
A Week Of Circus Terror Free Download [key Serial Number]



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About This Game

DESCRIPTION

As well as an unexplained suicide of his owner in the 50s, the house has woken up after 40 years and the visitor Gerald is determined to solve the whole secret about the disappearance of his son and in the meanwhile he is also trying to find out something about the owner's horrible history and history of the house. As the night is about to begin, your task is to survive the night and find some informations about your lost son. When the last sun rays disappear, the night will start and the terror will begin.

Genre: Horror, Indie.

Made by Clickteam Fusion 2.5.

This game contains clowns! Also scary sounds, environment or animations (sick jumpscares).

BONUSES

Achievements: There are fifteen game (not Steam) achievements and each of them has different ways to complete it.

Score: If you successfully resist against the one antagonist, you get one score. If you don't resist against the antagonist, you won't get any score for that moment.

Every survived night confirms the score for that night. If you fail, the score for that night resets and you have to play it again. Also score is seperated to nights from 1 to 10 and to nights from 11 to 13 and this function has nothing to do with the story.

HOW TO PLAY

Use your mouse (left click) for moving to the other rooms of the house. Sometimes (in a situation) you can click on the objects or „something weird“.

For the flashlight press „F“, for turning on the light bulb press and hold „Ctrl“, for using the map press „M“ and for leave the game or go to menu press „Esc“ .

(There is no pause menu).

RESOLUTION, COMPUTER SETTINGS

Better computer means faster moving, faster time passing in nights and transition between rooms or frames.

When you start this game, the game automatically sets to full Screen.

If you want to change the resolution of the game, press ALT + ENTER.

Also this is my first official made game.

I didn't have experiences with creating the game, or even animations.

But, enjoy!

Title: A Week of Circus Terror
Genre: Indie
Developer:
Richard Harašim
Publisher:
Richard Harašim
Release Date: 5 Aug, 2016

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English,Czech



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BEST GAME FOR \$1, THIS GAME IS WORTH \$1000 TO ME, IT'S SO F***** FUN AND NEVER GOT BORING WHEN PLAYING IT, BEST GAME I'VE PLAYED IN 2017 SO FAR, I'M NOT JOKING, I LOVE IT, IT'S FUN AND EASY TO GET TO, WORTH IT, THANK YOU FOR THIS GAME, WORLD <3. It started calm but after a few minutes all hell broke loose.....the madness, the madness..... Unfinished game.. I liked all four of the tower routes. Akio was the first one I played and I really enjoyed the route. Despite some of the negative reviews all of the routes are worth playing. Akio was adorable and the route made sense I would recommend this to all my friends.. It's free, but I feel like my time could have been better spent.. The hardest part of this game ? Creating a character, all names have been taken.. Went back to replay and remembered all the reasons why I didn't play through multiple times. My review for Lost Heir 3 pretty much chops up this part as well.

Bad combat, could use a better system. Fights involve attacking then running around until your stamina regens or there is an opening to attack. Attack, run around, attack, run around, attack, run around.. Came for the memes, Stayed for the screams. This is like a lost child of Braid. Visually pleasing, intriguing plot, accessible puzzles, the only thing that this game is missing is a decent set of achievements. Will wait for them before I further the game's story.. 6 hours and 6 crashes.... cant play it..... This game delivers on what is advertises an action adventure steampunk puzzle platformer. If you like challenging puzzles that you will struggle to solve than you'll like a lot of what this game has to offer. The platforming is more of a side feature than a main focus but is usually incorporated into the puzzles you complete. The fights don't feel especially great but they are creative and if you can figure out what to do quickly they are quite enjoyable. At times what you need to do or how you can do it does feel a bit unintuitive. The core mechanics of the game work well and the time based abilities are fairly fun to use. The age based life system also adds a welcomed change to the classic health formula that makes gameplay feel more fun and like you need to progress. The story itself is enjoyable to experience although its not going to knock you out of the water.. single player is great and works fine, but multiplayer is hard to get working and de syncs, its fun till the game screws up and keeps playing the same season over and over in multiplayer. Fantastic game!

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