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## About This Game

Dan McPenrite's sister Merle has dropped off the grid without notice. Reports indicate that this is a fate she shares with countless others.

Set in the near future where virtual reality has become the ultimate escape to the dreariness and suffering of everyday life in a collapsing society you will use your wits, computer skills, and hacking ability to discover the mystery behind the recent disappearances. This investigation leads you to infiltrate her last known location where you become entangled in a conspiracy that spans both virtual and physical realities. Do you have what it takes to find your sister and help her before it is too late?

The initial concept of this game was created by a published author in the hacking world. The story has been written by Conor Kostick - Published Sci-Fi author and Historian.

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Title: Terminal Hacker - Into the Deep  
Genre: Adventure, Indie, Early Access  
Developer:  
SecuritySession.com  
Publisher:  
SecuritySession.com  
Release Date: 30 Oct, 2015

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**Minimum:**

**OS:** Windows 7

**Processor:** TBD

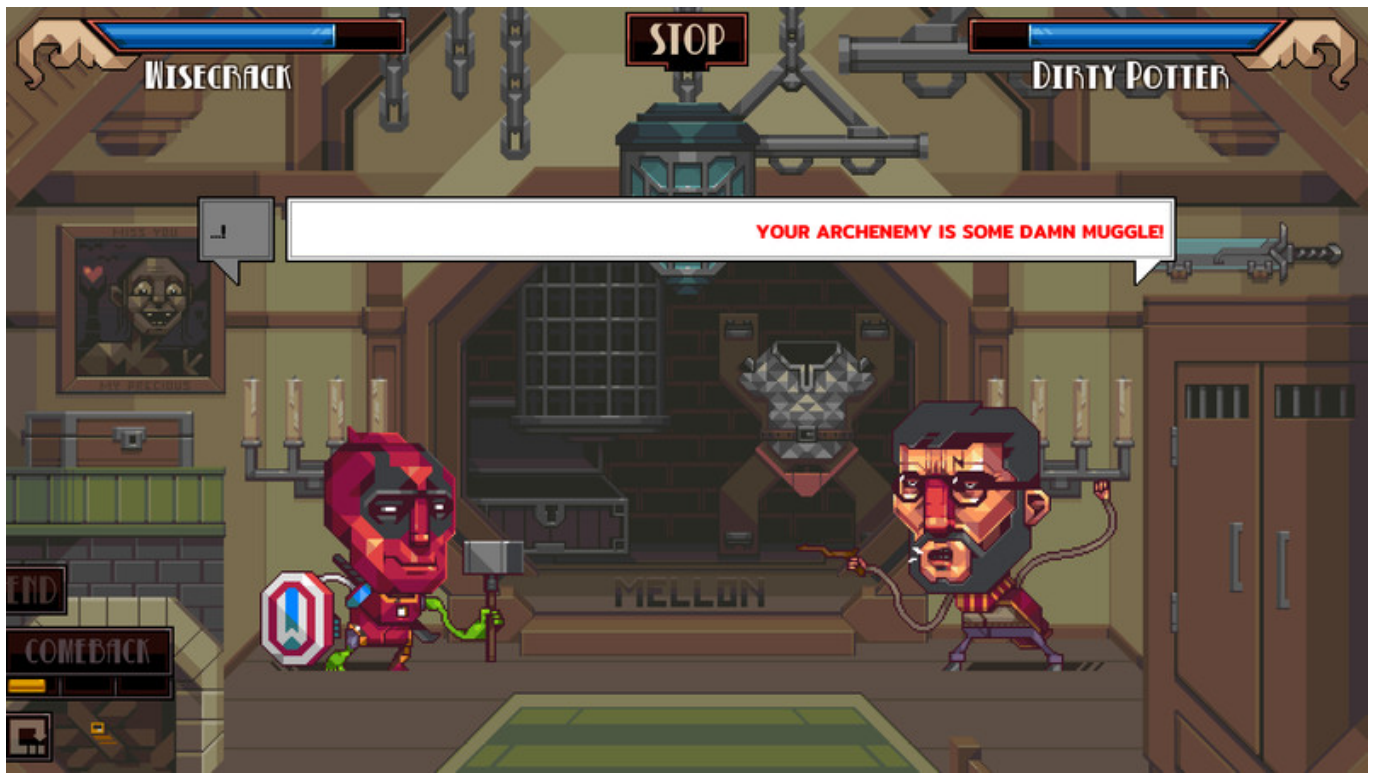
**Memory:** 4 GB RAM

**Storage:** 3 GB available space

English







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Used this software a lot to record my gameplay, then upload it to youtube. This is better than Frap because it uses multiple cores on the processor.. no, No, and NO!

Bloody ridiculous.

Before your eyes can adjust and locate the man on the new screen, he's already dead.

Suggested fix:

LOCK the edge of the screen where he exits the previous level so as to prevent him from exiting again.

KEEP him where he exits as the new screen appears and have him run from there to another edge.. kinda like another airship battling game. -\_- . So, I only recently played Cinders (other game by this developer) and was quite happy to see this one was recently released. I love the art style of these games - so beautiful.

I love that this one has two MCs and there's a mystery to solve. Things def didn't turn out as I expected and I liked that it wasn't obvious (at least to me) who was doing what. The mechanic of having a notebook that kept track of things you learned about other characters was pretty cool too. Unlike Cinders, there's not really much for romance options in this one, it's mostly focused on the mystery here. I didnt really mind myself, but just something to think about if that's important for you in a VN.

I love that this one took me a little while to play through (my time on record is just one play through, though I did pause now and then to talk about impressions and etc as I was recording an LP) and the story kept me riveted through the entire thing.

Overall, highly recommended.. Very Entertaining! I see big things for this game!

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The first Garshasp was fun in a B-game type way. This game ruined my life and almost made me suicidal and has the worst boss fight I've ever played. Do not ever buy this for you or anyone. Do not do it. It is the worst thing. Do not do it. Do not think of doing it. I am a lesser man for having played it.. Crashiola game. Four times, never finished a single game.. Boring with zero polish. Blah.. worst risk game ive played do not get it. This is an earlier release from Artifex and it unfortunately does show. I'll put my hand up to be a spell and/or grammar checker for any AM games if you'd like as there is too many easy typos to find, easier than identifying the plot in this game. On the achievements (which I love in any game on Steam), I really have an issue with a reward being given for using a hint 40 times in a game. I finished the game with not one hint yet I'll need to go back over the game to earn the 'finish the tutorial' hint and the 'used 40 hints' achievement. The Hidden Object games make it wayyyy too easy for players to find a way out these days and people really should get a challenge out of a game or why bother. For those of us who grew up with Jane Jensen's games will know what I mean. Anyways, I put this game in context: it's a very rough early AM game and there have been many more success stories that have come with more recent experiences. The positive in the game are the hidden object scenes are good, beyond that it's pretty standard fare. 5/10

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