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About This Game

In this darkly humorous 2D action-adventure game (with a dash of survival horror) you play as JOHN HARRY – a balding moustachioed dim-witted drunk, who just drove his most prized possession – a car – into a ravine.

STORY

A man, who calls himself THE WARDEN, tricks John Harry into signing a contract that obliges him to complete seven ordeals – varying from mixing a cocktail to participating in a deadly game show. But what is the true goal of this mysterious "warden"? And is John Harry really as dense as he looks? How many cocktails can a man really drink in one day?

WHAT TO EXPECT

- **BLOOD:** Know your health by the amount of blood on your face!
- **ALCOHOL:** Mix cocktails and feel their effects!
- **VIOLENCE:** Shoot bullets from guns into horribly deformed creatures!
- **ABUSE:** Experience verbal abuse by people you hardly know!
- **PUZZLES:** Find out if the rusty key fits into the rusty lock!

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- **TALKING:** Have a conversation with other weirdos!
 - **CHOICES:** Conversation choices that sometimes have consequences and sometimes don't!
 - **INVENTORY TETRIS:** Unleash your inner OCD by managing your inventory!
 - **LOVE:** Fall in love, or just watch dirty pictures!
 - **THE END:** Experience three totally different endings depending on decisions you made!
 - **MINIMAL HUD:** Use your brain to remember how many bullets you have left!
 - **PHILOSOPHY:** Find out if worms are moral beings!

Title: Beyond a Total Loss
Genre: Action, Adventure, Indie
Developer:
Pseudobug
Publisher:
Pseudobug
Release Date: 18 Jun, 2019

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English







Update v1.1:

-Fixed 4th level. **cat notebook ii:**

<https://www.youtube.com/watch?v=2ONSjmdQUwo>. **Build v.1.20.2412:**

We've got two small fixes for you today:

- resolved the issue with input text fields on the Event Editor, they should let you scroll the text to the bottom without problems now;

- fixed a rarely occurring soft-lock at the end of a turn.. [?]:

add 2 mini games

Clicker and puzzle

add 2 songs

add new waifu

add new achievements

. **v 0.6.9:**

the next fix is the add-on:

-directed translation

-mix errors in music and effects

-The fire thrower's fire rate is increased by a factor of 2

- Flamethrower flames (possibly temporary)

-optimized the appearance of footprints on the ground (donated RAM)

- shots and "shells" of guns were optimized (donated operative memory)

-added to reaching Steam (currently active 7). **New Year Patch Notes:**

Holidays? Nah, check out what we've done with this year's last release! We focused on **own projects** and **performance**.

Own projects are now long-term. After their release, they continue to float on the market and generate revenue.

We also optimized the exchange's performance and overall performance of the game. Hope for your feedback on that one specifically!

And to not over the party, we brought a couple of bug fixes:

- Game saves now autosaving frequently. There should be no situation when you load the save and get thrown back in time
- Salary raise works properly adding 10% of existing salary to employee's check
- Doubled platforms in own project platform selection are gone
- Employees assignment on own project creation fixed

We wish you a lot of new accomplishments in 2019. Plenty of updates on Go to IT coming up in the new year. So see you there.

Yours,

Black Deck Crew. **Dev blog 18 August 2017:**

We have a new release coming next week. It will contain the new chest screen and level system that I talked about last time, but otherwise mostly bug fixes.

Next week (or possibly sooner) we'll also be doing the first adjustment of item drop rates. We saw that new players received a flurry of items, but then the drops plummeted. We're increasing the long-term drop rates, and will also be adding a new random chest drop. Overall you'll see items more often. This is something we will continue to revise based on the data available.

We are preparing a special item exclusively for people who have played before the F2P release as a thank-you for helping us. This will be a once-only item, which will never appear in a chest or post-match item drop. It will be distributed very shortly after the F2P launch. Wear it and let everyone know that you are special.

As far our current work-in-progress goes, we are mostly doing logistics stuff now, which is not very interesting but very necessary. We have to make sure that our tiny team can offer sufficient support after the F2P launch. This means we're writing lots of guides, teaching everyone how to do patches/updates, and generally sharing all the information that's built up in people's heads over the years. It also means some of us are making commitments to wake up at 3am so that we can offer 24/7 support for a short time after the launch.

-James. **Patch 08 - v0.5.3.4 Changelog:**

We just released a new patch for Chef, bringing some new features we've been asked and several fixes!

Changelog

- Fixed several bugs related to save and load issues.
- Added Autosave feature: the game now saves at the beginning of the day and right after the lunch service is over.
- Fixed a bug related to rotation of already placed items.
- Custom recipes can now be deleted permanently from the Menu Panel.
- Fixed missing icons for Roasted Veggies.
- Added Margarine to create vegan desserts
- Savegames are not sorted by the most recent ones.
- Fixed an issue with customers leaving the place because unable to be served. It won't appear with future savegames.

. THE CHAMPIONSHIP will end in 3 days!

Hey Heroes!

Only 3 Days left! Who will be the best hero?

The championship ends at 11:59 PM (PST) on August 31!

BE THE HERO -Score Attack- Player Ranking

12:00PM (PST) Aug. 28, 2018

	USER NAME	SCORE	TIME	RANK
	okiuxio	21832600	0:26	
	Umbrasan	21831800	0:28	
	Hikari2486	21776200	0:34	

EXFVR.

RANK	USER1	USER2	USER3
神 KAMI	mento_SGL	Umbrasan	okiuxio
鬼 ONI			
雷 IKAZUCHI	syalamander	theshadow634	nanaki_pg
炎 KONO	Hikari2486	milky4108	onvochn
忍 SHINOBI	LaptopRetrospe1	bakuson2nd	Charararaxd

EXPER.

The top hero will win an original caricature by Ishikawa, the comic book concept artist of BE THE HERO!



You can also win a free steam key by getting the secret rank!(Only 3 slots of “?”ONI Rank remaining)

Download and play the Score Attack Demo on this steam page, then post your score on social media @EXPVRstudios.

Good Luck!. **Patch 27 Released:**
Hello Saviors,

A patch was just released for Major\Minor.
Here are some of the changes/additions:

- Taking Reiyō's hand in Chapter Two will grant an affection point.
- Chapter Five has been entirely re-written/revised.
- The re-write/revision project has been completed.
- Inconsistencies in earlier chapters have been corrected.
- The prompt about soft-resetting has been removed from Chapter Two.
- Reiyō will recognize more names during name input.
- An error was fixed where Sam always received the same fortune.
- Maximum number of save files has increased to 50.
- An error has been fixed involving looping text in CH10

Kyle "Klace" Lambert
Tall Tail Studios
Project Lead and Head Writer

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