
The Initiate Activation Code Offline



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About This Game

Opening your eyes, you see a modern looking bedroom. All is quiet. Vague memories flash in your mind as you stand from the cold wooden floor. A voice bellows from an intercom placed on a wall, which is surrounded by strange shaped markings. The voice tells you your mission; to use your intelligence and escape. This is your trial. Can you unravel the mystery behind your captivity, and most importantly, can you escape this treacherous and sinister ordeal?

The initiate tells the story of Nathan Rockford. Nathan has lost his memory and has awakened in a house full of traps and puzzles. You take on the role of Nathan on an adventure to discover the truth to why your trapped here, who your kidnappers are, and have a chance to join a secret organisation and with it, the knowledge of everything.

- **A UNIQUE MYSTERY PUZZLE EXPERIENCE**

Encounter a unique story shrouded in mystery and conspiracy told over the course of this mystery puzzle horror adventure.

- **PUZZLES**

Many puzzles hide within the world, can you find and solve them all? Look everywhere, listen to everything.

- **INTERACTION**

Interact or examine over 60% of the items in game for a real immersive experience. Can you find everything within the world?

- **ATMOSPHERIC SOUND**

The Initiate features a great soundtrack and immersive ambience, which enhances game-play and tension.

- **IMMERSIVE GRAPHICS**

The Initiate uses Physical Based Shaders (PBS) for AAA-quality graphics that give players a detailed world to explore.

Title: The Initiate
Genre: Action, Adventure, Indie
Developer:
Deceptive Games Ltd.
Publisher:
Deceptive Games Ltd.
Release Date: 1 Aug, 2017

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Minimum:

OS: Windows 7, 64-bits

Processor: Intel i7 4790k

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 680 or AMD equivalent

DirectX: Version 9.0c

Storage: 7 GB available space

Sound Card: Compatible Sound Card

English







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Got roped in by the prospect of some cybepunk themed co-op twin-stick shooting.
Nope; it's melee, instead of shooting. The only shotgunner in the game has a shorter range than the melee whirlers.
Gameplay is not really suited to solo play.
Nice graphics. Pity about the repetitive gameplay.

. Everyone will downvote me for this.

But I read the product description before I bought the former Season Pass, now renamed to Character Pass.
I'm neither disappointed, nor angry. I got what I ordered.

And I can only say:

READ THE GOD DAMN PRODUCT DISCRIPTION BEFORE YOU BUY SOMETHING!

. 10/10, hidere would appreciate.. I think I got this on sale for a few dollars. It's a fun simple game and even people who don't like games will enjoy it. Let your non-gamer family members try this.. only China server...i cant find match at SEA region..and when i play China region...always delay 1s-2s...i think this is bug they should fix first but they never think about it .. so sad..just buy game if you at China..delete this game. Driftmoon is a small little RPG with surprisingly humorous writing and some interesting physics-based gameplay elements. I didn't expect much going in but was pleasantly surprised at how high quality the game turned out to be.

Gameplay is mostly pretty simple with standard WASD movement from a top-down perspective and realtime autoattacking combat with a skill hotbar. The unique element is the physics system which lets you drag many objects around, revealing hidden objects and clearing/blocking paths. It is also utilized for some puzzles making them pretty unique among RPGs.

The real strength of Driftmoon lies in the writing which is not only high quality for an RPG but surprisingly humorous which can be quite difficult to pull off, especially when the game has no voice acting. While the game is pretty short for an RPG, it maintains that quality throughout. Most players should expect more than the 5.5 hours it took me as I clicked through the dialogue pretty fast and tend to play games in a time-efficient manner (and don't forget the game lets you fast-travel between points of interest within each area.) The game also has mod support which can add some additional playtime.

If you're looking for a quick humorous RPG, look no further. Play Driftmoon!

Well if I can give this review a mixed, I'd like to. There are actually not necessarily a performance increase. But instead it made the FPS unstable. I normally get 30 max 24 FPS low in 530x768 in r6 siege, but after launching the cpu cores it turned to be 12 FPS low, 36 FPS max.

Specs I5 4258u
8GB LPDDR3
intel iris 5100

Haven't tested other games but I'll do an update.. i cannot believe it, but i've played it until the end though i don't know how many levels i've played - there are a lot of them and this shows how sticky and addictive this awesome game is! . The only disappointment is that i expect it to suck.

10/10. A great soundtrack for the second Homeworld game. It's somewhat similar to the first, but contains more 'sweeping' orchestral elements and the middle-eastern influences are pushed up to 11 ('The Keeper' and 'Battle for Sajuuk' show this off quite well).

Unlike Homeworld 1's Remastered Soundtrack, nothing's really missing here. In fact, they've included four unreleased tracks for our listening pleasure!. This game has elements of strategy and puzzles. There are challenges in the levels designed to make you approach the level in ways that make it more challenging. There is also plenty of user made levels of varying difficulty to play.. It's like Gamedev Tycoon but you can be Russian and swole. On the otherhand, I was told to triple buy the game or my entire extended family would be thrown in a labor camp.. I could tell this is as good as Arcania. Pretty nice game. But I can not recommend this because it is too short. Stand-alone expansion for about 5 hours of gameplay. This should be included into Arcania or exist as DLC.

This game will let you import your character from Arcania with full inventory and stats. Very good solution.

Purchase of this game make sense only as a part of pack or on a sale.

. Put simply, its a masterpiece, which can change how you observe things, how you think and how you analyze information after reading both the questions and answers arc.

The suggested way to read is to read each ep and not skipping the Tea Parties or ??? bits at the end as they hold vital information for the next episode.

The only downside I can think of is that the culprit was obvious from the Banquet of the Golden Witch arc or Ep2, doesn't make it less enjoyable though imo.

Cannot wait for Umineko Gold.. I will revisit this if a update of substance appears but it lacks features that are vital like path finding and a basic minimap. You have to micro manage how tractors get from point a to b but can't decide what crop to plant. The devs have been silent since the day after launch.. The first thing i want to say - This is an Innocent Grey game. And that's enough to describe this amazing masterpiece. From the beginning this game draws you to the very end, you can't eat, sleep, think about something else except the story, turns you doing. This game as a Cartagra, Kara no Shoujo or Caucasus, but without violence and sexual content, but it didn't make the game worse or something, in oppose it looks like a beautiful fairy tale without tons of depression and blood. I really wait for the next games in serie. 10/10.

Macbook Issue:

Hi Everyone,

We have had a small number of reports stating that macbook pro users are having difficulty. We are currently investigating the issue as well as others, and will get back to you with further information.

We hope to resolve this issue as soon as we possibly can.

Thanks

Deceptive Games. **Update 1.06:**

Hi Everyone,

We would like to say thank you for your patience, and are sorry for any inconvenience.

We have just released a small, yet important patch that should solve many, many issues.

Please find patch notes below:

- Fixed saving issue where some puzzles where progress was not saving
- Fixed loading issue where progress was not loaded
- Fixed issue where a mechanical slot was not displayed on the wall after loading game
- Fixed a rare issue where piano did not load after it move.
- Fixed a rare issue where the laundry room would not load and you would fall through the floor
- Fixed the in game menu options for resolution and texture detail options, so they now work
- Fixed issue where texture detail option was not changed when apply button clicked
- Fixed small hole in ceiling of closet bedroom
- Fixed a rare bug that did not unlock attic safe
- General improvement to optimisation (more to follow)

Depending on what bug you got, or what puzzle you made it to, you may require a new save. Sorry...

As always, if you have any issues, please report them in the discussion thread, and we can get to eradicate any bugs ;)

N.B. This patch is only for release. If you were one of or beta persons, please email amy@deceptive-games.com for a new key

Thanks

Deceptive Games. **Update 1.2:**

Hello everyone,

We have hopefully addressed the issue where some players on PC and MAC where crashing, or receiving a black screen upon viewing the first cut-scene.

Please find full change list below:

- Fixed an issue where some players did not receive the gold, silver and bronze keys.
- Fixed an issue where the dresser drawers where not unlocking when using the gold, silver and bronze keys on them.
- Complete overhaul of Shaders on MAC systems.
- Fixed game crashing on some machines after viewing the intro cut-scene.

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- Improved stability throughout.

As always, if you encounter any issues, please let us know in the community threads.

Happy gaming.

Deceptive Games

. Update 1.09 Released:

Hi Everyone,

We have just released a small patch regarding a few issues. Please find update 1.09 change list below:

- Optimization improvements.
- Solved bug where loading a saved game would replace all in game objects
- solved a bug where breaking the basement planks resulted in the living room unlocking
- Fixed issue where you could interact with Red Book through wall in garage.
- Fixed a bug where using a lever on the stained glass puzzle would play success music.
- Fixed issue where selecting invert on main settings menu option would not carry through to main game.
- Main Menu version changed to reflect current game version.

As always, any issues, please report them in the bug thread.

More to follow

Thanks

Deceptive Games. **MAC UPDATE:**

Hello everyone,

Since the last update, there appeared to be an issue for some on the mac version of the game where the game would not boot up.

This has now been rectified.

Thanks

Deceptive Games. **Update 1.07:**

Hi Everyone,

We have just released a small patch regarding a few issues. Please find patch listings below:

- Fixed an issue where invert mouse was reverting back when right mouse button was clicked.
- Fixed an issue where mouse sensitivity was reverting back when right mouse was clicked.

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- Changed attic bottle hover examine text to correctly say correct item name.
 - Fixed an issue where wrong music tracks were playing.
 - Main Menu updated
 - General optimisation improvements

More to follow

Thanks

Deceptive Games. **Update 1.15:**

Hi everyone,

We hope to address some key issues in this update. Please find change list below:

- Fixed an issue where upon loading, the game would hang, and sometimes crash.
- A complete overhaul of the lighting system for better performance on all machines.
- Fixed a bug relating to the map puzzle where the solution was not correct.
- Fixed a rare issue where the game would freeze for 10 seconds randomly.
- Increased the length of time before Jay speaks to you over the speakers.

As always, we encourage all persons finding an issue/bug to post it in the community threads, where we can then gather that information to fix :)

Please close and re-open steam to acquire the latest update.

Thanks

Deceptive Games Ltd.

. Update 1.08:

Hi Everyone,

We have just released a small patch regarding a few issues. Please find update 1.08 change list below:

- Optimization improvements.
- Orange candle reappearing when viewed from a distance, even after collecting it.
- Invert mouse no longer deactivates upon right mouse click.
- Mouse sensitivity no longer resets upon right mouse click.
- Fixed an issue where you can take map piece before solving stained glass puzzle.
- Added confirmation panel when clicking new game button.

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- Fixed rare bug where player spins around at game start.
 - The 2560x1440 has been added to resolution options.
 - Main Menu version changed to reflect current game version.

As always, any issues, please report them in the bug thread.

More to follow

Thanks

Deceptive Games. **MacBook Pro Users:**

We have spent a lot of time locating as many Apple Mac devices as we can find to test the game on, and from our testing, the game appears to runs perfectly fine on Apple OS.

However, due to the graphical capabilities of Apple Mac book Pros, we recommend that you lower the settings to as low as possible to help speed up the loading process.

We are still working on optimisations for the game, but would like to note that a lot of issues reported are due end user machine specification capabilities.

We will continue to be in touch with more information as we receive it.

Thanks

Deceptive Games

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