
Krai Mira: Extended Cut Portable

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About This Game

Scorched by the sun and hopelessly irradiated, the Earth is soaked in toxic waste and blood of its former masters. Those who remain are fighting to survive the endless and 5d3b920ae0

Title: Krai Mira: Extended Cut
Genre: Adventure, Indie, RPG
Developer:
TallTech studio
Release Date: 11 Jul, 2016

Minimum:

OS: XP, Vista, 7, 8, 8.1, 10

Processor: Dual Core 3.0GHz or equivalent processor

Memory: 2 G

English,Russian,French,German,Polish

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Like some others have said, I really wanted to like this game. The classic Fallout games are some of my favorite games ever and maybe that's the problem. I was looking for more classic Fallout. This game just feels empty. The artwork is great, but you can't really interact with anything. You go into different areas and there's nothing going on and nobody to talk to. I also didn't like the random inventories of NPCs. There's no point in going after certain people because you won't get what they are holding. But, you can just walk out of screen, then walk back and their inventory will change, which is also lame. Ultimately, I just got bored

and couldn't finish the game.. "Krai Mira: Extended Cut" the name says all. I mean like others said this feels like extended cut of planned game. If this is true this game is made by single person then I must admit one can see that there has been much love put into it and that the creator played Fallout series quite a lot. Now if you have played Fallout mainly 2nd part imagine the game that feels like Fallout but there are no secondary skills(as this come-no training books either), the companions don't have any settings(including inventory), there are almost no side quests, random encounters are limited in diversity to one or max. two areas, there is no shop economy, loot is mainly random generated (including stores), graphics is much better but far more choppy, day and night only influence perception, there is no detailed description of items in the shop, some of the locations don't serve any purpose or their purpose is limited to single action, there is no 2nd weapon set and the weapons cannot be reloaded after accessing inventory, inventory items have stat requirements that require a lot of leveling. So this game is bad? Well, no. Main plot saves the game. You are getting your money worth or even more. It is well worth investment IMHO to experience a fresh approach to Fallout series. The story is interesting enough. Speaking of don't forget to visit the locations after ending for aftermatch dialog The models are solid and music is almost on par with Fallout series. Game is well optimized and runs flawlessly through Steamplay (Linux).

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