Who Is Mike - A Visual Novel Activation Code [Patch]

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About This Game

You wake up with an aching head and the world out of focus. In front of you is a man accusing you of being "fake". He looks exactly like you, down to the last scar and pimple, has the same memories, the same voice and the same personality.

But who is lying and who is telling the truth? Who is fake and who is real?

With over nine different possibilities, you can either end up as the tragic hero, the sly villain, or an innocent victim. Will you keep your cool or pick a fight? Play through all the endings and take a peek at the truth of your demise.

Whatever action you take, ultimately, you must answer the question: "Who is Mike?"

Features

Screensize: 1280 x 800
Endings: 9 endings
Length: 10,500 words (approx. 2 hours gameplay)
CGs: 22 CGs
Genre: Mystery/Thriller, Supernatural, Comedy
Rating: PG-16+ for Strong Language and Violence

Title: Who Is Mike - A Visual Novel
Genre: Casual, Indie, RPG, Simulation
Developer:
Fervent
Publisher:
Afterthought Studios
Release Date: 29 Sep, 2015

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English,German

Really enjoying this game. The game follows the order of battle for Gettysburg, but adds a random element to the order of troop movement and combat each turn. This keeps the game fresh, and prevents it from becoming "solveable" after learning some pet moves. As other reviews have noted, there are some minor bugs, which probably should have been detected pre-release, considering how long this has been in the works, but having bought other games from the developer, I'm confident the bugs will be addressed. More importantly, its a fun, tactical game, that keeps changing each turn. Since it is unlikely that gamers will repeat the folly of Sickles and Barlow, or Rodes' misadventures, the random order element forces you to react each turn, rethink your overall strategy, and handle the problems that crop up during a battle. Great game at a great price!. Bought the game even with the negative reviews. AS I like nascar racing. Sadly its going to be refunded as I could not get my Logi G27 wheel and Fanatec Club Sport wheels to work. I tried everything but still will not work. Pitty it actually looked ok. I LOVE THIS GAME. Who doesn't like skulls and flames?. its fun for about 30 minutes. GG but a little obscure. and little replay value after a few runs.. Very relaxing game
not because of its price
but watching the pieces when you break something is very peacefull

https://www.youtube.com/watch?v=FT4B6dqy4NU. this game makes NO SENSE

A genuinely enjoyable and relaxing game. Angela is likable despite spikes of unreasonablness. And the story is suitibly over-dramatic, petty, and amusing. The art is nice and the animation (what little there is) is honestly super cute. A good way to pass the time.. https:\/\/steamcommunity.com\/games\/593110\/announcements\/detail\/1808664240333155775. Coloring 3 pictures for 2 dollars, like seriously WTF !!! Install Paint rather than buying this garbage. The developers even didnt bother to add more pics. Dont buy it !!!!!!!!. I've played this on two different mobile platforms and I can never get enough of this game. This version is its most glorious incarnation.. It is hard.. I played the First Day scenario over a period of four hours, and did not encounter any bugs in V 1.00. The "advance after combat" crash never happened to me, and I did it many times. Granted, I have a very high-end machine, so that may be why I had no problems.

It would be nice to see support for 3440x1440 that can fill a 34" curved screen monitor; I have Acer Predator

I'm an old school grognard, my first war game was Avalon Hill Afrika Korps board game in 1970. So I like these kinds of games - Decisive Campaigns is superb.

The only oddity I found in the scenario was that the Union I Corps has the same star symbol as the XII Corps. Was this intentional, or did you just run out of symbols?

The only other suggestion I have is that the map be made to look a little more contemporary; sometimes I have a hard time distinguishing the high ground from the low. I know you are trying to be true to the origional cardboard and paper map, but this is an improvement that would probably be welcomed.

Other than that, I am very pleased with my first game and will likely spend a great deal of time playing it.

ADDENDUM: I got the game freeze crash on the last turn of the Day 2 scenario, so I guess hardware isn't the answer. I'm sure this will be fixed.

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