
Silver Bullet: Prometheus Serial Number



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About This Game

Infiltrate the military research lab conspiring with the devil and hunt down the demons!

Kali, the legendary "Goddess of Death" in the South America Revolution. She joined Neverlight, the counter-demon organization, after some kind of incident. She wield two pistols that carve silver on bullets became a secret agent who hunts down demons. Kali was investigating a strange case occurred in the Axis-21 Marine Research Plant when she discovers the large and shadowy conspiracy of failed Project Prometheus.

1. Advanced console-style stealth action game

This game is never easy.

By the standards of 2015 games, this is definitely a difficult one.

You actually need to put forth an effort and practice to clear the game.

This game doesn't give you many tips about game mechanics or skills.

But you can overcome any difficulties through repeated attempts and practices.

2. Free-style dual pistol control

Why do you use a single pistol when you can wield two?

You can aim two targets at the same time and control each hand separately.

3. 45 stages

There are 45 missions with various patterns.

Each mission features a different structure, style and set of bosses.
Find out how each mission is played out
in the 45 stages of Prometheus.

4. 19 bosses with various patterns
Prometheus features 19 bosses.
Each boss is visually stunning and spectacular,
but the real heart of this game is in the ever changing gameplay pattern.

5. Solid storyline
The past and present of Kali, the Goddess of Death.
The relationship between shadowy organizations.
And characters with various stories.
Experience the whole new world of Byulbram Studio, the creator of Her Knights and Asura Cross.

6. Cinematic stage with collapsing floors and changing structures
The stage setting changes and some parts collapse as you play the game.
Experience the spectacle showdown with huge bosses and ever changing environment
and the blockbuster animations with no limit.

7. Automatically created Abyss Dungeon
Abyss Dungeon is for users who want to enjoy the game more even after clearing the whole storyline.
A new maze setting is automatically created each time.
Prove your skill in Abyss where the difficulty is higher than the campaign mode.

8. Over 90 achievements
You can clear this game in various ways.
And there are many achievements that you can try.
Find hidden achievements and complete them one by one.

Title: Silver Bullet: Prometheus
Genre: Action, Adventure, Indie, RPG
Developer:
Byulbram
Publisher:
Byulbram Studio
Release Date: 8 Apr, 2016

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Minimum:

OS: Windows 7 (32 bit)

Processor: intel core-2 quad processor 2.4 GHz

Memory: 2 GB RAM

Graphics: GeForce 9500 GT

DirectX: Version 9.0

Storage: 3 GB available space

English,Japanese,Russian,Korean,Simplified Chinese,Traditional Chinese







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I play that while waiting for the matchmaking in Team Fortress 2 to complete. What can i say, I love to play.

Still Playin it and still lovinf. The game is fun, but very short. If you add some more levels or characters, it will be great. I very much liked both this game and the previous one, but I found it a bit difficult sometimes to know which actions corresponded with which 'hero strategy'. I also disliked the game changer actions that didnt have any kind of warning and only told you that you had basically severed all romantic ties with either of the two female love interests AFTER you made your voting choice. I assumed that the romantic aspect of it was just going to be strained a bit maybe, but instead it seemed to just end it.

...OH! duh, one more thing. It would be WONDERFUL to have some kind of temporary save option at the end of each chapter or at least at the end of each 'PART'(part1, part 2, part3) so that you DON'T have to restart if you accidentally touchscreen the wrong option or misread a name. (suspect im a bit dislexic since I got rex and victons names mixed up for about 5 pages at the end of the story....)

All in all, even though I've probably restarted my game at least 20 times and redone the first 8 chapters so many times that I could do it blindfolded in order to redo an important decision that I didnt realize was THAT important, I still reccomend this game to anyone who has even a passing interest in DC, Marvel or Choose your own Adventures.. I'm so excited to be able to have a copy of (I Fell In Love With) The Majesty Of Colors on my computer forever! I've loved it since I first encountered it on Kongregate lo these many years ago. It's a fantastic little conceptual thing, and the remaster is totally true to the experience I remember in my browser, only better. Highly recommended, and I'm delighted to be able to throw a few dollars at the devs in recompense for all the years I've adored it.. This game was great on the Wii and now I can play it again!. More fantastic high quality gaming music from Frank Klepacki.

bad level design, cheap deaths, bad placement of auto saves, a lot of redoing entire boards, horrid story. This game has it all just not in a good way.. Got killed in Cutscene. 10/10. nice to look at and you can play at 3 different skill levels. Played through to full completion from disk then repurchased on here to keep all my games in one place
Took a few tweaks to get this to play on Windows 10 at 1920 x 1080, but got there in the end

This game is ludicrously difficult, from learning to draw shapes on your tablet to attempting to align all the planets in a Galaxy Music is excellent, storyline could use some detail but it kept me hooked until the end

Did cheat to reach the end (I'm not smart enough for this level of puzzle game!)
Movement controls are vastly improved from earlier games, although click-to-move remains available as an option

8/10 - As difficult as you'd expect from the Myst series. I was very into all of these Apogee platformers as a child, but I never really enjoyed Halloween Harry. I was too young to really articulate why, but after revisiting it, I think I can put it into words. The game sucks. Specifically, the level design is terrible. Each level is essentially a maze with no flow, rhyme, or reason to it. It's a series of identical looking hallways filled with the same few enemies over and over again. There's other stuff that isn't very well designed, but what will suck your will to live, or at least will to play this game with those few fleeting moments you have before shuffling off this mortal coil, is the lack of interesting places to explore. For an exploration-based platformer, that's kind of sub-optimal.

It's a shame because the technical aspects of the game are pretty good, and **WAIT A MINUTE ABOUT THE LEVEL DESIGN.** Since the levels are non-descript, you'll have to trudge through the same hallways a few times while you find all of the hostages so you can go to the exit and go to the next level that is gray this time instead of brown. So naturally, the enemies aggressively respawn, and you have limited ammo that needs to be refilled. Also, your ammo is also your fuel, without which, you can't jump. To be clear, this isn't actually hard, but it is really annoying. It's like playing an old RPG where you're trying to find the exit to the dungeon and every four steps an easy random encounter sucks you into a different screen where you have to kill the same four cave rats over and over and over again.

It's like that. But if you can get past how what you're actually doing in the game not being any fun, the game is fine. 18 stars!. I'm giving this game a positive review because I think the premise has potential and a few of the references made me laugh. To the author, please make the club smashing mechanic better- it was hard to tell when I was hitting an enemy at all. Maybe a sound or splatter effect? Or knock the enemies back a little?

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