
Return 2 Games Supporter's Pack Activation Code [crack]



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About This Content



What do I get as an R2G Supporter Today?

- ♥ Your name featured in the credits (with the next update of the game)
- ♥ You will be taking advantage of the **discounted price**. We want to reward supporters who are with us from the very beginning and we will be increasing the price of the package with every new game released.
- ♥ Endless love of the entire **Thing Trunk** team

What will I get in the future?

- 💎 All future R2G games released in the series

◆ **All additional premium content** ever created for any of the games (such as DLC's, digital collector's content like artbooks, soundtracks, etc.)

◆ **Access to preview builds** of the upcoming games before they are released to the public (even before early access)



How long will it take?

Now that's a really tough question. We'd love to release a new game every two years, and we'll strive to do so, but this is something we can't guarantee. We're a very small independent team and the development of the first game, Book of Demons, has already taken much longer than we anticipated. And it's still not 100% complete. We should be able to make following games faster as a lot of the groundwork has already been done while developing Book of Demons; we have the art style, the common R2G launcher, a working pipeline backend tools, for some of the upcoming games we even have already created the animated intro sequences. Since we are self-funded, it will also depend on the level of commercial success Book of Demons achieves once it's released. If it performs well, we should be able to scale our team and work faster. It's not that great it might make bigger business sense for us to port it to other platforms first.

Either way, this will be a long ride, so please make sure this is something you are comfortable with before deciding to support us.

What about other platforms?

Return 2 Games Supporter's Pack is for Steam supported platforms only. This means PC, Mac (and possibly Linux) builds of the future games. It's technically not possible for us to sell bundled licenses for other proprietary platforms (like mobile or consoles) so these will be distributed separately should they arrive.

What happens if you fail?

Another tough one. We'd like to write that failure is not an option, but let's be real – this is not the case, especially with such an ambitious task at hand. Failure is something we'll try to avoid at any cost and we'll take any route that will help us realize the R2G vision. Still, if the games flop and we go down midway, we might not be able to give refunds. We might fail in a way, that it will take forever to complete the series. There's a few more scenarios we'd consider a failure, but if there is one thing we can promise it's this - **we'll do everything in our power not to stumble**. The biggest risk lies just ahead with the release of Book of Demons, but so far judging by the early reviews we're cautiously optimistic.

How can I help more?

If you support our vision and you'd like to help us even more (apart from purchasing the R2G Supporter's Bundle) below are some things you might do. We feel pretty comfortable developing games, but we suck at marketing, so it would really mean a lot to us if you could:

- Spread the word about Book of Demons and R2G series among your friends
- Review us on Steam
- Follow "Thing Trunk" on Facebook, Twitter and YouTube

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- Subscribe to the newsletter on our website

What if I still have questions?

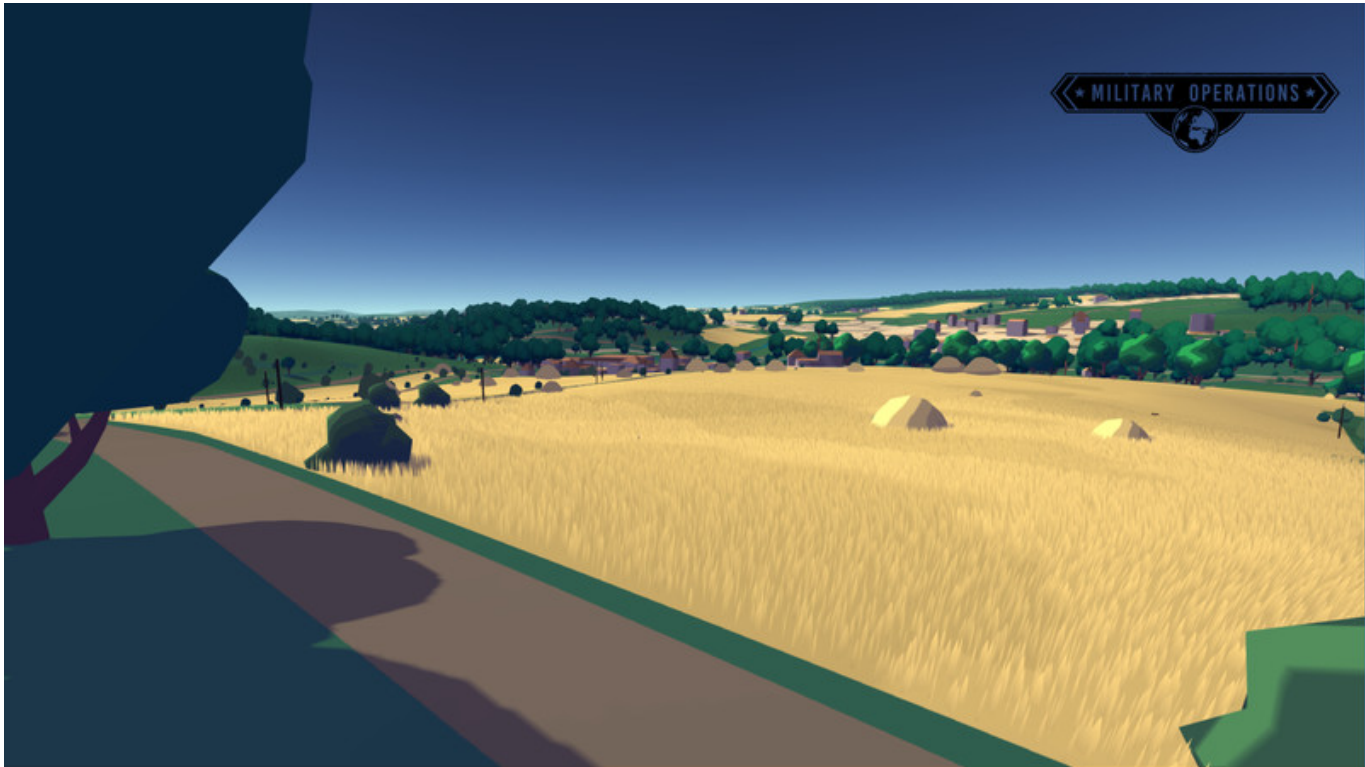
If you still have questions, contact us (you can find a contact form on our website) and we'll try to clear everything up.

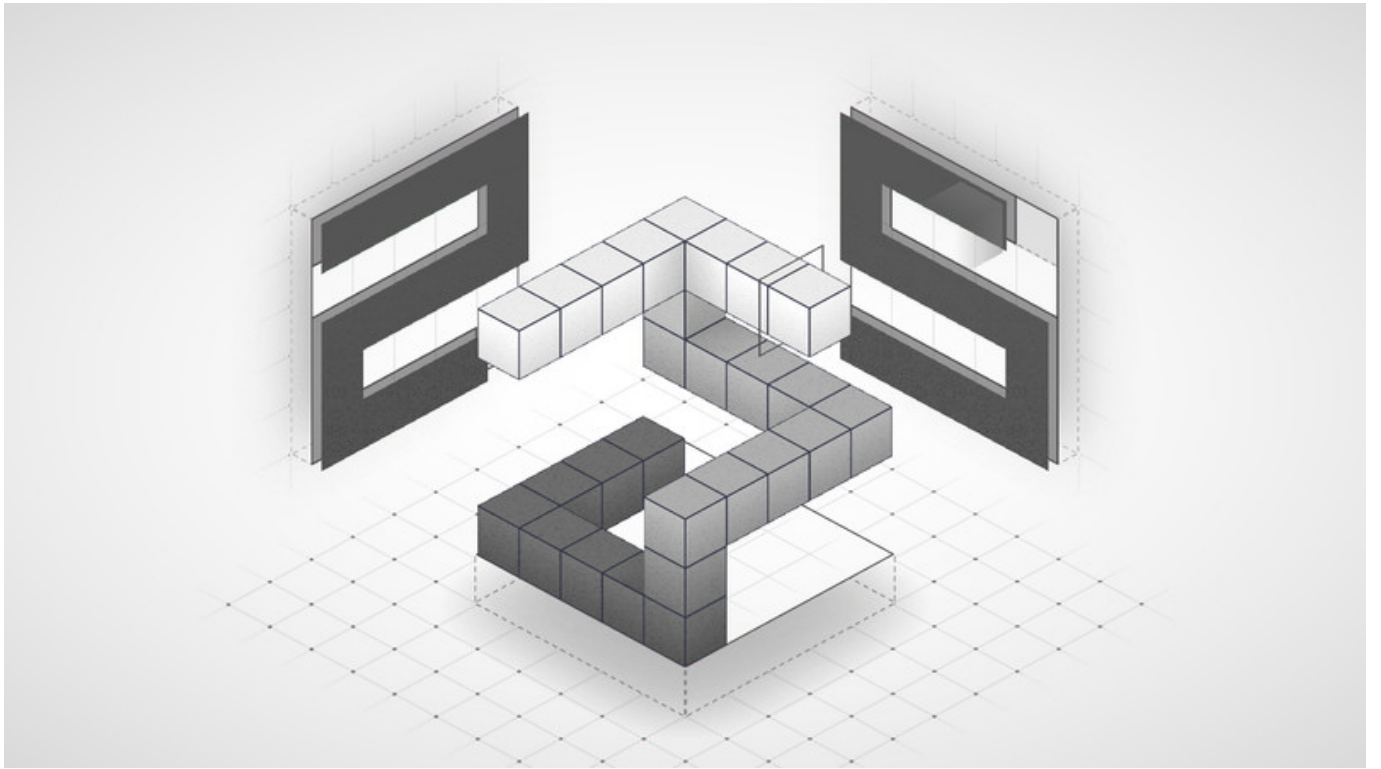
Title: Return 2 Games Supporter's Pack
Genre: Action, Adventure, Casual, Indie, RPG
Developer:
Thing Trunk
Publisher:
Thing Trunk
Release Date: 7 Dec, 2017

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WOOOOHOOO!!!! I love old school RPG. Great fun and the price was pretty sweet. I will be wasting a weekend on this one.. This game was pretty good over all. The game mechanics were good except that you had to close your backpack to select some things. The dialogue and puzzles were pretty juvenile. This will be a good game for my 8 year olds, but it barely held my attention. One big plus is the hint feature. This removed the need for a walkthrough and removed the frustration with being stuck. I didn't use it often, but when I did it was usually because the item was tiny or hard to see. This would have been super frustrating without the hint feature. It's brief but accomplishes the goal it set out to accomplish. It meets my \$1 per hour of game play rule when on sale.

6V10 Good but juvenile. br>=====

It's not RainbowSix. I agree the concept isn't bad.

However I suffer from frequent hit detection issues when setting up, adding to a fair deal of frustration too fast. This compounds the placement issues and adds to the problems with the defenses being taken out too fast and often shooting themselves if placed poorly.

It needs some kind of restrictor on the weapons to limit it from damaging itself long before it even damages hostile emplacements.

I would say give it a shot for the cost, but even then it isn't worth it yet. It may turn around, but I am probably not going to wait for it.. This game is pretty good. Like Zombie Training Simulator, you have your little base, and you have to defend it. The similarities end there- and that's good. The zombies are lifelike, and you actually have to slap magazines into your weapon to reload it. Currently you can choose between a bow, a handgun, and a fully automatic rifle. Each weapon has its own benefits and drawbacks, however I've found shooting the rifle with quick presses of the trigger to shoot it in single-fire mode works the best. You can actually do a tactical reload in this game, saving partially empty magazines for use later in case the situation gets that desperate.

I did have a slight bit of lag while moving towards the virtual table in this game. I assume that is an optimization issue and will be easily fixed. The issue was tiny; barely noticeable.

This is the zombie shooter game we have been waiting for. I can't wait to see what additional polishes the publisher adds in. I'd add more maps, more guns, etc, but that's probably in the pipeline already. For being in early access, this game is more complete and polished than many which claim to be "finished." If the devs keep plugging away to add features requested by the community, this will end up to be a hell of a game.

It wasn't fun. Okay--I get it. The art, atmosphere, graphics, it's all great. The first chapter sets up an amazing thriller/horror experience, which becomes stranger, weirder, and unevenly, more-or-less interesting. But the game itself is not fun. Every puzzle becomes "Oh you need to help me, but make sure you get this first, and this, and this" in a never ending series of steps that is an annoying chore instead of fun. Yes, I struggled through because I bought the entire series, but do not do it unless you like chores. Whenever my best friend and I are bored, we both yell the main character's name: "Neff!" So at least we got a joke out of this. Please don't listen to the other positive reviews and waste your Neffing time.. Excellent game mechanics, well balanced

- ✓ Very good level design
- ✓ Excellent graphics and character design
- ✓ Excellent voice acting and soundtracks
- ✓ Good humour
- ✓ Nice animations and tight controls
- ✓ Very fun overall

- ✗ No Linux support
- ✗ Playerbase is non-existent

A mix between MOBA team based gameplay, and tower defense. Really cool design, fast paced and addictive.. Fun Game, keep making them

I will keep buying them. I can only imagine the madman who thought up this weapon. this s h i t is crazy. this game is weird. idk where the devs were trying to go with this game. trying really hard to be the next portal maybe? the controls are clunky, the colors are just too bright, there is a glare effect that reminds me of the recent star trek movies that i very much disliked. from the pictures above the game looks fun and entertaining but once you jump in you can tell they didnt put too much work into it. there is still some refining they need to do to the music syncing up and the transitions from the menu to the loading screen. i did not like this game. i r8 1/8 not gr8 m8.. YEAH!!! METAL!!!. A really cool game from Gattai Games, Stifled is a horror game that not only has an interesting story, but it's also fun which a lot of horror games fail to bring these days, with unique echolocation mechanic to explore the environment and make your way around the game, very fun to play with microphone and see those stifling echo waves revealing the pretty environment which is also stifling to look at, stifled is just fun and nice. Only draw back in my opinion is the 20\$ price, considering this game is very short, regardless I was very happy with this purchase.. this is so good, felt like a genius going through the first area of the game, the art is so bloody gorgeous!

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