The Works Of Mercy Download Without Key

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About This Game

'The Works of Mercy' is a psychological thriller inspired by the classics of the genre. The game's plot revolves around mysterious killings committed on seemingly random victims. Only this time it's the player who becomes the murderer.

The game tells a story of a personal tragedy and wrecked psyche. When a cryptic tormentor forces the protagonist to kill people in order to save his family, the game's hero (and the player) is posed with a series of dramatic questions. Who is the tormentor? Why is he so vengeful toward the protagonist's family? How far do you have to go to satisfy him? How can you justify the killing in the sake of saving someone's life? And how will you cope with the sense of guilt?

Answers to the posed questions can be found in multiple endings playing more than once.

The game will leave the gamers with a lasting impression and face them with the question: how much could I sacrifice for my family? It will take the players through a dark world which gradually dissolves to an increasingly surreal vision of the protagonist's mind captured in a lethal trap.

Title: The Works of Mercy
Genre: Action, Adventure, Indie, Simulation
Developer:
Peηtacle
Publisher:
Peηtacle
Release Date: 26 Sep, 2018

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Minimum:

OS: 64-bit Windows 7, 64-bit Windows 8 (8.1) or 64-bit Windows 1

Processor: Intel CPU Core i5-2500K 3.3GHz / AMD CPU Phenom II X4 940

Memory: 6 GB RAM

Graphics: Nvidia GPU GeForce GTX 660 / AMD GPU Radeon HD 7870

DirectX: Version 9.0c

Storage: 18 GB available space

Sound Card: DirectX compatible

English,French,German,Polish,Russian,Simplified Chinese

the corporal works of mercy examples. the spiritual works of mercy list. the works of mercy explained. what are the works of mercy corporal and spiritual. the seven works of mercy caravaggio. works of mercy instruct the ignorant. the works of mercy game. works of mercy catholic catechism. the corporal works of mercy images. the works of mercy game walkthrough. the works of mercy juego. the works of mercy gameplay. works of mercy for students. corporal works of mercy feed the hungry article. works of mercy handout. the corporal works of mercy list. bury the dead corporal works of mercy article. the seven works of mercy by caravaggio. the works of mercy game demo. the works of mercy kaufen. the works of mercy jeux. how to remember the spiritual works of mercy. the works of mercy demo download. works of mercy lesson plan. the works of mercy wiki. the spiritual works of mercy examples. works of mercy coloring pages. the works of mercy game endings. works of mercy feed the hungry. works of mercy ideas. the works of mercy game ending. the fourteen works of mercy. works of mercy for youth. the works of mercy all endings. works of mercy and catholic social teaching. the works of mercy android. why are the works of mercy important. what is the works of mercy. works of mercy activities. works of mercy activities for middle school. works of mercy john wesley. the works of mercy buy. the works of mercy free download. 7 corporal works of mercy bury the dead. works of mercy fritz eichenberg. the works of mercy imdb. the works of mercy catholic. the works of mercy endings. the works of mercy jeuxvideo. the works of mercy. the works of mercy-hoodlum. chapter 16 the works of mercy and happiness. works of mercy images. works of mercy catholic crossword answers. the works of mercy key. the works of mercy coryxkenshin. the corporal works of mercy. the works of mercy release date pc

I beat it under an hour.... This game is a disappointment. Stanley Parable is 10 times better than this. (Both are walkin sim) Graphics downgraded. Very short, predictible. (U probably won't understand the story. Cus i ain't.)
Buy it when it's in a great sale. Like %90-95

I don't refund games so often. But it's a 55 minutes of disappointment.. Let me start by saying I don't generally write reviews, but am doing so to stop anyone considering buying this game from wasting their money.
The entire game basically plays one of two ways, choose your response in a conversation, or typing in phone numbers into a phone. I wish I could say I was exagerating....oh wait, once you press a button on the wall.
The entire game took me 59 minutes, for a $15 title that is kinda rediculous.
Never did the story feel engrossing, or even interesting. I really just set out to finish the game after spending my money. You play as someone who ends up killing some people, never do you actually see, mind you. ... wait nvm, you see it that one time you press a button, but it was pretty lame. Most of the time it happens in another room, or behind a door.
I feel like the game has 0% replayability if it was even playable the first time.. Got a refund on this. Nearly every time the scene would change the game would go completely black and stay that way. Made it unplayable.. Ok, not more worth then 5 dollars.
Enough said.. I decided to buy this game even though a lot of reviews gave it thumbs down.
I am picky about my games.

Due to the bad reviews and the 15$ price tag, I wasn't expecting much.

The atmosphere is great. The graphics are great (no blurry textures in the basement imo) - sometimes borderlines photo realism. No frame drops here (1080 ti 4k max details) whatsoever, the idea is pretty sweet.
I like the ending, I've played it twice and only realized what's happening on the second time. There are two endings and once you notice the "hint" of how you should think in the game (it's in plain sight, just open your eyes), you can reach the "good ending" pretty easily.
It combines horror, psychology and actual real beliefs in some Christianity streams.

Yes, you do easily feel the lack of experience of the developers.
Yes, except the great graphics you can sense that they simply don't know how to animate a head blow up or a drill that goes into someone's skull, so they simply blackens the screen and put you right back in the scene a second after.
Yes, it might get somewhat boring at times.
Yes, it is about an hour long and there's no save feature (which is the weakest spot, no doubt). I had a game breaking bug, stuck in a position I can't move from at some point in the game, had to start over. No other bugs noticed.

But the idea and the real horror is, overall, pretty much fun, for 15$.
Don't expect to much, you might mildly enjoy it. It's certainly shows some new concepts for the first time in a game.. This is an alpha.
The game is so bad in many ways.
It has potential but killed by the devs.. The game looked promising, but the acutal execution isn't all that great. The environment

(your apartment) is incredibly bland and the gameplay itself is quite shallow. You can interact with doors to empty cabinets, pick up a cup and drop it on the floor, turn on a faucet, and open some doors so you can walk in circles through the apartment's 5 rooms. It's thrilling.

I also had some minor issues that were far from game-breaking, but they did detract from the overall experience. For instance, while listening to a phone call, the spoken dialogue started over, but the original dialgue also continued. I was hearing the same voice twice at the same time but at different parts of the dialogue. Thankfully there were subtitles...except that I noticed a decent amount of typos and/or spelling errors. Again, a minor complaint, but it's pesky and really contributed to the feeling that the game just feel unfinished.

There's also no save function, which is apprently not considered necessary since the game is only about an hour and a half long.

Lastly, the price point. It just isn't worth the cost Sure, you can complete the game multiple times for different outcomes, but the game was so lacking of interesting content, I felt no need to do so. So, for me I got about 1 - 1.5 hours of gameplay experiene that was playable but not really enjoyable. I'm all for a short experience if it's high quality, but this was not the case here. It feels incomplete.. I have been looking forward to this game for a long time. Since my boyfriend and I started dating like 2.5 years ago. So then it comes out and I'm like DATE NIGHT BABEH. Well. It was not what I expected and I don't think it's worth more than five bucks.
PROS: Whut.
CONS: wait wat

Constructive feedback for the developer: clearer, easier phone dialing. Tell your audience that they cannot save. More dynamic dialogue tree.

Feedback for consumer: Buy it on sale--like wait for the holiday sale--and know that you cannot save. Have an open mind. Have you ever watched The Mist? How'd you like that ending? Were you satisfied with the ending of A Clockwork Orange? Are you down to answer a bunch of phone calls? Then you can handle this game.. TL;DR: it suck

I wanted to wait a bit after beating the game to review it to see how well it would sit with me. I was honestly and genuinely excited for this game after seeing several people play it back in 2016. The premise seemed interesting and, from what I could tell, well executed.

Once the game was released, I waited a few days to see the first reviews roll in. After reading many of the reviews, I deduced that the main criticism was from the games length and downgraded visuals. I normally do not care about visuals, but moreso the experience I receive, so I made the mistake of purchasing the game regardless of the several red flags.

While I am an individual who enjoys unconventional or experimental games, this was just boring. There wasn't enough gameplay to keep me engaged, nor was there enough of the thought-provoking content I was promised. There were several glitches and distracting dialogue errors, and overall unsatisfying deaths.

I really tried to give this game a chance, but it just didn't deliver.

Had this game on my radar for a while... then the DEMO came out and I was pleasantly surprised by the intrigue of THE WORKS OF MERCY. However I had decided to skip its KickStarter campaign.

Basically, you're a man that you receive "orders" to kill people from a stranger calling you on the phone.

THE WORKS OF MERCY is a very short game. Granted, I think I saw somewhere that there are more than one ending but to replay the whole thing without any save feature is annoying.

The visuals are pretty impressive overall, minus the basement portion of the game.

Story is straightforward and keeps you guessing until the very end. The voice acting is fine for an indie project, same with the music.

I'd recommend you wait for a drastic sale before getting this!. The Works of Mercy is a short narrative experience intended to force the player into making uncomfortable moral decisions. Unfortunately, the game's pacing and narrative is all over the place, lacking any sort of real pacing that would get the player onboard and invested with the plot. In short, the game is a boring and messy affair.. 80 minutes of bugs and glitches. Story would of been fine but this was clearly done lazily, hastily and clearly with passion running out midway production, really broke all immersion. Don't waste your money, just watch a play trough of the game.. I don't usually write reviews but for this game I had to. This game is truly unique, I have never played a game quite like it. It is very different than most games and that is a really good thing. It contains a great storyline with some amazing twists along the line. I recommend it for anyone looking for something new and interesting!. Downgraded graphics
Many bugs
Stripped down locations that are almost empty of items
More bugs
Extremly low quality raw game

This this like an alpha version of their demo.. For an indie game with limited budget, I'd say this is a pretty impressive ideea. It definetly requires you to play it more than once in order to understand the story, but unfortunately it is very short so it only has a few, but powerful moments. It could be great if only it had the financial support in order to make this ideea really work, and build a very strong psychological horror game, but for a start this is good.