
Mainlining Android Apk Download



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About This Game



"Arguing that you don't care about the right to privacy because you have nothing to hide is no different than saying you don't care about free speech because you have nothing to say." - Edward Snowden



Mainlining is a thrilling point and click hacking adventure that mixes dark and dry humour with a gripping narrative that will have you hooked from the very first case. Following the government's introduction of the BLU Pill Act and the Secret Intelligence Service's reintroduction of MI7, all online personal data is accessible by the powers that be. Mainlining questions techno-ethics and whether it is acceptable for an organisation to have the power to look at personal data. What if someone else got the key to that?

NARRATIVE



Mainlining and its BLU Pill Act mirrors what's happening in our own world. On November 4th 2015 the The Draft Investigatory Powers Bill was discussed in the British Parliament's House of Commons for the very first time. It's likely that the bill will be passed sometime in 2016, meaning that domestic mobile and broadband providers will be forced to assist authorities with gathering data and storing it for a year. The police and security services will have access to the top line of the UK's population browsing history, as well as knowing what apps have been used.

Referred to in the popular media as "the Snooper's Charter" and opposed by a number of civil and human rights organisations, the Investigatory Powers Bill is positioned to aid security forces in tracking terrorists and serious cyber criminals who use increasingly sophisticated online methods.

GAMEPLAY



Mainlining is a refreshing take on the traditional point and click adventure. The entire game takes place on the simulated desktop of the protagonist's computer. Assuming the role of a newly recruited MI7 agent and working within the remit of the Blu Pill Act, the player must use their skill, judgement and cunningness to gather evidence by hacking suspects' computers and phones.

As a MI7 operative your primary objectives are to ensure the perpetrator's arrest and that the courts have sufficient evidence to hand out the longest custodial sentences possible. However, you'll also have to make judgements on whether the case you're working on is complete. Move in too quickly and you may miss leads linking your case to much higher profile cyber-criminals. Act too slowly and your suspect may detect you and escape.

In excess of five hundred known criminals are known to operate within your jurisdiction, who will you investigate?

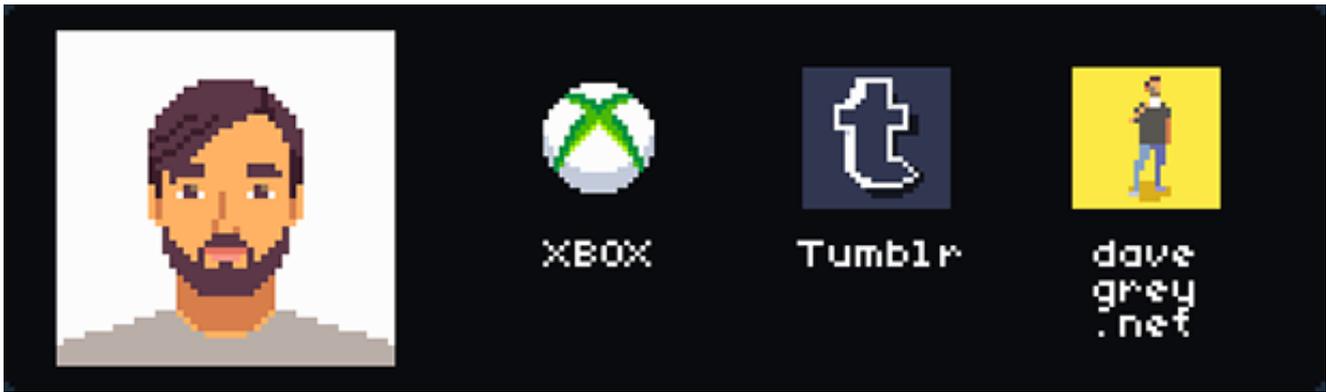
THE TEAM



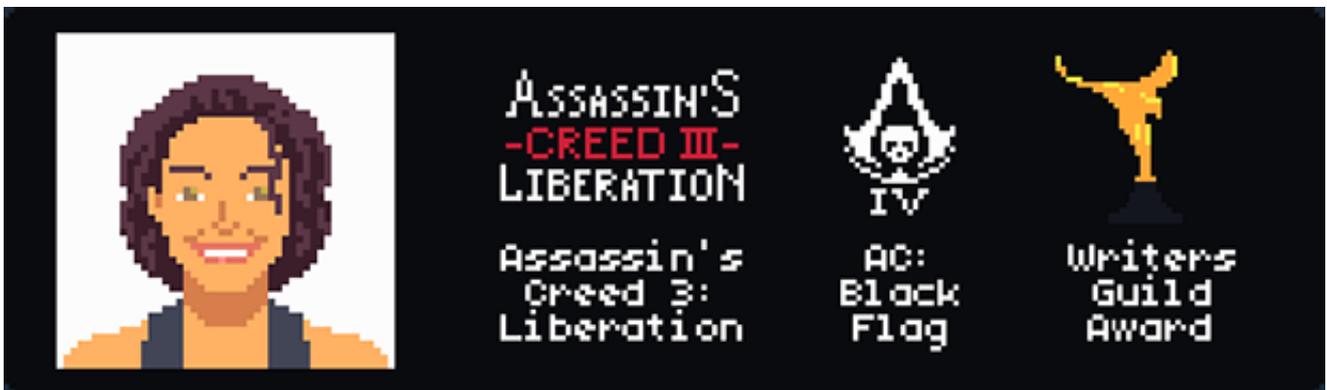
The driving force behind Rebelephant is British-born developer and designer, Sam Read. Highlighted by internationally renowned publication Develop as one of the 30-under-30 to watch out for, Sam has already tasted success as a key member of the HyperSloth team and their critically acclaimed first-person adventure, Dream. Owner of Rebelephant, Sam is responsible for the design, direction and coding of Mainlining.



To fit in with the game's 2009, feel Rebelephant has called upon the artistic talents of Dave Grey who, in his own words, "Makes things with pixels. Like games and stories and things". Dave's previous collaborations include Microsoft and HBO.



Mainlining relies heavily on an energetic narrative that draws the player into the game, blurring the lines between reality and the imaginary world of MI7. Rebelephant wasted no time and called upon one of the best scriptwriters in the business, Canadian novelist Jill Murray. Jill was nominated for Writers Guild Award for Outstanding Video Game Writing for her work on Assassin's Creed IV: Black Flag and won the award for scriptwriting on Assassin's Creed III: Liberation.



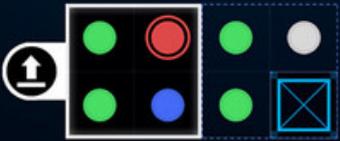
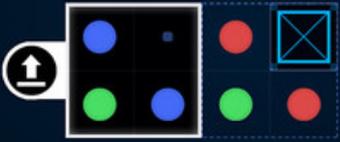
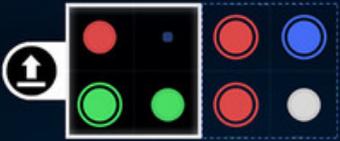
For the final part of the jigsaw Rebelephant has drafted in the sublime audio talents of Jared Emerson-Johnson. BAFTA nominated, Jared's scores include Telltale Games' Sam & Max series, The Walking Dead, The Wolf Among Us, Tales From the Borderlands and Game of Thrones.



Title: Mainlining
Genre: Adventure, Indie, Simulation
Developer:
Rebelephant
Publisher:
Merge Games
Release Date: 26 Jan, 2017

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English







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This game exceeded my expectations! It was a little challenging at times (not being able to click a certain parts of the text while in the notepad app and not being able to copy/pasting IP addresses) but was still a over all fun game. I didn't know what to expect in terms of characters and I was pleasantly surprised at the diversity of the whole cast. Because the cast is so diverse, I couldn't predict who the final boss would be nor any of their accomplices. I recommend this game to people who like visual novels (a lot of reading for sure) and who like text-based mystery games. 10/10 from me! I hope to see more games from rebelephant soon!. A very interesting game that makes you think.. i really want to like this game, but it's impossible to play when every time i type the letter "u" it clears out all the text i wrote. can't really proceed when i can't type. it's a shame cause it looks like i would have enjoyed this one.. It was a nice game, definitely entertaining. I had fun while it lasted and since I bought it in a sale, I feel like I can't really complain about anything.

However, there are a few things the dev could improve upon:

1. More eastereggs and a few hidden jokes, the game feels very streamlined and without much content besides the main narrative
 2. Improvement of the last 2-3 cases, it feels a bit like they were finished in a hurry (the text of the professor to the mi7 contains a note to yourself - smth like date player did this and that instead of the actual date.
- . Absolutley amazing game. I really like the deep story and UI plus the design. The game has really deep story. I like it a lot.. good hacking game, not so much cases.. **FIRST 5 MIN OF A HACKER GAME IS BEEING FORED TO ACCEPT AN UNKOWN .EXE? BROKEN BY DESIGN**

I've played a few hacking related games before and this one is definitely unique. I especially dug how the GUI and CLI operated within the game, as well as the back stories behind the characters involved so far.

I've already completed the initial 7 cases and look forward to starting on 8-13 when they're released on the 2nd :D
11/10 would recommend. One word: Boring.

It is repetitive as ♥♥♥♥. I zipped through the game in about 101 minutes, but it felt like it was 5 minutes.

I even had to contact the developers to solve the second case because it was misleading and confusing as ♥♥♥♥.

Do not buy. DO NOT EVEN LOOK AT IT. The developers just want your cash.

-1/10, Worse than 0/10. Mainlining is a game that is generally worth a try, even though it is pretty simple to beat and quite short (I spent 4.3 hours beating the game). The gaming time vs price ratio is therefore average at best, with no replay potential.

About the games, contrary to other reviewers I have not been annoyed by bugs. The plot is nice even though it gets sometimes confusing, which is probably something the devs wanted.

The thrill of discovering things in someone else's computer is nice but unfortunately there is little things that have absolutely no link to the story. It is disappointing that everything seems to have a purpose. I don't believe that the same should be filled with dozen of useless files but it would have been interesting to have some sorting to do between the useless stuff and the stuff that is actually useful. This makes you feel that you are just pulling a string that leads you to the end. There is very little occasions where you actually have to think to get through the case. For example I am very disappointed that there is no decryption challenges (hidden in pictures, fileinfo, enigma...)

The arrest system is badly designed as you have to use exactly the good file and therefore make a lot of false arrest that have by the way absolutely no consequences.

So the game is a generally good experience and it is enjoyable to go through the story, but the whole thing is only dedicated to the story and this lack of content does not serve the game's potential.... Review video:

<https://youtu.be/HERafsgLBp8>

Mainlining is a hacking game that utilizes similar ideas to games like Orwell and Replica. You do government surveillance and arrest "criminals".

Personally, I found the game to be pretty good. The basic mechanics were easy to grasp along with a pace that kept the game engaging. Personally I would have liked to see more hacking mechanics as hacking in the game is as simple as typing in IP addresses, but the streamline nature of the mechanics did help to keep that game at a nice pace.

I'm not going to enthusiastically persuade this game to people, but I won't dissuade either. If it looks like your thing, pick it up. If it's on sale, it's a definite grab.

For a more in depth review check my video review at the top.. Love it. Fun hacking sim. Nice play on words and stuff. The cases are challenging but not impossible. Really make you think. Totally, love this game!. A very challenging yet fun game.. Great overall game, unique in its own right, has some great puzzles that are satisfying to complete.. 8/10

I unabashedly love games like this. It's pure simulation, in a sense. You feel like a genius hacker, uncovering that which criminals have hidden and bringing illegal deeds to light. The game consists of 13 "cases," and in each you're expected to pinpoint an individual, their current location, and evidence of a crime committed. To do so, you'll find yourself hacking into servers using the "Mainline" program. You'll discover chat logs, pictures, letters, malicious programs, and even maps.

The game weaves a compelling tale, and one that I was quite interested to see to its conclusion. You work for an NSA-type agency called MI7, and spend much of the game learning about a hacker collective called Thorn. Although the game may be attempting to make a statement about government overreach, I'm not sure it really "landed" for me.

Either way, I enjoyed almost the entirety of my time with the game. My main gripes included:

1) The arrest guidelines should always be accessible. They are accessible on the first case, but then you just sort of have to remember them moving forward. A user has published them in a game "guide" through Steam, but they're worth printing out or writing down. You're looking for certain types of crimes, and you'll likely want to arrest individuals for breaking laws that carry the harshest penalty. For instance, you don't want to arrest a suspect for jaywalking when he or she is a probable murderer.

2) The location aspect. Although it makes sense that you need to know where a suspect is for a cop to travel there and arrest them, the location aspect always seemed strange to me. It was either so obvious that it was pointless to point out, or it was bizarrely hidden. One one case I had to consult a guide to find the correct location - apparently it was in a picture that I found, seen through paying attention to buildings in the background?

3) As other reviews have noted, there are some UI issues. Sometimes the game would "lock" you in a certain window, meaning that no matter what window you were currently working in, text would only transmit to a certain one. The only fix I found here was to close all windows other than the one you wanted your text to appear in. However, this could be frustrating. The game has a notepad, which is actually very useful, because there are always server IPs and passwords you wanted to write down, and this way you don't have to cover your actual desktop in notes. However, closing the notepad deletes its contents, so on a few occasions when I employed this "fix" I had to then go find the IPs, passwords, etc. again. Additionally, there were a few times when I was actually unable to close the map application once I'd opened it. This didn't necessarily affect the gameplay, but it was irritating, as it helps me organize my evidence to only have relevant applications open at a given time.

I know that I've written a lot of words on the negatives of the game, but it's only because I'd love to see this title reach its potential, and/or see a Mainlining 2. If you enjoy these types of experiences (similar to Hacknet, Orwell, etc.), you'll have fun with Mainlining.. The best point-click game i've ever played so far. Awesome story, but still have some bugs. However, the developer team is working pretty well to fix all of the bugs. Playing time is short, because after completing some missions, you want to solve all of them and you will realize that you have played this game 5-7 hours. Again best and unique point-click hacking game.

Update 1.1 - Released:

Apologies for the delay

Update 1.1 contains the following changes:

- Added music to the main menu & the game world.
- Added more voices.
- You can now pick up a knights sword after killing them.
- Adjusted health of villagers (much weaker)
- Removed "Press R to open Map" Prompt which was always displayed on the bottom of the screen.
- Minor Performance increase - Certain resource demanding assets are now only loaded when you are entering an area.
- Certain bandits now spawn on triggers, depending on direction you approach, so they might not appear to be in an area straight away.
- Multiple bug fixes

Also -

Ambience was added to most of the map when entering forested area's etc. But after much testing it was found to cause multiple other audio glitches, So to not delay the update even further ambience as not been added fully as of yet.

There is however an odd area now, for example the graveyard, which contains ambience.

. Whats Next? - 1.2:

The next update will not be for a few weeks, but just letting you all know The Life Of Greather is still being worked on.

As it stands now the next update will contain the following -

- Save/load feature
- Improved Npc's, responses from being attacked etc
- Optimization
- Ambience (audio) across all of the world

Its very possible it will contain more, but this is just as it stands at this exact moment.

. Update 1.1.5 - Released:

The original idea was to update The Life Of Greather via a newer engine version.

That update however is not ready.(Update 1.2 that i previously posted)

I decided it was best to bring out an update now.

Update 1.1.5 - Contains the following:

- *Weapons balanced (No more Overpowered dagger/Knife)*
- *Enemies now become tougher as you progress requiring you to obtain a better weapon.*
- *Enemies wearing an helmet can no longer be killed with 1 hit to the head.*
- *You now look the correct direction when entering and leaving buildings.*
- *Signs now added to use in conjunction with map to help navigate the game world.*
- *Triggers re-adjusted to stop enemies visibly spawning.*
- *Black squares no longer appear when hitting building floors and rocks.*
- *Occasional bug when you opened a gate but got stuck by an invisible wall now fixed.*
- *Floating objects fixed.*
- *Minor enviroment Re-texturing/tweaks*

. The Life Of Greather Update 1.1.6 - Released:



***Re-designed all menus and interfaces.**

***Added copper inside buildings for you to steal and changed the initial starting amount. In addition to removing some starting weapon locations.**

***Improved audio quality (all cutscenes and character voices)**

***Improved music quality**

***Updated bandit capture events.**

***Added weapon pickups from more enemies.**

***Fixed black square effect glitch on certain objects.**

***Minor enviroment tweaks and text prompt changes along with an additional voiced line.**

- *Game icon and Store artwork also updated.*

. Update - 1.1 - Coming soon:

Thanks to those of you who have purchased The Life Of Greather and to those who have contacted me with suggestions and bug reports.

The game will be updated in the next few days;

-Scene ambience & music will be added.

-Additional Greather and npc voices added.

-Reported bugs will be fixed.

EDIT - Update -

Apologies for the delay, update 1.1 is still being worked on. More changes than originally intended.

Complete change list will be posted when released. 1.1 will be with you asap.

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