

The Initiate Download] [Patch]



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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 kidnapers 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

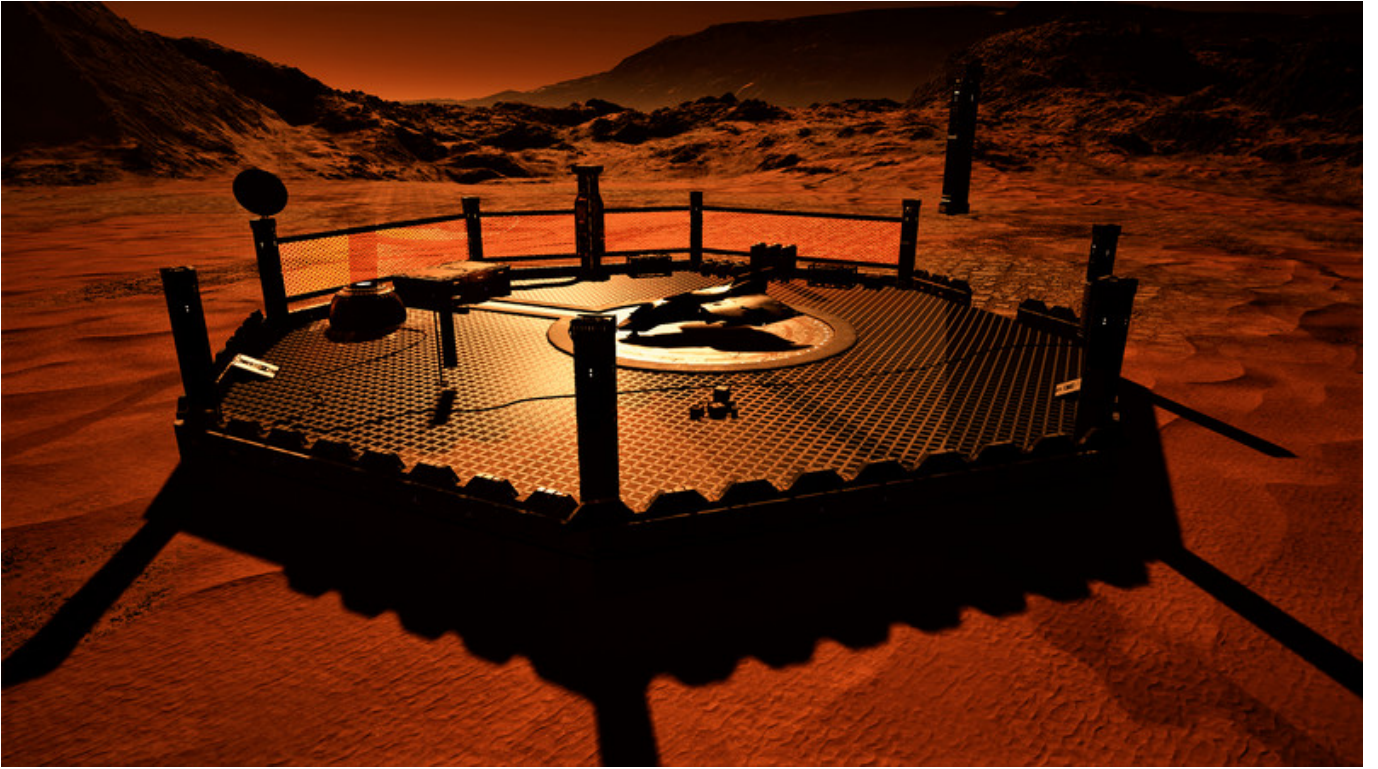
DirectX: Version 9.0c

Storage: 7 GB available space

Sound Card: Compatible Sound Card

English







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10/10 would waste 3.33 min again. There is no option to change graphic or game settings.. make the playstyle like runescape and this game will be the best. wow! cant get enough of this game, the giraffe alone makes it more than worth the money haha! seriously a great game, recommend it highly!. The campaign structure and story leaves a lot to be desired, but the simplistic mechanics (3 ship types, 2 types of structures and 1 type of land infantry) means that it is easy to get into. The game has an interesting mechanic where going over your unit capacity is permitted, but with a heavy penalty to production so using a small fleet is a rewarding strategy. And looking at what is in a system it is very easy to estimate who will win a battle so you can conserve resources if a large fleet attacks you. I also like that destroying systems is not the result of an overly expensive superweapon, but just a part of general gameplay, so running risky missions to take out a unit production facility is not only easy to cost, but worthy strategy as your opponent will have to manage without an important system.. Another satisfying asteroid style game with the easiest achievements. 10/10.. Niplheim's It's a funny game. It's some time since I played an eroge as fun as this one. (I hope the next games of this developer are so funny as it)

Cons:

- Keeps erasing datas, including created characters\match counts\etc, for no apparent reason
- No controller support
- No online mode
- Awful graphic
- Very few modes
- Need more frames, to make animations more fluid
- 7 \$ is too much for a flash game
- Annoying music
- Few combos available for the same character

DON'T BUY. This game ranges from a little bit tough to incredibly easy (with mana regen). I played the original Enchanted Cave and the web browser version of Enchanted Cave 2, and I'm happy to support the developer with a few of my dollars for all the hours of entertainment these games have given me. The Enchanted Cave is not perfect, but it's worth the price. Combat is really simple and repetitive, and there's not much to the story, but it is somehow so easy to spend hours and hours playing this game. I've payed much more for games I've enjoyed much less..

\u2b50\u2b50\u2b50\u2b50. This game is amazing. Can't wait for the bugs, glitches etc to be fixed, and if possible, it would be great if this game was to made in a vs, with friends. Very simple and harder than I thought at first. The boxes move when clicked so be careful with that. It's easiest to please the governor by just convicting everyone. It's up to you whether you roleplay or not.. If you're looking for a relaxing genre-mix in an almost completely untapped setting, Caravan is the game for you. I loved the music and the relatively slow pace.

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 our beta persons, please email amy@deceptive-games.com for a new key

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. **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 1.2:**

Hello everyone,

We have hopefully addressed the issue where some players on PC and MAC were 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 were 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.
- Improved stability throughout.

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

Happy gaming.

Deceptive Games

. **Update 1.08:**

Hi Everyone,

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

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- 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.
 - 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. **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 1.09 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. **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.
- 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. **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 run 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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