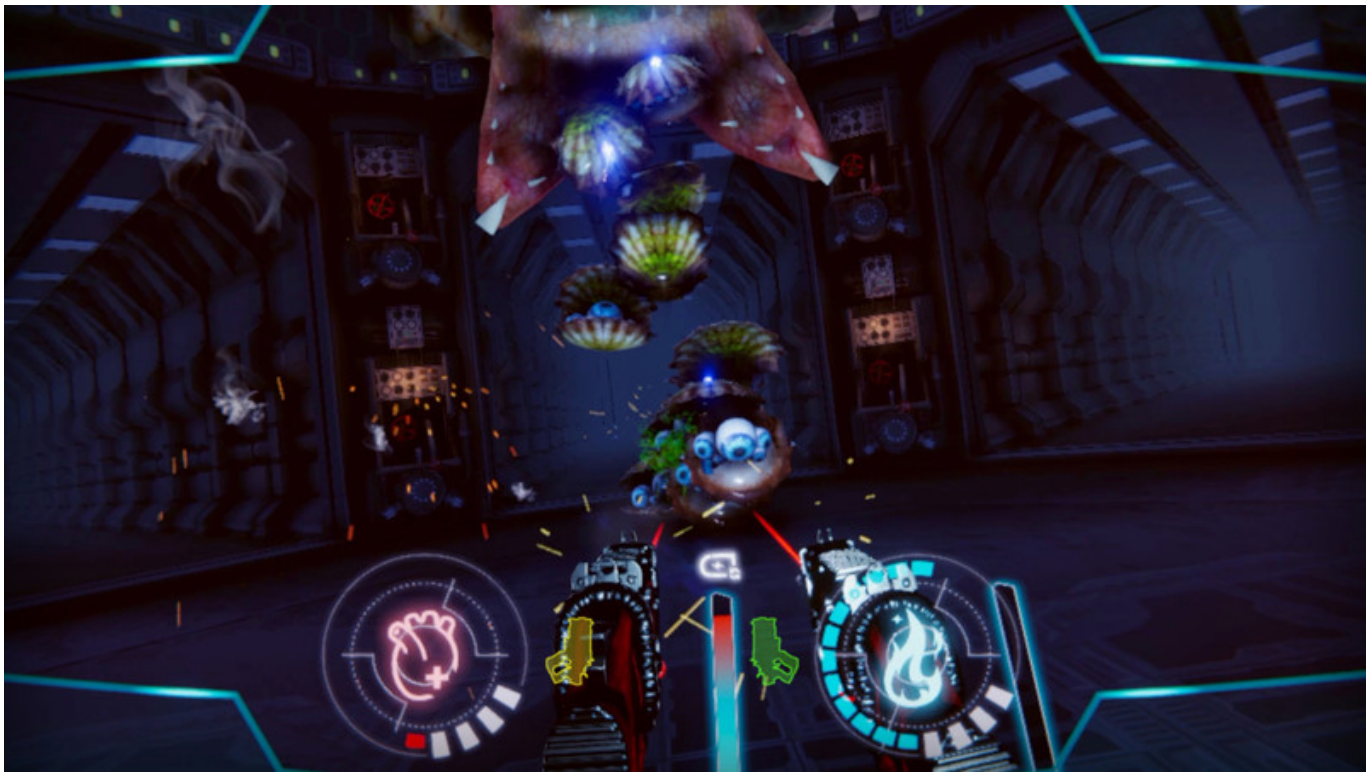
The Return Home Remastered Download Setup For Pc



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About This Game

A rabbit's house is being attacked by reptile menaces from another dimension. With advanced portal technology, they can achieve conquest of the entire planet! In retaliation, the rabbit has decided to gather carrots to exchange for weapons which may allow him to fend off this threat. Will he be able to succeed in his mission and return home?

Further details:

- avoid the reptiles and gather the carrots
- pass through enemy portals to close them
- save the world by using the weapons, and then you can finally return to your home
- first-person perspective immersion places you in the heat of the fight, use your fighting instinct to win the fight

Fun for any age, and a challenging game!

Title: The Return Home Remastered
Genre: Action, Adventure, Casual, Indie
Developer:
AL-GAME
Publisher:
Displacement Studios
Release Date: 29 Jul, 2016

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Minimum:

OS: Windows XP, Vista, 7, 8 or 10

Processor: 2.5 Ghz or faster processor (Intel) / 3.5 Ghz or faster processor (AMD)

Memory: 2 GB RAM

Graphics: 1 GB RAM / Widescreen

Storage: 800 MB available space

Sound Card: optional

Additional Notes: These specifications might cause a slow loading time.

English

Recipes
Small Fish x1
Close Window
Inventory
Gold x455
Gold Coins x89
Fur x12
Raw Meat x5
Roasted Meat x6
Basic Recipe x1
SealingBook x1
Roasted Meat Piece x1
Leather Scrap x6
Bones x6
General Chat
Admin Help
Deer is out of combat!
Inuzim killed Deer
You gained some experience!
You are now hunting again!
Inuzim stopped his battle music!
You are under Attack! Battle Mode Started!
Wild Wolf got Knocked out!
Wild Wolf is out of combat!
Wild Wolf: Auuuuuu!!
Inuzim stopped his battle music!
Inuzim killed Wild Wolf
You gained some experience!
You are now hunting again!
Inuzim Ate raw Eye!
There is someone else using this!
Crowd Fund

One Big Ostrich
Warewolf
Shigger
Chronos
Chronos
Manna
Bird Of Prey
Rixen
PAXRON
1352040
11185
225
66
48
50
11
0
1/5

the return home remastered

It's lit. with drama.. This is... uh, something? Not quite sure.

Get it anyway for bonus points.. Short and sweet, Another Perspective bends your mind a small way, mixing a little existential darkness with enough meta to keep you unbummed. Well worth a few bucks and a few hours.. The game is quite still in Early access, personally if you're not the kind of player that wants to be with a game as it develops i wouldn't recommend it, it still needs a lot of love and attention which the single developer is giving it. All in all it does have a lot of potential and i think its not a lot of times where you get to see a game like this listening to the community as much as it does. Gameplay & Review here https:\/\/www.youtube.com\/watch?v=7uvacLrXeU0. This game is amazing and will suck many hours out of your life. I need more friends to buy it so I have more records to beat!

Had a lot of fun playing this game! I only wish there was more content or a way to create and share maps via steam workshop, but still well worth it's price.. Utterly, absoloutly essential soundtrack. The stuff by Jules in particular is astounding, especially the Fire-side zone 3 tracks, which sound like the standard DannyB stuff mixed with Dynasty Warriors.

Trancendant.. Nice little RPG, but it could need some improvements. It's like a very, very light version of Diablo, but with a nearly automatic combat and much more unforgiving. Everytime you go down into the cave, you have to make it back to the town without dying. If you die, you lose everything you've aquired during that run. There are checkpoints along the path and for a quick escape you can find a pair of wings. Never risk too much.

Improvements: The alchemy skill tree is nearly completly useless i think. Your points are better placed in one of the others, since you will really need them. But the rest of the game is well done, price is fair and you can have 10-20 hours of fun. Difficulty is challenging, but not unfair. Would recommend it, if you like XP farming RPGs.. We need more players. This game is so awesome but players are rare to play with now :/. Good :
- Nice concept and storyline (even it have some silly dialogue)
- Worth spending time

Bad:
- concept about 'spell' (I just don't understand why making some -sorry I've already forgot the word- ham for alligator have to be a spell?) .... just..

BTW ...I spent more than 10 minute for 'What ending is this!'.
So... if you are ok with the 'To be continued' ending, just buy it.. had this for a few years now, been very impressed with it, the dual voltage makes it possible to go on any electrified route under its own power, the sounds are good and detail excellent, worth the \u00a311.99. It's an idle game that doesn't count up when you're not running it, and the interaction of the idle game and the shooter means the scaling feels way off. Once I had the Unicorn rocket thing (once of each weapon), all the bosses became trivial, and I didn't care enough to fill out the achievements or even bother unlocking the last few buildings.

All combat was trivial very quickly, except that most times I came into contact with another object, I would very quickly (like in a second) have counted sufficient collisions to remove my shields and destroy my health. At least the enemies that are *supposed* to ram you die on collision, other things can take only one or two bullets, but eat *all* you health without noticing when rammed, scraped, or even touched at speed. Particularly annoying when this happened with spawns that you cannot *shoot*, but can collide with. Probably due to the weird momentum physics, which also show up when you have the booster. You can *brake* harder than you can boost, which makes it faster to turn by releasing the booster than boosting *against your current velocity*.

There was never really anything between of "just spam bullets, the enemy shots are nearly impotent" and "you touched something solid, you're instantly dead". I honestly never really wanted to fight anything, there just wasn't any reward to it (due to idle-game money scaling), nor even a feeling of accomplishment. Most of my deaths happened while boosting between planets upgrading buildings, and bouncing off an asteroid due to limited up/down vision range, or having something spawn directly in my path. In the end, I stopped playing because I didn't really want to play a 2D space version of Desert Bus.

Picked it up with a massive discount, probably got my money's worth out of it by leaving it running continuously while I played other games, went to work, slept, etc. So probably six hours of play and 70 hours of background idling.

There's a New Game+ option, but since it says it resets all your stats, it's not clear how it's different from 'Delete my data'. And frankly, one round of this game was more than enough.

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