLAC), because it is in MP3 192 kb/s. Please, take note, dear Reality Pump V Topware!. Yet another copy/paste of the first game in the series, this last game adds some much-needed boss fights and makes improvements to the mediocre story. It's not bad, but if you've played the first Alien Breed, you've played them all.. Fantastic buy if multiplayer would work, cant see anyone on line but myself, even in this state though its worth what I paid for it.. 10/10 Would fap to it again. (P.S. Level 2 has the hottest scenes)



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