
The MISSING: J.J. Macfield And The Island Of Memories Patch 8 Download



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About This Game

Look forward to the story of pain and recovery like you've never experienced before in this unique world of "The MISSING - J.J. Macfield and the Island of Memories -".



Despite the horrifying death traps across the mysterious island, J.J. is able to revive from death endlessly. Many traps and gimmicks can be overcome only by bringing harm to your body, such as being struck by an iron ball, or by dismemberment. Be wary of your surroundings and look for ways, conventional and unconventional, to get through the island.

You may need to use your limbs as weight, or even break yourself in two to get through smaller spaces. Sometimes you can find

tips by sacrificing your own body through dismemberment, being crushed, jumping into fires, and more. But don't worry as you can revive yourself as many times as needed to find your way through the island.



J.J. scours Memoria Island to find her best friend, who has gone missing during a camping trip. However, this island was like a nightmare: no matter how many times she sustains fatal injury, she couldn't die, and instead is able to revive herself back to normal. J.J. ventures into the depth of the island as she drags her decapitated body along, enduring the pain.

Her limbs may sever, her neck may break, she may go through severe burns, but... In order to save her best friend, she puts her own body and life on the line, reviving infinitely, as she presses forward. Why did she go missing? What is going on in this world? All of these mysteries shall be revealed when the game is cleared.

Title: The MISSING: J.J. Macfield and the Island of Memories

Genre: Action, Adventure, Indie

Developer:

White Owls Inc.

Publisher:

Arc System Works

Release Date: 11 Oct, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 / 8.1 / 10 (64-bit OS)

Processor: Intel Core i-5 @ 2.4GHz

Memory: 4 GB RAM

Graphics: Intel HD Graphics 520

DirectX: Version 11

Storage: 6 GB available space

Sound Card: Realtek High Definition Audio Device

English, Traditional Chinese, Japanese, Korean







Played it on armorgames I think

Saw it on steam and wanted to support the game designers

great game even on the 2nd runthrough. Nice game Pretty fun but sadly no Online :(Please, Kalypso, ensure that Desert Specialist Kit works on Mac and Linux versions of Jagged Alliance: Back in Action.. A short detective fiction adventure with beautiful stylized artwork and atmosphere. Like any entertaining cartoon mystery, it has a quirky cast of characters with well-acted voices. Simple puzzles. Very enjoyable experience, even if only a one-off.

If there are new bite-size adventures from this same team, I'd gladly return for more!. Not too bad, if you could add maybe an express route or a rail replacement service, that would be great! Overall, it seems brilliant! :) Very detailed map!!. it looks like a good game but it wont let me open it. Muh chuuni text, now in very well translated english. 11/10. What a deceiving game and such a disappointment.

Honestly, I liked nearly everything about this game apart from being tricked. People, before buying the game know that IT IS NOT FINISHED. And even if the dev eventually finish it, I'm not even sure that we wouldn't need to pay once or twice more to get the end of it. As it is now, it is clearly not worth the cost unlike what they tell you in the demo version. I felt like refunding it but in the end I didn't, not because I spent more than 2 hours playing (I spent a little more time on it after making my mind to get all medals) but just because I'm still hoping for the end to come. But I'd like to insist on something, this is not what I spent money for. I didn't buy demo ver.2, I thought that I was buying a finished game, which is not. The description says "a week", I haven't been through half of it. We're collecting items for further use but... we end up having no use of them since nothing happens. By the way, the fact that it is not clearly stated on the purchasing page is a huge fault.

So, now that it is settled down. Let's talk about the game itself. This is a visual novel made on visual novel maker and it's a pretty good job.

The art is far better than what I expected, some characters are clearly better-made than others but the difference is not that bothering.

Musics are overall ok, some of them being clearly worse than others but wow, the sounds... Every time a character is acting a bit fiercely, every time something happens, even for no reason, there is this sound of someone smacking somethingVan angry kid pushing wide open a door, and as much as it doesn't make sense to put this sound for nearly everything, it starts to really get on your nerves at some point. Good point is the maniacal laugh of the witch which I enjoyed hearing a lot.

The game is often breaking the fourth wall, like really often, it's cuteVfunny BUT write what the boss is saying in a bigger policy because I just burnt my eyes trying to read it (you can use the log option otherwise but it's bothering to have to go out of your way to read your visual novel).

On the technical part, the skip option is not very good since it disables itself after every screen and it is only available when the dialog box is showing, knowing that new scenes often start with inner thoughts or narration and that there are not any dialog box for these... On the contrary, it doesn't disable itself when reaching a part you've never read about.

Every story doesn't have the same length (1>2>3) and to be honest my favourite one is the second. Unlike the others, the second one doesn't bring anything to the big picture but it's just because I really liked the character RexVRox.

About the story themselves, I noticed some inconsistencies :

1) How is the main character supposed to drive properly when he is obviously not in age for that ? I mean, ok, maybe he trained with his mother or got some courses but someone who is learning to drive couldn't properly drive a car in the night for hours on dozens of kilometers.

2) Even when you're in Japan, not any character has a japanese name.

3) Are you seriously telling me that a high schooler who happens to miraculously be working at the hospital would be able to remove safely a tumor from a little girl ? And are you seriously telling me that the said high schooler did all of this on a random bed, without the appropriate tools and that everything worked out fine ? Finally are you seriously telling me that the said little girl will be able to stand, walk, fight and jump out of a window a few hours after her operation ?

Last complain : Why didn't you release a full story and ask for support or anything if we wanted the two others instead of releasing the "prologue" of every story and let everything unfinished and so god damn frustrating ?. I have seen Sodapoppin played it on stream and it looked very nice.

I went on the steam page and saw the price. That's the first time I see a simple game and most importantly a GOOD game so cheap ! This game is worth 10 euros / 10\$ at least.

Very nice soundtrack, i recommend to buy the pack game+soundtrack (It also support the game for being cheap i guess)

About the game, the musics are beautiful, you will finish this game in 1h if you're god and 3-8h if you're a normal person. Or you will give up. Yeah this game kinda hard but really good at it. Also the game is gentle and doesn't kill you everytime you miss the perfect spot.

Great game, great soundtrack, low price. What are you waiting for ?

Best 40 cent i've ever spent.. a straight rip off of the dude simulator games (I'm suprised nobody noticed the exact copys of models.). First impression.

1. Woke up in an escape pod with no clue on what has happend.
2. Went outside and got chased by a big♥♥♥♥dino-crocodile.
3. Escaped into the woods where I meet a random dude who wanted to trade some stuff.
4. Walked a bit further and heard big thumping foot steps and a roar.
5. Hid in a bush and saw a big Tyranosaurus approaching.
6. Threw two spears after it and got chased by the REXY.
7. Got eaten by REXY
8. Started a new game.

This game has so much potential. Just this unbelievable beautifull graphic and intense atmospheric enviroment. I only wish and hope the developers has a point in this game and that is not another dead early access game.. Amazing game and concept i hope either the devs or the community start making more maps for it bc it's WAY too short. Another thing id like to add is that if you actually feel that the tutorials arent enough to prepare us for what is ahead then i suggest a training mode where we can choose certain parts that we keep dying on. it's slightly annoying having to go through a bunch of crap you already know how to do over and over just to die on that one part you cant seem to figure out.. Hard, challenging with good optimization quake-like shooter. 14 h of great gameplay.. First few minutes of game = horrendous and sterile...

Steam, yes you steam... these indie starters are gettin out of hand ain't it...

slippery slope there.... Visual Novels about people waiting for their death.

Not my kind of setting it's surprisingly quite interesting read, good writing, soundtrack and art.. Promising start. Frankly, overpriced game at the moment if you ask me. This early in development, I think this game should be about 3/4 the price. But, onto the game itself. The current mechanics seem pretty good and there is a lot of potential for a great game in the future, I think. Could use more products, as right now there are only shirts and shoes, but at this time it still provides a few hours of gameplay. I think a calendar could be implemented, to allow you to schedule employees, as the employee system right now can be a pain, as right now you have to check on their needs after every day to see if they need a day off. Plus, the wages don't seem to be based on any currency, so it is hard to tell what is a fair wage for employees. Another relatively minor grievance, many of the objects such as shelves and pallets need to be placed really far apart, which is often quite annoying. But, nonetheless, it is early in development, so a lot of these annoyances can be somewhat forgiven. The game is overall pretty fun for a time, I have been hoping for a good retail management sim for a while, and this might fill that void. In the end, this game has a lot of promise, and with more products, more polish and more game mechanics implemented, I can see it becoming something really good.

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