
Tender Loving Care Hack



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About This Game

You are about to enter a fantasy quite unlike anything you've ever seen or felt before - a fantasy built from the stuff of your very own mind. Tender Loving Care is not just a finely crafted suspense story; it's an exploration into your innermost perceptions, opinions, and attitudes. The unfolding story is shaped and changed by your responses to it, so that no two people will experience Tender Loving Care in exactly the same way.

Starring the acclaimed British actor, and 2-time Oscar nominee, John Hurt (Contact, Love and Death on Long Island, Elephant Man) TLC is a feature-length film seamlessly combined with computer-game like navigation and interactivity.

The player is voyeur, detective, judge, and patient all in one. Between each variable scene, Dr. Turner enlists the viewer's help in assessing the behaviour of each of the films characters - Turner's beautiful, deluded patient, her dangerous husband, and the mysterious, seductive psychiatric nurse enlisted to provide what may, or may not be, TENDER LOVING CARE.

The viewer's answers to Dr. Turner questions the shape the course of the action and the final outcome of the story. The viewer, too, becomes one of Dr. Turner's patients, taking a series of Thematic Apperception Tests (TATs), the results of which create a progressively accumulating personal psychological profile, and a complete psychological analysis by the end of the movie.

Title: Tender Loving Care
Genre: Adventure, Casual
Developer:
Aftermath Media
Publisher:
Nightdive Studios
Release Date: 1 Jan, 1998

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Minimum:

OS: Windows XP / Vista / 7 / 8 / 10

Processor: Intel Dual Core Machine

Memory: 256 MB RAM

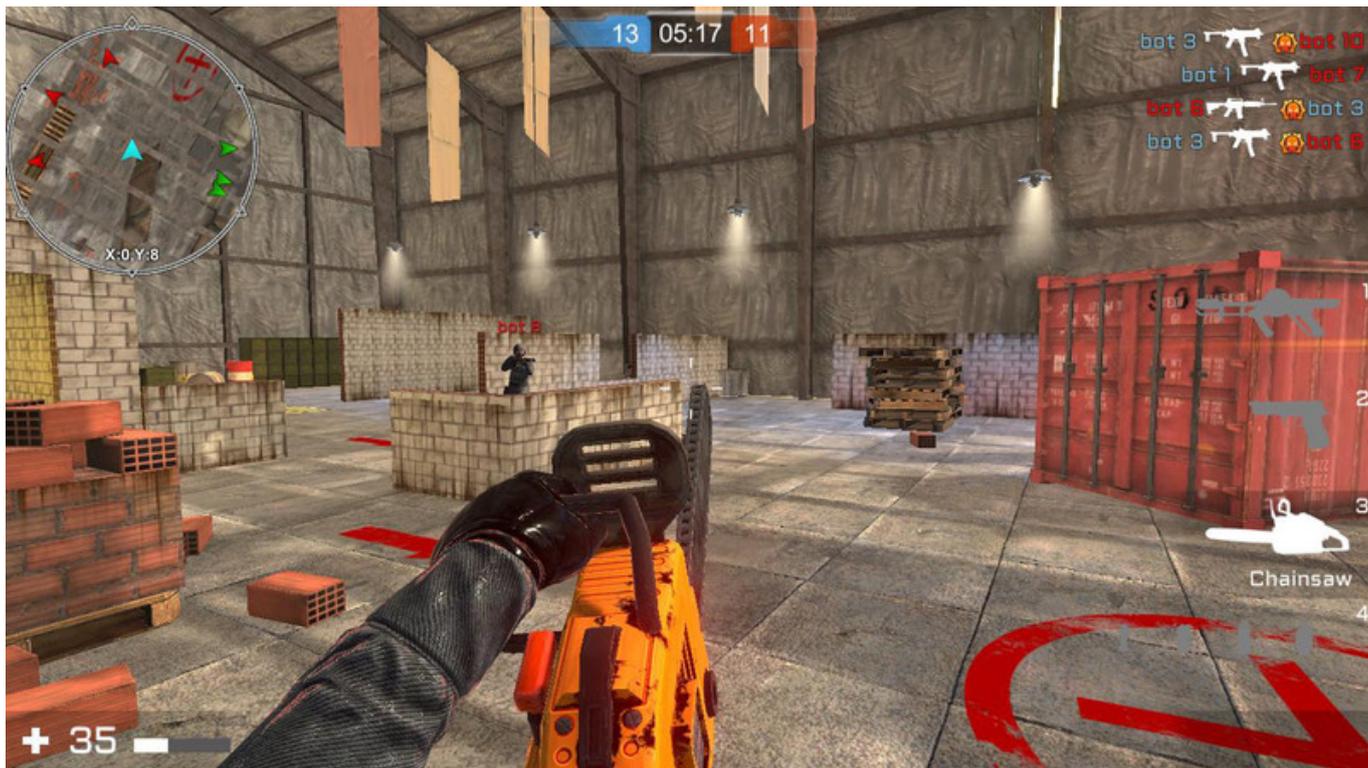
Graphics: Direct3D compatible 3D accelerator card

Storage: 750 MB available space

Sound Card: DirectX compatible sound card

English







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Green and gross tbh. Optimization i very very baaad thank you. Yeah, this game is surely underrated, in quality it stands beside games like Ib, Mad Father, Yume Nikki etc. Pay attention to the story, because it's really complex and sometimes it can be quite confusing.

(And play EP1 first or it won't make much sense.). All right, so I just bought the game for not even a dollar because curiosity got me and I saw a lot of people complaining about it. When I bought it, it was less than a dollar and the price has dropped to \$4, and I find that acceptable.

Positives;

Music; The music is pretty dang good and it's a good fit for the game.

Theme; A group of nine survivors fighting their way down to the bottom of a skyscraper through hordes of zombies, I like the theme here because what awaits us at the bottom? I am curious to what the 'sins' thing is. I know that the survivors are going to have to go through a metaphorical 'Hell', but I wonder if there's something more sinister at play.

Action; The action is fast paced and I certainly enjoy a good beat'em up that is fast. The zombies are often defeated with one hit which helps clear things up.

Graphics; While they are primitive, they are decent to look at and there's a lot of attention to detail.

Negatives; EDIT; All right, I wrote these down after about twenty minutes of playing. I did get used to the controls and how fast everything was. It takes about an hour of playing for you to get it down. Also, play as Jonah Jameson.

Way too much going on the screen/Everything going too fast: I understand the game is supposed to be fast paced and maybe I'll get used to it, but my first impression is that there is waaaaaaaay too much going on. I'm trying to throw bottles at the zombies and before I know it, there's like three flashes and I get hit with three hordes. I know my level was on Hard but the zombies move at about 40 mph and I can't seem to get a break to flip the switches I'm supposed to. I was too busy trying to make sure my health didn't drop like a stone (It's hard to describe. It's like one second I'm not taking damage despite how close the zombies are and the next, my health ticks down by a quarter and I don't have as many zombies around).

Control Scheme; The control scheme on the controller and keyboard is a bit confusing and I wish I could edit it.

I also feel the sprites are too big for what's going on, the player being surrounded by a huge mass of zombies. Take a game I hold dear to my heart; Risk of Rain. The sprites were incredibly small, but at the same time, it helped you keep track of the sheer number of enemies and projectiles coming at you. Another good example of this is Dead Pixels, where you had more real estate on the screen to keep track of enemies as they try to overwhelm you. In this game, everyone moves at the speed of light and it's hard to keep track of it all. Mother Russia Bleeds is also a good example of having a beat'em up with large numbers of enemies, but the game includes things to help you manage crowds like your punches being able to pierce the crowd and being able to stun enemies so you can have a breather.

I keep having a problem where I'm holding down the movement keys yet my character comes to a stop after I hit the ability buttons. I know it's a minor thing, but I keep expecting to move after I throw a punch which leaves me confused on why I'm standing still or facing the wrong way after throwing a punch.

Overall; For a game that got released back on Halloween of last year and had its first major update in January, I really can't judge it at the moment since it's in a 0.2 state. I think it accomplishes what it set out to do, but there's a lot of flaws this early in the game. Is it worth the \$4 for early access of this game? I would say yes. There's a lot of potential here to be good, but a lot of

work needs to be done.. AMAZING 11/10. Wow! What a game! A friend and I played this game together, and man this was fun! The puzzles can be challenging, and you need to make sure that you read EVERYTHING! If you have the right partner in this game, it will be amazing. This was fun, exciting, and at times a little scary! Worth every penny, and hoping that this company makes another game like it soon! Will be keeping my eyes open for the next one!

This was ludicrous, sexy, unplayable (in the fact that you are just watching a film) and downright ridiculous. Absolutely I will recommend this to you to play. It had me in stitches. If you can stream\screenshare this to a friend, it's even better.

https://youtu.be/3wTZ3q_bi5k. Great game. I wish there were more tower defense games on steam. I remember years and years ago on the PSN there was a game called Crystal Defenders, sort of similar. I've been looking for a similar game for years now, it was a great way to pass the time.

[I'd recommend this.. 3 more reviews for us to put our achievements on our profiles!. Amazingly well made Asymmetrical coop puzzle game!](#)

[Last level stumped me and my buddy but it was great fun!](#)

[Hope they add more levels at some point.. Played this game when it first came out. Was amazed at the time with the puzzles and graphics that were presented. Acting is horrible... as is the case with a lot of games from this era, but the puzzles could be quite challenging. Tried to play this game again recently and it simply can't compare with today's games. I recommend yes only for nostalgia reasons.. a really great game worth my money. Very fun fast paced platformer. There's not a lot of slow down in this game, you're going to slice through people quickly and it compliments the pacing of the game. If you've enjoyed faster paced platformers this will probably fulfill the itch.](#)

[It's just a lot of fun and not too heavy handed a price on the wallet either. There's even a level editor for those of you who want to customize your own platforming. Overall, just a simple game that's really direct and enjoyable.. A game for achievement hunters. With broken achievements :v](#)

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