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## The Art Of Shelter Free Offline



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### **About This Content**

A selection of artwork from the Shelter games crafted into one digital book.

Get a glimpse at the thoughts and material behind Shelter, Shelter 2, Paws, Fables From the Den, The Lonesome Fog, The Circle and Meadow. Flip through old and known images as well as others that have never been shown before.

A must-have for any fan of the Shelter franchise.

#### **Main features**

- 75 spread digital art book
- Original art from 7 different Shelter projects
- Unlocks one unique skin for each animal (12 skins total)
- Unlocks a special 3d-emote-esque sketch skin effect

#### **To access the art book**

- Right-click Meadow in Steam and go to "Properties"

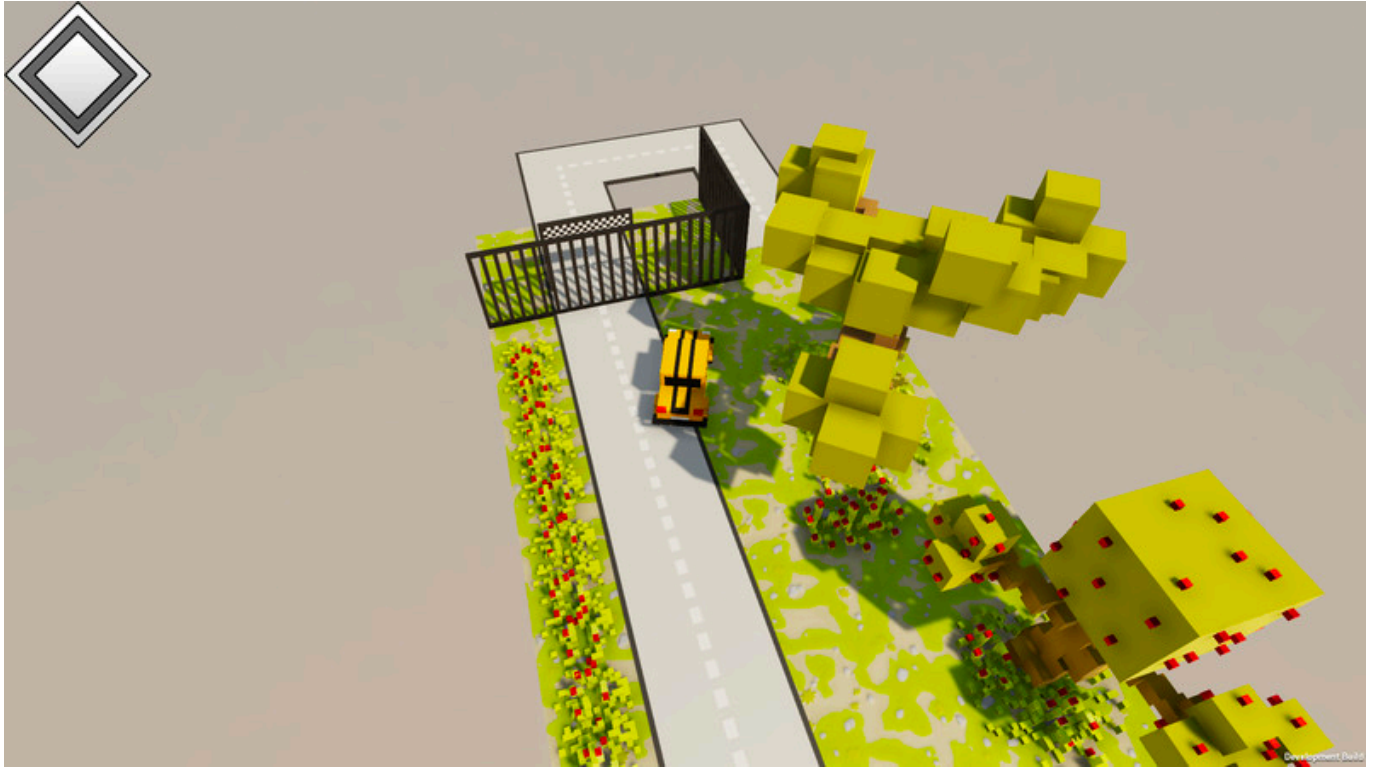
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- Select "Local Files"
  - Click "Browse Local Files"
  - Open the folder called "Art of Shelter"

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Title: The Art of Shelter  
Genre: Adventure, Indie, Massively Multiplayer  
Developer:  
Might and Delight  
Release Date: 9 May, 2018

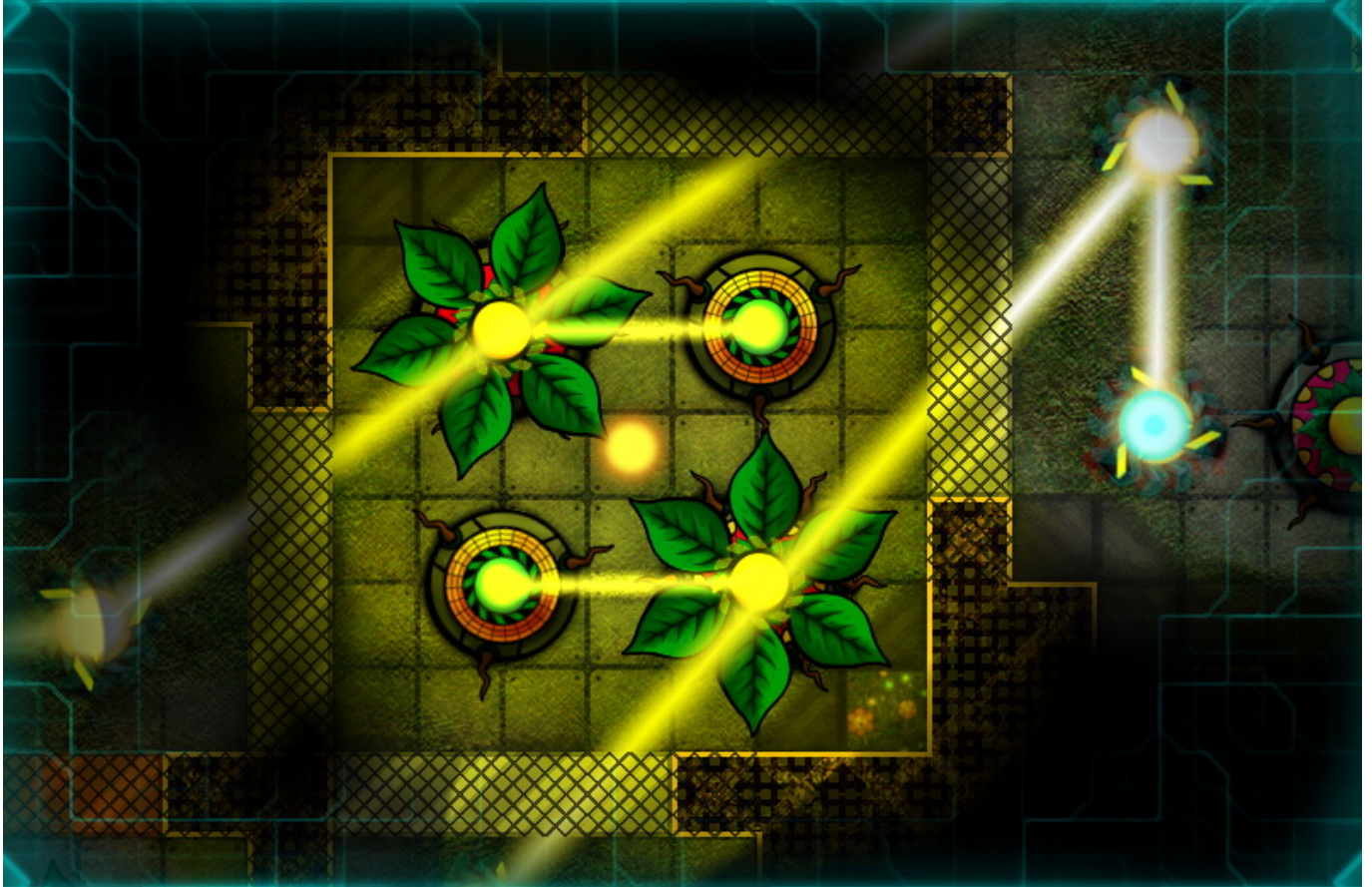
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English,French,Italian,German,Simplified  
Chinese,Japanese,Russian,Swedish,Dutch,Finnish,Danish,Polish,Hungarian,Arabic,Czech



LENGTH LEFT: infinity

4 GENERATORS LEFT



NEXT SEGMENT LENGTH: infinity

3 SEGMENTS LEFT

**Quests**

- (Adventure Index)
- Bad Water
- Chapter One : Special Delivery
- Chapter Three : Viva Libert
- Chapter Two : I've Got the
- Crossing the Border
- Dodgin' the Legion
- Duck, You Suckers!
- Headin' Home
- Hunting the Devil
- Into the Breach...
- Introduction
- Marshal's Notes
- Scouting Bacoachi
- Solid Gold Goodies!
- The Dead Attack
- The Mission
- The Secret Order
- The Setup
- The Sonoran Desert
- The Story So Far
- The Wagon

### Chapter One : Special Delivery

...not ones to trifle with. We're willing to take on a government; don't think for an instant..."

**The Wagon**

James Rogers • If the posse tries to me, Persuasion roll (-2). Ev \$100—half now, half la increases the final pay some spirit. A roll of sm man's bad side:

**Final Details**

If they have no furthes of his associates will ha within the hour—plen their personal gear. At

**Map (image)**

He explains he's also t water enough to get t loaded onto the wagon more if the posse succ

Next, proceed to "The

**The Wagon**

There are also 50 wool blankets, and the f promised by Rogers.

Once the posse head out, process to "Cro (below)

**Crossing the Border**

### The Sonoran Desert

The northern Mexican desert is a bleak and barren country. Trees of any size tend to grow only along extremely rare, and usually seasonal, streams. Low-lying bushes and hardy, sun-browned, wild grass are the most common vegetation in this dry, rocky land.

The desert is far from a flat plain, however. The entire region is part of the Sierra Madre range and nearly a mile above sea level. Mountains reaching even higher altitudes rise on all sides, although valleys of several miles wide separate each ridgeline. The valley floor is crisscrossed by arroyos and gullies carved by sudden flashfloods raging down from the highlands.

The ragged nature of the region makes it attractive to bandits, Apaches, and deserters, along with the Juarista guerrillas. A sizeable band of riders led by a canny scout could vanish into the Sonoran desert within a matter of minutes.

### Crossing the Border

The trip is nearly 100 miles each way. Since the heroes are probably avoiding well-traveled roads, at least on the way into Mexico, it takes them four days to reach Bacoachi. The return trip only takes three days without the ponderous wagon to slow them down.

Regardless of whether or not words, the 25 miles or so to t crossing the border proves t straight through the desert—unoccupied area, which shou an accurate map.

**The Sonoran Desert**

If they insist on going throug they have all kinds of trouble. the Mexican Soldier profile a to show the heroes the erro even faster bribes are all that these towns without a seriou soldiers and Legionnaires hou way?

**Mexican Border Guard**

Once over the border, the p French Foreign Legion

**Dodgin' the Legion**

A-1 A-2 A-3 A-4 A-5

A-10 A-11 A-12

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As far as a-hole raccoon simulators go, this is definitely in my top ten!

Short, but worth it.. Okay so the gameplay is simple yet fun and the game itself holds no microtransactions (that I have found). Nothing really wrong there.

But the save system appears to be almost completely broken. Basically the only thing that saves is unlocked maps and target progress on a bar to making the next shark in line available to purchase with in-game currency. Any items and sharks you've purchased and equipped get reset along with your stats and high scores. I mean it's not so bad as you can re-purchase most if not all the sharks you did earn using the default 1500 gold that also resets upon game exit, but that's still pretty bad. On top of that, the game is seriously overpriced. Frankly, it's \$50 for a game that would be worth maybe around \$15 at most.

I will edit my review and change it to positive if the devs fix the save system if the resetting save is in fact a bug and maybe lower the price without seriously breaking anything else in the game, but this is a bad release right now. Even Shantae Half-Genie Hero Ultimate Edition had a better release than this.. Game wont load past start up screen and there is no help from developers to try and get it working or refunding my money.

So wouldnt advise anyone else to waste their money.. being a flying panda has never been so challenging before.. what can I say? the game has a very good and scary atmosphere, and this is what made me to decide to give thumb up. voice acting is poor and the gameplay is not so funny (i endd myself sometimes bored) but visuals and the overall atmosphere is very very very well conceived. so thumb up, consider buying only if you find this game under 5\20ac

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There are better games out there a lot better.. Having played one run through of this i have to say i like it in a freaking me out kind of way.

The game itself is pretty cool. the voice acting isn't great. But the premise and the puzzles are pretty cool. There are a couple of things that still detract from the whole VR promise. There is a sheet covering something up in room no matter what i try i cannot uncover it. Why? My hands are there just peel it back but nope!

If you fancy playing a interesting and immersive game then check it out. The replay value is slim, maybe a couple of run throughs until you solve it. But at the price point i would say its worth it.

You can follow my playthrough here.

<https://www.youtube.com/watch?v=3QuX3JG2XQE>

. It had a promising concept but instead of being the Pirate conquest game with a taming system as support the developers have decided to make it a Taming game about taming and taming related accessories. You can dress up as a pirate but in the end all that matters is your ability to ride around on a horse\bear\crab and attack other peoples horses\bears\crabs.. nice game . it deserves a try !. It may be hard to play this game but i could give a thumbs up for the community , they are very kind. It's unfortunate that I have to give a negative rating to this game even though I enjoy playing it. What's presented is a very fun and challenging rally racing game with changing physics for separate event types that keeps the players on their toes. It's great for anyone who's a fan of rally racing games, but not so much for anyone else.

To those of us who do enjoy the off-road sport, it's a decent one with solid action but not much else going for it. The metagame of managing your team and budgets adds a realistic, but somewhat unwelcome, touch by charging you thousands of dollars to maintain your team. You have to add higher level mechanics, researchers, and PR agents to get better parts and higher paying events. Car upgrades come sparsely and force you to manage your budget: should you upgrade now or save up for a new car for higher level races? It hardly matters because the AI can feel a bit overwhelming if not adjusted and even at the default difficulty setting it seems to be hard to keep up unless you push your skills and the cars to their limits.

The game has a distinctive lack of personality, specifically in the menus where you'll hear the same hip hop song repeated each time you come back from a race. The in-race UI is dull and there is no flare or excitement even if you pull off a perfect handbrake turn around a hairpin. It features a very basic photo mode that allows you to angle the camera and that's about it. There's a big lack of variety in regards to the amount of cars and tracks available, it could use some TLC in the DLC department.

As far as graphics go they're the second best part of the game next to the racing itself. The environments are gorgeous and light rays, grass, water reflections, and dirt clouds make everything look amazing. The downside being that there's only about a dozen locales to race in. Sound design is also well done but the engines almost sound repetitive despite each different car.

As I said, I enjoy it, but even I know it's not the best in it's genre. If you've beaten the WRC games as well as DiRT Rally and DiRT 4, then wait for a sale. It just feels like a budget title compared to the others.



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