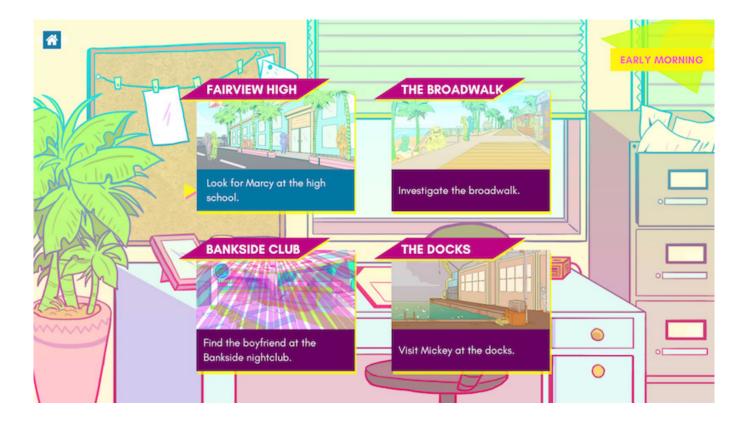
Ghosts Of Miami Activation Crack



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About This Game

Miami, 1986. An overtasked police force can barely keep up with the murders, let alone the enormous backlog of missing persons cases. Enter Chelo Martínez, a brand new private eye determined to find the people who slip through the cracks. Help Chelo navigate the beaches and back alleys of Miami at the height of the cocaine epidemic, and investigate five original cases, including the disappearance of her own father, ten years ago. You pick where to investigate, how to handle a suspicious witness, and who to call for backup.

Along the way, you'll meet an incredible cast of characters who can help Chelo or throw her off-track. There's even a little romance, but pursing that cute EMT at the hospital or your childhood best friend could chip away at the limited time you have to solve each case. Chelo grows and changes based on your choices; whether she becomes an ace detective is up to you! But be prepared for danger, tragedy, and distractions to block her way...

Featuring an amazing original soundtrack, lush illustrations, and seven possible endings, Ghosts of Miami will pull you into 1986, and you'll never want to leave.

Title: Ghosts of Miami Genre: Adventure Developer:

Pillow Fight
Publisher:
Pillow Fight

Release Date: 22 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7+ (64-bit only)

Processor: 2+ Ghz

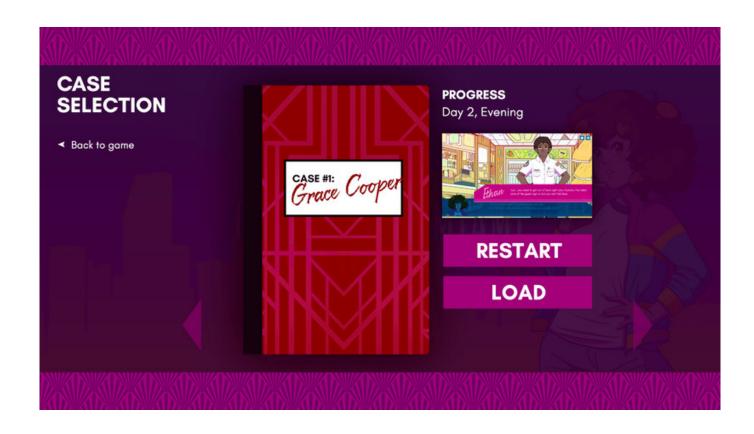
Memory: 2 GB RAM

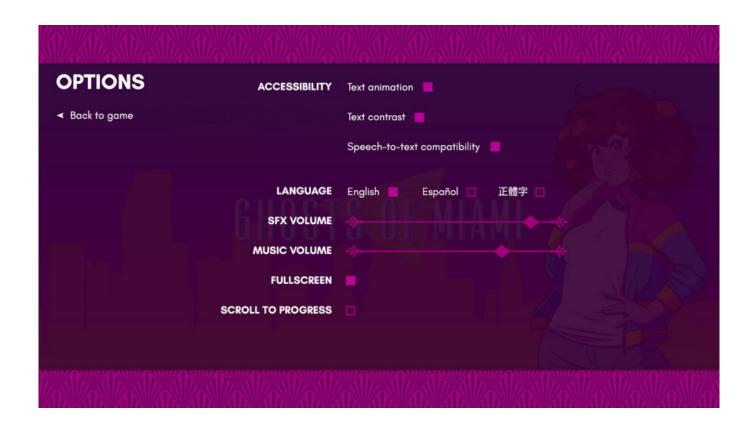
Graphics: Intel 3000HD or greater

Storage: 2 GB available space

Sound Card: Optional, but recommended

English, Traditional Chinese, Simplified Chinese







I wanted to like this game, but I just.. don't. It has a lot of little issues that are just getting to me. A lot of the usual renpy features are missing? And the rest of the game just isn't amazing enough for me not to be annoyed.

- -no text speed switch.
- -no 'saves'. you can replay a chapter, but if you want to restart you're stuck starting from the start of a chapter, not from last choice
- -no menu hide. This would be less of an issue but...
- -no gallery. You miss out on seeing the full CGs a lot because of these two issues
- -so many loading screens. SO MANY. I hadn't noticed them so much until I was replaying it a lot but GOD there are so many and it slows things so much.
- -skip function is bad. It isn't the normal crtl, and it doesn't only skip read text, it skips all text.

Also if you do things in the 'wrong' order, you can have NPCs treating you like a stranger when you have totally been introduced. It's a bit jarring when that happens. Also sometimes the timeline stuff just seems off. In case one in particular, who met who and when is a big part of that mystery and adding everything together just equaled ???? when the last piece of evidence came in.

There's also a few plot points that have just been annoying me, but I'm staying spoiler free. There's also one NPC who just has terribly stilted dialogue. She talks like. Some kind of robot, and I'm annoyed when she's around because of that? It doesn't seem normal even if she is ESL.

One more note? I didn't quite expect this to be literally darker than another game I played recently that had some similar elements, but literally the word Dark in it's name. I figured it would be kinda dark, but. That other game did a better job with lighter moments. The neon here is almost oppressive because everything's so dark. So yeah.

I'd mark this as 'meh' if steam had the option for it? but steam doesn't. So, it's getting a not recommended. :

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