
Doorways: Holy Mountains Of Flesh Download No Survey



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About This Game

General Information

Juan Torres and his family were the target of an uncountable number of rumors and several disappearances that took place in El Chacal, a small village of around 4,800 inhabitants, located in the arid mountainous region of Salta, a province of Argentina.

Among the stories spread around the surrounding villages, legends involving cannibalism, black magic, sects and all kinds of superstitions were heard.

It was also said that Juan Torres was the heir of a large fortune and, somehow, with no claim raised against him, he and his family managed to control the entire town and establish their own law.

The family was made up of Juan, Celia Torres and his only child, Jeronimo.

Doorways is an episodic game, it's divided in three parts and they can be played separately:

Doorways: Prelude (Chapter 1 & 2):

<http://store.steampowered.com/app/248470/>

Doorways: The Underworld (Chapter 3):

<http://store.steampowered.com/app/311250/>
Doorways: Holy Mountains of Flesh (Chapter 4):

<http://store.steampowered.com/app/383930/>

Title: Doorways: Holy Mountains of Flesh

Genre: Action, Adventure, Indie

Developer:

Saibot Studios

Publisher:

Saibot Studios

Release Date: 10 Aug, 2016

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English







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Quite nice idea (ah ok there was guitar hero) but quality of the game lacks (UI, gameplay,...) Maybe next time.. Such a mad, crazy game that I loved to play, having played in a good while and even thinking of going through again in attempt to try and fully get all the achievements.

also Brad is best. Everything about this game I love.. So much fun. Each of the spells are unexpectedly deep, well executed and distinct experiences.

Demonstrates so much promise for VR in general. A real eye opener. Just fantastic experience.. An awesome turn based strategy game that's quick to get started and then becomes more challenging. Really fun!! While this version of the Game lacks some things such as multiplayer, sharing your toybox worlds and an option to allow you to play with your right hand, Disney Infinity 1.0: Gold Edition (the Toy Box mainly) can be pretty fun as you can let your imagination run wild while you create lots of things!. i've thrown away loose change in the garbage that gave me more enjoyment than this. Not borderless. Pictures on this page are misleading.. One of the best buys you'll make on Steam. Plain, simple, To the Point. It's a beautiful game.. P.S "Normal is Hard" .. In General OK game, i wanted to recommend it but its not worth it, here's the deal;

Pros

Story telling

Lots of levels

Adding a bit of strategy to a FPS

Graphics are ok

Cons

My teams are ♥♥♥♥♥♥♥♥, if enemy showed up while following me they don't attack, like they need an invitation

Doesn't let u save when u want & Checkpoints are not practical & had to replay long fights

I have to hit a tank with 4 RPG to get it down & it doesn't stock ammo, so everytime i have to bring a new one

Headshots are not enough to kill the enemy even with sniper or close range.

GTA2 style shooter/racing game. City is atmospheric, the lighting and music really set the mood.
Game is fairly linear, Mafia 1 style, but there are challenges on the map that you can find/do.
Story is told through Max Payne 1,2 style comic strips, you follow the story of garbage man who finds suitcase full of money and get's into bloody conflict with it's owners.
Combat is quite punishing but interesting, both you and enemies can't take more than 2 hits so it's pretty kill or be killed explosive encounters. But the checkpoints aren't far so it does not get boring.
Progression wise it has cool old GTA vibe, shooting/racing/chase someone/escape someone. Pacing is quite balanced.

I have played with latest hotfix to date (22, Oct) and have not run into any crashes or bugs.

I'd say it's a very good value for the money.. Do not buy this game. I have played so much I'm looking for the X button in the kitchen.. I enjoy playing this game. The brief interludes of history and task list for the campaign makes the game enjoyable.. the game is pretty good, I would recomend it if you like The Way, Lone Survivor, or Neon Chrome.. It's fun but extremely repetitive. It's a shame because I really do think this game had potential with it's beautiful graphics and atmospheric sounds but it's just too repetitive.

We're live and 20% OFF!:
IN ENGLISH

The Early Access is Available Now with 20% OFF!

<http://store.steampowered.com/app/383930/>

Please help us sharing the news! Thank you!

The team at Saibot Studios

EN ESPAÑOL

¡Ya está disponible el Acceso Anticipado y con 20% de Descuento!

<http://store.steampowered.com/app/383930/>

¡Ayúdanos compartiendo las novedades! ¡Gracias!

El equipo de Saibot Studios. **Build Update v0.5.1 - Including Cinematics and MORE!:**

Hello everybody!

Hope you're having a wonderful (and/or terrific) Sunday!

We have some news for you >:)

First of all, remember that next Wednesday we'll be FINALLY releasing the full version of the game (1.0), including the last Act 3: The Temple!

But today we have a quick update for you!

This one includes a few cinematics inside the game. Here are some shots:

http://www.doorwaysgame.com/External/Steam/Chapter4/v0.5.1/Highres/cinematics_01.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/v0.5.1/Highres/cinematics_02.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/v0.5.1/Highres/cinematics_03.jpg

http://www.doorwaysgame.com/External/Steam/Chapter4/v0.5.1/Highres/cinematics_04.jpg

We also improved performance and updated the game to the last stable version of Unity (5.4).

We also made a lot of fixes from the feedback we received from you guys at the forums :)

And finally added a new Relic you to the current maps... Where is it? You should find it out!

http://www.doorwaysgame.com/External/Steam/Chapter4/v0.5.1/Highres/new_relic.jpg

So if you want to get ready on Wednesday, you can replay to watch the cinematics and to find the new Relic which also will be necessary to get all the achievements ;)

By the way, have you seen the new 360 images? You can check them out by clicking on this ones directly of Facebook:

<https://www.facebook.com/DoorwaysGame/posts/951773908266905>

<https://www.facebook.com/DoorwaysGame/posts/952914938152802>

<https://www.facebook.com/DoorwaysGame/posts/953047034806259>

See you people on Wednesday! Thanks a lot for your support!

The team at Saibot Studios. **El Chacal Part 2 and Third Person View - Coming soon!:**

What do you guys think about this? :)

http://doorwaysgame.com/External/Steam/Chapter4/ElChacalPart2AndTPV/screenshot_tpv_01.jpg

http://doorwaysgame.com/External/Steam/Chapter4/ElChacalPart2AndTPV/screenshot_tpv_02.jpg

http://doorwaysgame.com/External/Steam/Chapter4/ElChacalPart2AndTPV/screenshot_tpv_03.jpg

http://doorwaysgame.com/External/Steam/Chapter4/ElChacalPart2AndTPV/screenshot_tpv_04.jpg

http://doorwaysgame.com/External/Steam/Chapter4/ElChacalPart2AndTPV/screenshot_tpv_05.jpg

http://doorwaysgame.com/External/Steam/Chapter4/ElChacalPart2AndTPV/screenshot_tpv_06.jpg

That's right! We're working on an option for a Third Person Point of View as a tribute to the classic Survival Horror games!

This update is coming next week with the second part of El Chacal, right after the school ;). **End of the Week Update:**

Hey everybody! How have you been this week?

We've been doing very well, happy with the reception of Act 2 and all the news.

If you didn't get them, we will tell you everything here ;)

First of all, Acto 2: The Mansion is available to play right now!

You can see some images here and also a new video as well at the store:

<http://steamcommunity.com/games/383930/announcements/detail/870691318007991387>

We also uploaded the second Live Action video, directed by Andres Borghi:

https://www.youtube.com/watch?v=JlbbKk_hqjw

The sales for all Doorways games are still on, don't miss them!

<http://store.steampowered.com/app/248470/>

<http://store.steampowered.com/app/311250/>

Doorways: Chapters 1 to 3 Collection (60% OFF):

<http://store.steampowered.com/sub/48191/>

<http://store.steampowered.com/app/383930/>

And yesterday was a special day since it was our 5th anniversary in Saibot Studios and Doorways.

We uploaded some interesting pictures from the evolution of the team and early access sketches:

<http://steamcommunity.com/games/383930/announcements/detail/870691318015646701>

In the next days we'll be making a quick update based on your feedback from the forums. Thanks for that!

And we also wanted to let you know that we're going to be making small change in the price of the game, since it's taking a lot extra work.

This is something we already mentioned in the Early Access Section.

So, if you don't have the game yet in your library, we recommend you to get it now with the lower price, and also because it's still on sale ;)

Thanks again for all your support ;)

Remember to follow us on our social medias to stay updated on all the news:

Facebook: <https://facebook.com/DoorwaysGame>

Twitter: <https://twitter.com/DoorwaysGame>

Google+: <https://plus.google.com/+DoorwaysgameOfficial>

Cheers from the team!. **Doorways Digital Artbooks NOW Available!:**

The exclusive material starts now!

As we promised, we have just started releasing some interesting things for all the fans of the Doorways series ;)

Here we created some digital artbooks from all the work made during development of the games by our concept artists and illustrators.

It's the amazing work of Victor Ahmed in Holy Mountains of Flesh and Martin Voychisko in Prelude and The Underworld.

This are cheap DLCs available to download from each game and currently with 10% of discount!

<http://store.steampowered.com/app/526120/>

<http://store.steampowered.com/app/526560/>

<http://store.steampowered.com/app/526570/>

Hope you like this, more material is coming soon!

The team at Saibot Studios. **Presentation:**

IN ENGLISH

Hello everybody!

Here's Saibot Studios. The indie developers from Argentina.

This is Doorways: Holy Mountains of Flesh, the fourth and final chapter of the series.

<https://www.youtube.com/watch?v=FQ27q7IDgDc>

If you're new to Doorways, it's okey. You don't need to play the previous games to fully understand what is going on. But you can do it if you wish.

Here's the collection for chapters 1 to 3, where you can also find the individual games:

<http://store.steampowered.com/sub/48191/>

In next post, we will be posting some of the dev-blogs we have been releasing about the development of this new game.

Thank you for the support!

Tobias Rusjan and the team at Saibot Studios

EN ESPAÑOL

¡Hola a todos!

Esto es Doorways: Montes Sagrados de Carne, el cuarto y último capítulo de la serie.

<https://www.youtube.com/watch?v=FQ27q7IDgDc>

Si nunca escuchaste hablar de Doorways, no hay problema. No es necesario que juegues los capítulos anteriores para entender de qué se trata. Pero puedes hacerlo si así lo deseas.

Aquí puedes encontrar la colección de capítulos 1 al 3, y también a los juegos por separado:

<http://store.steampowered.com/sub/48191/>

En los próximos anuncios estaremos publicando las actualizaciones de desarrollo que estuvimos haciendo en este nuevo juego.

¡Gracias a todos por el apoyo!

Tobías Rusjan y el equipo de Saibot Studios. **Build Update v0.3.1 and MORE!**:

Hi! Hope you people had an amazing start on this 2016 :)

We continue working hard on Act 2: The Mansion.

In the next days we'll be revealing the first screenshots ;)

We've just made another quick update (v0.3.1) which includes:

- Bug fixes
- Light optimizations for all maps
- Update to the last stable version of Unity
- Support for Direct X 11

Thank you for keep following us and we wish you the best for this year!

The team at Saibot Studios. **v0.5.0 Coming Tomorrow! (June 9th)**:

Hey everybody!

Just want to let you guys know that tomorrow we'll be releasing the mayor update we talked about, which includes "El Chacal - Part 3" and fixes for the previous maps.

Also, we'll revealing an estimated date for the final release :)

Stay tuned!

The team at Saibot Studios. **The Temple's Entrance in 360°!**:

Hi everybody! How are you doing?

We're getting very close to the final release of Doorways: Holy Mountains of Flesh (August 10th), which will include the final Act: The Temple.

So we want to share with you some new interesting images in 360 degrees so you can explore what does the Temple's entrance look like :)

<https://www.facebook.com/DoorwaysGame/posts/942708142506815>

<https://www.facebook.com/DoorwaysGame/posts/943521155758847>

<https://www.facebook.com/DoorwaysGame/posts/944220539022242>

<https://www.facebook.com/DoorwaysGame/posts/945006882276941>

Hope you like it and new material is coming soon!

The team at Saibot Studios. **Doorways Soundtracks NOW Available!**:

Hello there!

Today we have another exclusive material for you!

That's right, we're talking about Audio: All the soundtracks created for the games (music and ambience sounds), and now remastered, are available to download at Steam :)

It's the work of David Levill, the Music Producer and SFX Composer at Saibot Studios, who has created such amazing work for the Doorways series!

There're three cheap DLCs, one for each game, and all with 10% of discount ;)

<http://store.steampowered.com/app/526121/>

<http://store.steampowered.com/app/526561/>

<http://store.steampowered.com/app/526571/>

Hope you this! Thanks for the support!

The team at Saibot Studios

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