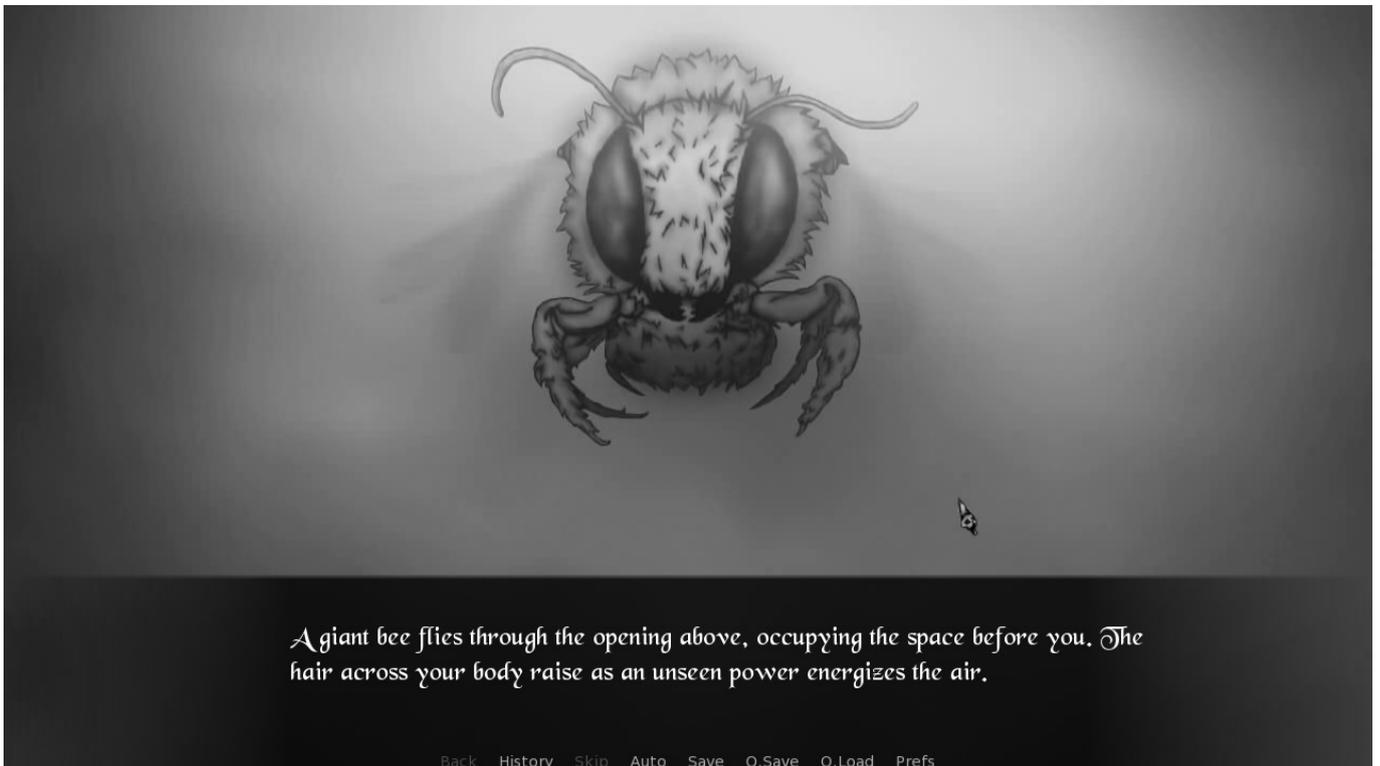
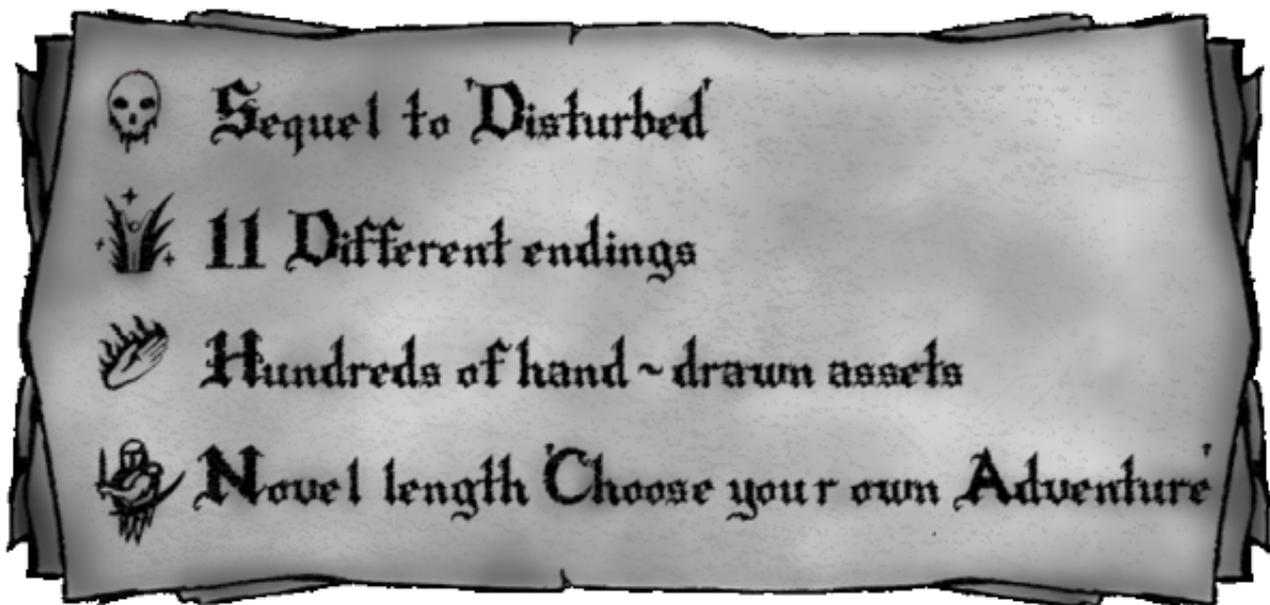

Disturbed: Beyond Aramor Activation Bypass



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About This Game

Taunted by the anxiety and horrors beneath the shadows of his mind, fate finds Gabriel, exiled away on Greyrock Island. With a past forgotten due to the many years that have passed, his future depends on you. With religious and fantastic themes that play on a depressed mind, what adventure will you choose as your explore the disturbed islands afar?



Morals play a role in where you will end up; the journey is dependent on your choices. It may take multiple playthroughs to explore what is offered here. Know that you will be making decisions every step of the way.

Themes of light and dark are intertwined with a depressing narrative. It doesn't have to be that way though... there is always hope. Learning the hard way is no foreign concept, but you may just be rewarded for trying something new.

With various puzzles and solutions comes the concept of having a party of followers. Although the journey can be traveled alone, you may travel and aid others along the way. There will be many instances where you will have to fight to survive. Discover ways to increase the odds, and continue your journey to its unknown end.

Do you avoid any contact with others you see? Will you listen to those you meet, perhaps to lend a helping hand? Are you vengeful and cruel, justifying your actions with blinding emotion? How do you find the truth when you know so little of the world around you?

Title: Disturbed: Beyond Aramor

Genre: Adventure, Casual, Indie

Developer:

iBlackpen

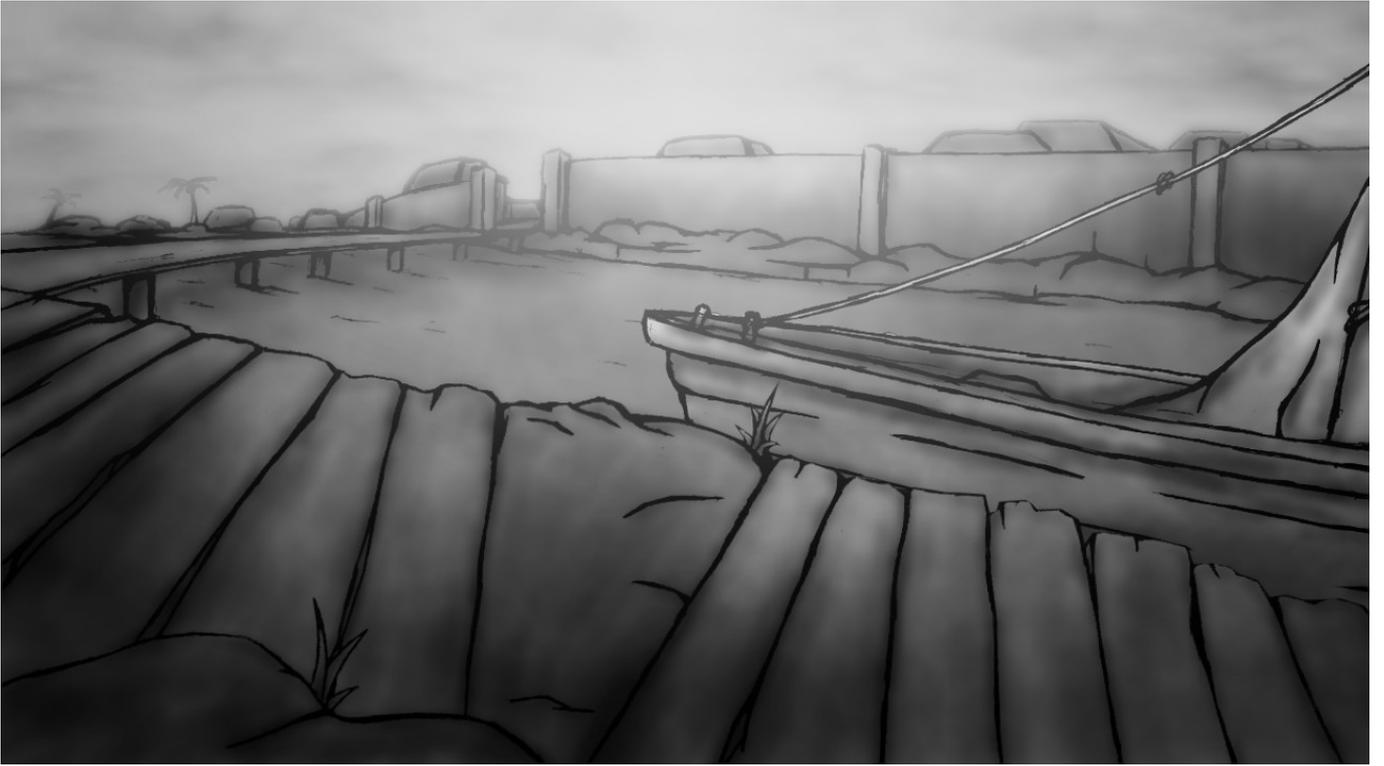
Publisher:

iBlackpen

Release Date: 18 May, 2018

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English,Simplified Chinese







disturbed beyond armor. disturbed beyond aramor

If you liked the first game, then you will love and enjoy this game too. :)

I really like the story, the graphics and the different endings, depending on your choices.

Is it worth the price? Yes.

. This game is very interesting, emersive, and easy to get lost in. The story is compelling and makes a lot of references to the game's prequal, Disturbed, as well as to some classic literature. I've only played for four hours and have yet to reach one of the 11 endings. There are so many places to explore, lots of random encounters, and many, many ways to die. A lot of the beginning is trial and error. Once you learn what not to do, it's much easier to continue through the game. A guide would be very useful in a game like this, especially for those who get impatient and die all the time (like me haha).

The art style is very unique and adds to the cryptic feel of the game, on top of the spookey sound effects. It does take a little while to get used to the feel of clicking your way around, especially when there's so many paths connect to eachother. The game is pretty new so don't expect it to be perfect, despite that though, it's very well done for being made by just one person.

Overall, it's a well-made game, fun and challenging, not to mention scary and depressing. It's not for everyone, but it's not a bad price for the amount of gameplay it offers.. Continues forward, gets to the next area.

Decides to go back, walks forward.

Decides to go back again, gets killed.

Would be good to have the option to activate an interface where you can choose between which directions to go just like the first game. Or at least put on some tooltip and room names. Also, a list which items you have in your possession.

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. Disturbed: Beyond Aramor is a very unique game. It is similar to its prequel, being a point and click game and including a lot of fun ways to get killed (such as by fishing, drinking, or literally walking in circles). This game improves upon the original Disturbed by adding a neat combat system and greatly increasing the scale of the map. Learning all of the possible outcomes of the numerous choices you make in this game, and finding every way you can die, gives this game good replay value.

Is gud game, 9\10.. This game has its own very unique style and is much different than anything else I have played. The story follows a man named Gabriel who returns to his hometown seeking redemption and a knowledge of his past- something he has repressed from his memory.

The style and format of the game takes a little while to adjust to. Navigating from screen to screen can be tricky at first but does not take long to figure out. The visuals are very unique and contribute so much to create a really cool, creepy feel to the whole game. Paired with the eery sound effects, I found myself deeply immersed in the dark land of Aramor. This style isn't for everyone though. This game is filled with dark themes, focusing heavily on depression and isolation through the art style itself and the dialogue throughout the game. If you played the first game, it is very similar to that.

One current drawback is that there are some spelling and grammatical issues but these are a work in progress and as far as I understand, should be corrected in time.

During my playthrough, I feel like I have barely put a dent in the game. Still just exploring and figuring out what I'm doing. I've died at least five times and I am certain it will continue to happen haha. It's a pretty difficult game but there is a lot to look at, interact with and discover. The story is mysterious and interesting so far too. I'll update as I progress. Anyone that reads this, I suggest you give the game a shot!

I am currently uploading a full play-through on YouTube. Check out part one at: https://youtu.be/Viy_igSVipi8. Disturbed:

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