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About This Game

... years after the cataclysms.

The Earth was almost completely destroyed, but human civilization was not gone. People built the **Delta** complex, which has become a shelter for survivors.

People who live in Delta are called **colonists**. Their main goal is to collect and accumulate information for its transfer to future generations. To increase the speed and efficiency of works, the colonists pass **erase** procedure (partial memory lock). Life here is subjected to strict rules, colonists live in absolute solitude. They don't have names; they only have personal sequence numbers. Your number is 183 and you're the ordinary colonist. With you, as with other colonists, does nothing unusual, but one day your life changes. Can you take the chance to find out the secrets of the Delta?

The choice is yours.

Key Features:

- Beautiful graphics that convey the atmosphere of the game
- An intriguing story, with several storylines
- Various locations: from the ancient lighthouse to the modern scientific laboratory
- Simple and logical quests

Title: A SECOND BEFORE US

Genre: Adventure, Indie

Developer:

DimleTeam

Publisher:

DimleTeam

Release Date: 10 May, 2017

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Minimum:

OS: Windows Vista / 7 / 8 – 32 or 64 bits

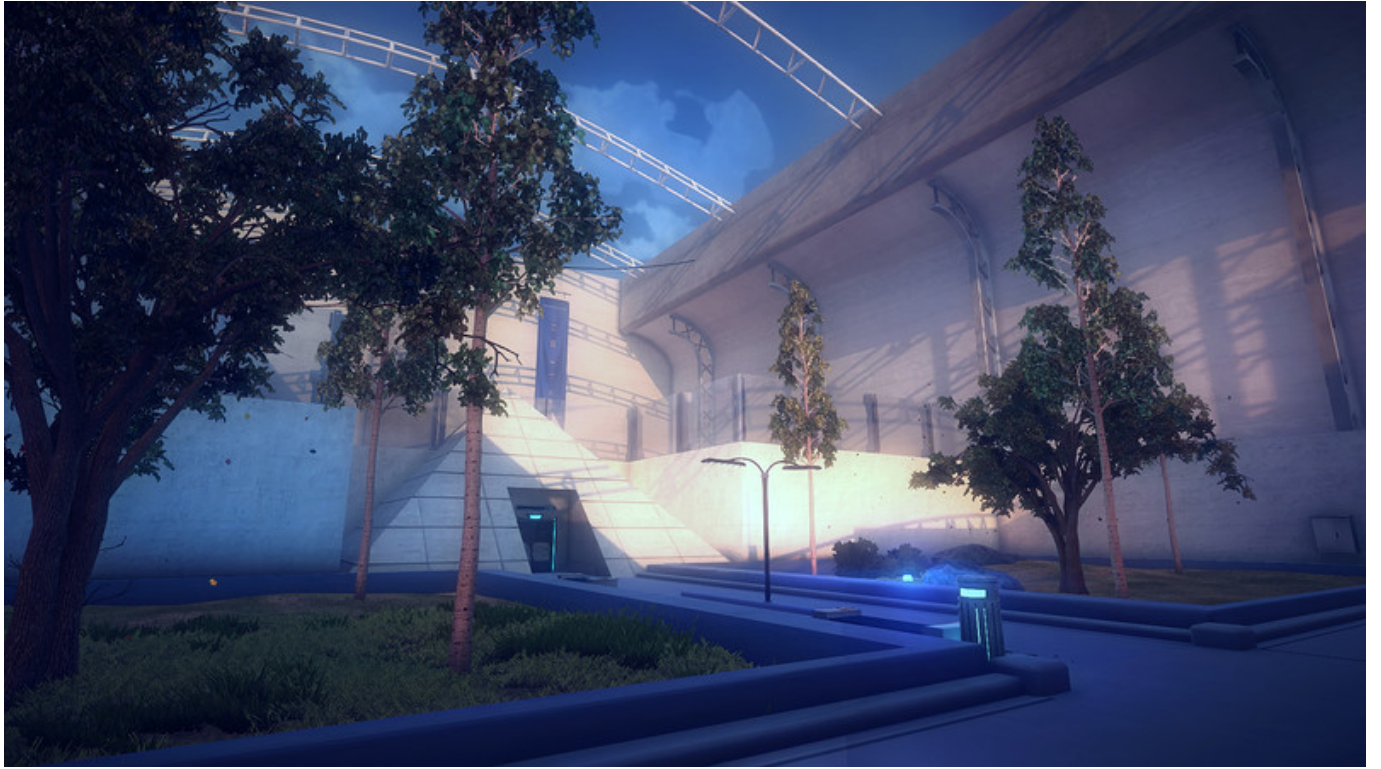
Processor: 2.2 GHz Dual Core CPU

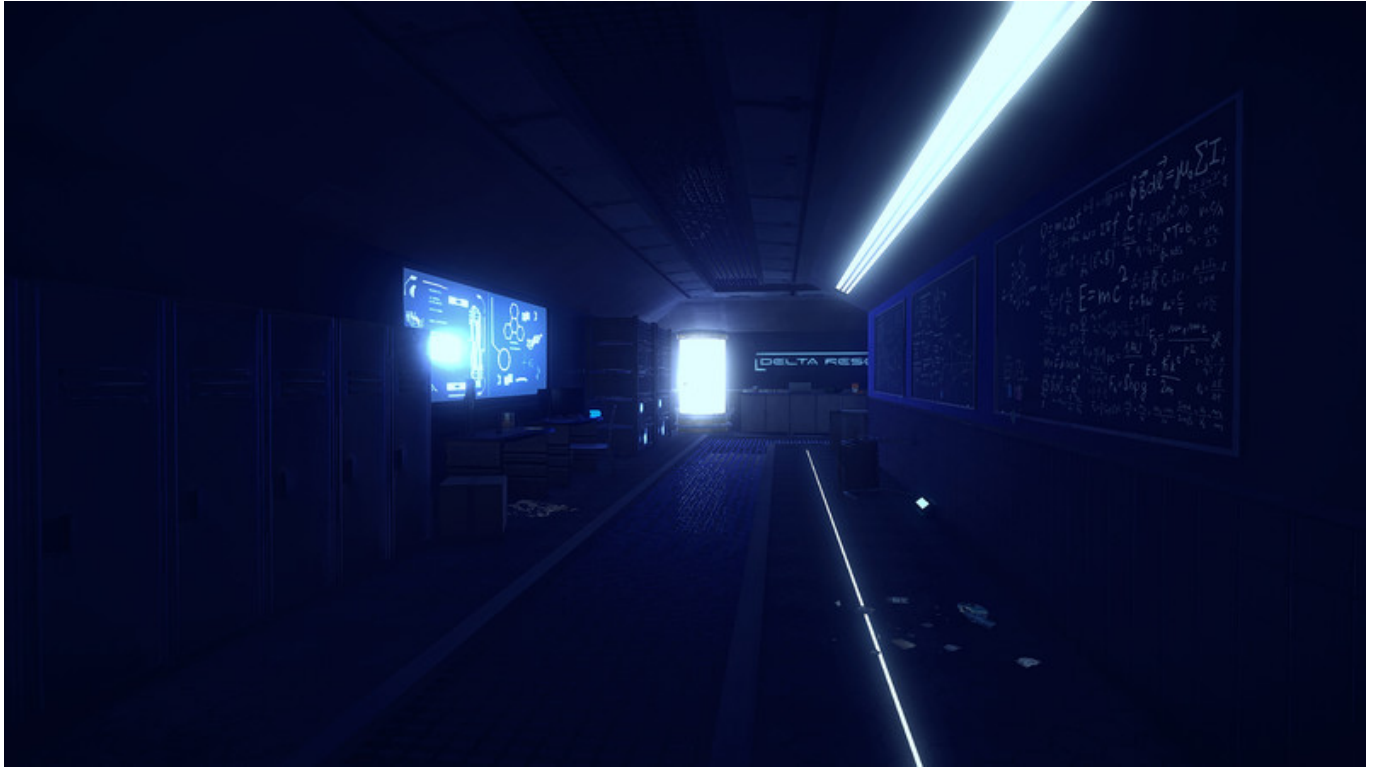
Memory: 2 GB RAM

Graphics: 1024 MB NVIDIA GeForce 9800GTX / ATI Radeon HD 3xxx series

Storage: 4 GB available space

English,Russian,Italian,Simplified Chinese







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Beautiful graphics. I like the change of scenery as well as the background music. The story isn't as compelling though. I believe it was meant to deep and meaningful, but it's hard to grasp it in a short amount of time playing the game.

My guess is, when you develop a game, you have an idea in your mind and try your best to execute the story to the players. Upon developing the game, I'm sure it was a "journey" in creating the game. It's a journey when testing out this game and you feel immersed in it; unfortunately, as a player who has no clue what to expect, the game came across as something that tried to convey a deep story with meaning, but didn't deliver in the execution. Maybe the length of gameplay should be fleshed out more or the approach needs to be more than just reading a text message.

Nonetheless, the game was not bad. It was passable with little minor bugs. I certainly wasn't frustrated with the puzzles which helped moved the story though I wished it to be slightly more challenging.

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