
The Spook Inspectors Torrent Download

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About This Game

You are an aspiring paranormal investigator eager to join the Spook Inspectors Paranormal Society (SIPS). Your task is to investigate allegedly haunted locations - ranging 5d3b920ae0

Title: The Spook Inspectors
Genre: Action, Indie, Strategy, Early Access
Developer:
StarvingIndieDeveloper
Publisher:
StarvingIndieDeveloper
Release Date: 25 Jan, 2019

English

the spook inspectors

This game is a wonderful game concept and a great start. I will absolutely be coming back as this updates. I have recorded a three part series and a few notes to Devs at the end of the third. <https://youtu.be/pdE0IVHBMhI> <https://youtu.be/mSKp59fRorU> <https://youtu.be/ibEOMQXvXjA> I hope to see this game fully made :). This game is a wonderful game concept and a great start. I will absolutely be coming back as this updates. I have recorded a three part series and a few notes to Devs at the end of the third. <https://youtu.be/pdE0IVHBMhI> <https://youtu.be/mSKp59fRorU> <https://youtu.be/ibEOMQXvXjA> I hope to see this game fully made :)

New location - "The Vaults" : A new build has been uploaded with a new location to explore - an abandoned 19th century underground warehouse - along with some additional minor changes. Many people requested more underground / dark locations, so this is the first of a series that will hopefully be completed within the next week or so.. Updated demo : New version of the demo should now be online. Includes several important bug fixes, more balanced gameplay, - Walking & running are now faster. - Mouse sensitivity can be adjusted in Settings. - Alerts are now more descriptive and less confusing. - Paranormal activity is

now more balanced. - Multiple clicks on "Continue" button after loss of consciousness will no longer break the game. Coming up, hopefully in next update: a new type of level that allows player to protect his store by locating and deactivating pranks set by competitors (or to "deactivate" them by heroically setting them off on yourself to spare other employees and customers. Someone has to nobly take one for the team). Thank you to all who have played the demo, especially those who have posted a gameplay video on Youtube.. The EU's Article 13 : Since the EU has now passed Article 13, placing restrictions on gameplay videos unless the developer has explicitly given permission, I hereby grant permission to make gameplay videos of this game for Youtube, Twitch, or any other venue. In fact, please do.. New build with poltergeists : The new build has poltergeists in a few locations, although more adjustments will be needed. The help section doesn't currently include a section on poltergeists, which will also be added later.. New Location - "Crampton's Warehouse" : The latest build contains a new location : a 19th century warehouse which has remained disused for unknown reasons despite multiple recent owners. Like the last one, it's another dark location. The build also contains some new types of ghosts, and some minor fixes.. New build with important bug fixes : The new build fixes several things; the most important of which is a glitch which caused the camera and hand-held objects to gradually shift downwards every time the player went back to the starting menu and then went on another investigation (not sure how many people did that, but it caused significant problems). So that's been fixed.. Correction to v 0.39 : The resolution setting option still doesn't work correctly and causes severe problems right after being changed; so this new build removes that option until it can be fixed.. Important update : The new update has reduced requirements for advancing in rank (since previous requirements were clearly too steep); some devices can now be gained at lower ranks than previously; some other improvements. Poll: which new location would you like to be added first? - Spudge's Water Park - dark outdoor venue with a large area (old amusement park). See below for an early screenshot. - vacant lot - dark outdoor venue, fairly small area but with a hidden area to find - abandoned warehouse - dark indoor venue with four levels and a basement - Wolfe's Lair Grill - restaurant with elaborate sculpted decoration (wolves, deer, trees etc). See below for an early screenshot.. New build fixed : The new version of the demo (mentioned in yesterday's announcement) is now fixed and should have the correct files. The previous upload just had the old version. What would people like to see next in the "Christmas at Morleyville Mall" demo? A) New level: neutralize pranks set by competitors : motion-triggered devices which cause figurines to pop out or which squirt water, shaving cream, fake vomit and nastier stuff; devices that pinch people's bottoms when they walk past or sit down; airhorns strategically placed under chairs or behind doors so they make loud or embarrassing noises, etc. Every store has its share of competitors engaged in a full-scale prank war to sabotage the opposition. B) New level: make / order Christmas chocolates, yule logs, etc. Either a food preparation work sim except with nostalgic Christmas desserts; or a manager level in which you order Christmas desserts from suppliers, balancing cost versus quality and speed of delivery. Some suppliers are more dubious than others. C) All that's needed is Bob Gasper's earwax and life is complete. Nothing else is necessary.. Bug Fixes : Some bugs have been fixed in the current version, 0.34 - When the player equips a device that doesn't have any battery power, an alert is generated telling the player to hit "B" to load new batteries. Previously this message had only been generated at the moment when the device ran out of power, and some players didn't notice the message and hence were unsure what to do. - Devices are no longer duplicated after going to the Spook Inspectors office. Previously, after leaving the office the player would often be given extra copies of each device or extra batteries when going on the next investigation.

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