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About This Content

The official Art Book for Demetrios - The BIG Cynical Adventure!

In this 88 page PDF, you will find lineart and artwork from the game, and also exclusive pictures from the **original version of Demetrios created in 1999**, but never released! Also included are comments from the game creator comparing the two versions.

IMPORTANT : The PDF will be downloaded to your Demetrios Steam folder. You will need to open the game directory and find the "artbook" folder there.

Title: Demetrios - Artbook
Genre: Adventure, Indie
Developer:
COWCAT
Publisher:
COWCAT
Release Date: 14 Jun, 2016

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English







created by
Forever Young

oh hell yeah, this game is fun. though it's free of kongregate, who still plays flash games?. This game is fun . i dunno how to save my progress , and its community is small so u get lucky if u can get a low priced card . But however this game is very fun and the trading cards have funny descriptions . also it has a fun gameplay and is a challenge to get past . it also has a good story but it doesn't really tell u it so u must come up with a conclusion of the story . very addicting 7\10. No matter how I look at it, it's a\2665\2665\2665\2665\2665\2665move to remove parts of bundle without telling anyone and keep price the same. It doesn't cost its money now.. Just like the original this is an excellent turn based strategy game courtesy of doujin developer Yakiniku Banzai.. Undoubtedly the best DLC locomotive out there for the UK base in the Steam Era.

You get 2 livery variants, BR Black and LNER Green. You get a heavily weathered version of the BR Black one too, which means you can represent easily the time where steam received very poor maintenance and care.

With the BR one, you can physically change in session what is displayed on the tender by pressing a combination of buttons. Both unweathered BR and the LNER model can have nameplates and headboards fitted as an added bonus by pressing similar combinations on the keyboard (CTRL + 1-4 set head/tail lights, CTRL + 6-9 inc. 0 alter things such as cab lights, CTRL + 5 changes whether you set headlights on the loco or tender).

The amount of freight rolling stock you get from this as well is incredible, including items such as Palbrick A and B wagons, trestles and even ex-Private Owner wagons. This gives you the ability to run so many different freight trains and hugely bolsters your freight stock for the UK front. Sadly, it does not come with any coaches, but that can be overlooked since the freight stock makes up for it.

The sounds are on point, you get long continuous blasts of the whistle from the Space Bar or short blasts from the B button. The general beat of the blastpipe is great, although the beat above 40mph can be grinding.

The locomotive seems to be geared towards running at 40-50mph, since its scenarios are on the Weardale and Teesdale Network, however it can achieve 75mph with 10 coaches (tested on Western Lines of Scotland). It also monsters most inclines up to about 1:70, even towing reasonably heavy trains. The only questionable thing is being able to accelerate at 3% cutoff, which I'm pretty sure is impossible in real life.

Victory Works have produced an absolute stunner. I give it 10/10. Definitely worth the full price, and an absolute must have.. Edit/Disclaimer: It's come to my attention that the dev has fixed the brain death bug and I've confirmed it myself! Also he's introduced a tutorial and made a number of changes to the game improving it and the UI has gotten more responsive. As well as some balance changes to dwarf needs along with a tech tree of unlocks so you don't get instantly overwhelmed by all the items and rooms in the menus which makes it alot easier to figure out. Still drag and drop everything though but it's not nearly as clunky now.

I still can't justify the \$30 pricetag however. We'll have to see what the end result of Early Access is like but he's showing no signs of slowing down content updates and bug fixes so this might one day be worth the price.

Stories of Wasted Potential and Comas.

I'm just going to straight up say it. I only got this game because I wound up getting the 30\$ from a friend in real life. To me it was basically free at that point and it did honestly get my interest. It looked like it could be something. Something worthwhile even. I mean come on, dwarves, goblins, fortress digging, combat, crafting, fancy bits and bobs, and from the trailer promises of combat and tears when everything ends horribly. My dwarf fortress sense was tingling but I couldn't tell if it was good or bad yet.

So let's get into the concept. You're to take a group of dwarves, diggy dig a hole, mine out valuable metal bits, make your place spiffy and keep your dwarves healthy, fed, rested, and working. While that's going on you have to deal with goblins who like to stab your little bald friends deader than dead. So you give them swords and other sharp, pointy objects of death to kill goblins and protect your little hole in the ground. You will probably not survive this. As a dwarf fortress player I loved the idea. All I needed was a screw pump and some magma!

Then I got into the game.

The game mechanics feel clunky in the worst ways possible, everything is more or less done with a click and drag interface, everything. To even get started you have a modest sum of gold, the ability to buy a variety of tools and dwarves (yes they cost money, 5 a pop) and after dragging the tools into the game world you have to open another menu (there's alot) you get your fresh dwarves to pick up the tools by dragging and dropping a dwarf with a job onto the game world. One of your minions will then walk over to the tool, pick it up and walk over to the shadow of the final stage where he just becomes what you wanted. That's right. Getting a dwarf with a profession is a three step affair of spawning one, buying his tool, and then making him actually get into his profession.

The UI could be fixed, heck its EA thats the nature of things right? Well heres where you've probably noted I have less than an hour in total on playing this. Heres my reason.

The AI. Is. Pants. On. Head. Stupid. I cannot stress this enough, they will for all intents and purposes work themselves to death when the AI is working but at random intervals your dwarf's brain will suddenly stop working. Period. I have not figured out a single way to fix this beyond simply killing the poor thing (yes the dev actually included a suicide keypress for this) and make a new one. The thing is, all the cost of making a skilled dwarf is there again. They won't drop tools on death. And they always ALWAYS eventually go braindead. My first attempt was grinded to a halt as I ran out of gold entirely and my last miner went into braindeath.

As far as I can figure theres a glitch in the orders system that causes them to stop taking new orders as you put them down. It's odds increase as you stack on more jobs for them to do. And even better trying to make a building without it's required raw materials will almost always trigger a braindeath. The dev has NOT fixed this issue over multiple updates.

Of what I could play is odd to say the least. Some of it follows a chain of logic, a forester chops down trees, the carpenter uses them at a sawhorse to make planks and you can make things from the planks. Then you get into other things like taking care of your dwarf needs. This is where things get weird. Dwarves under the mountain are lazy. They'll refuse to eat anything unless it's been set on a table by a butler in the dining hall room. Yes thats right you need butlers to feed them because they're too lazy to pickup the dang food themselves and even more troubling for you they'll refuse to eat anything unless its done like this.

I couldn't progress much farther than that thanks to braindeath issues enraging me. I kept having to cycle through dwarves as they suddenly went into waking comas left and right. I've been poking the game each update but still no end to this issue in sight. And since its game breaking...yeah not a good sign.

The game has a concept, a goal, and really really REALLY wants to meet it's and your expectations but falls flat on its face as your dwarves constantly stop doing a damn thing. Not only that bug the bugs slowly accrue with each update.

So as you stare at the 30 dollar price tag and ask yourself is this worth it? Not by a long shot. Wait for it to drop to a more sane level or a lighting sale slashing the price down to 10 or so. In it's current state this is just not worth the money.

My advice? Look up Gnomoria, Alot cheaper, and more importantly your gnomes only sit around doing nothing if you let them do nothing! Or if you're feeling hardcore download dwarf fortress and see if you can learn to strike the earth.

TL;DR Gamebreaker bugs still under the mountain. Buyer Beware. Much funner stuff out there. It could be good if he gets his act together but he hasn't at this date of posting.. you give challenges impossible to comp. most people have other things to do in life. so we cant just play 6 hrs of pubg a day. pass is just for \$\$ zz. worst thing ever. never buy again .. There is no legit reason this shouldn't be in your library.

A fun game with a wide variety of questions.

From finding out someone's favourite colour to debating politics this game will get you talking to each other.

You will also find out things you really didn't want to know or share!

. Nice game, definitely worth trying!. It's a very challenging and fun game. Great game for killing time. I rate a solid 5/7. As soon as you buy this the license time period starts . To me that makes no sense. A player should decide when to redeem his license. Look at the rods stats in every DLC 1st before buying , alot of them repeats itself wich i find a misleading and a negligent thing to do. The gear in this DLC is very good but not for a new player. Maybe wait til you hit level 5 ? This game is a pure pay to win CLEARLY but hey , it's still a good fishing game. My thumb is halway down.. I was crawling on the ground the first time I played so that's something. Wave based shooter (again) but it's fun for the price. Just hope the developer works on the graphics and reload mechanics.. beautiful and challenging

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