
The Spook Inspectors Keygen

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About This Game

You are an aspiring paranormal investigator eager to join the Spook Inspectors Paranormal Society (SIPS). Your task is to investigate allegedly haunted locations - ranging 5d3b920ae0

Title: The Spook Inspectors
Genre: Action, Indie, Strategy, Early Access
Developer:
StarvingIndieDeveloper
Publisher:
StarvingIndieDeveloper
Release Date: 25 Jan, 2019

English

the spook inspectors

This game is a wonderful game concept and a great start. I will absolutely be coming back as this updates. I have recorded a three part series and a few notes to Devs at the end of the third. <https://youtu.be/pdE0IVHBMhI> <https://youtu.be/mSKp59fRorU> <https://youtu.be/ibEOMQXvXjA> I hope to see this game fully made :). This game is a wonderful game concept and a great start. I will absolutely be coming back as this updates. I have recorded a three part series and a few notes to Devs at the end of the third. <https://youtu.be/pdE0IVHBMhI> <https://youtu.be/mSKp59fRorU> <https://youtu.be/ibEOMQXvXjA> I hope to see this game fully made :)

Resolution setting restored : The new build now allows the resolution to be changed again, and the previous problems seem to have been fixed except occasionally some of the geometry is tinted slightly after changing the resolution (if you were in the middle of an investigation), but it only seems to happen occasionally. The more severe problems seem to have been cleared up. Please report any continuing problems.. Major Change : The focus of the game has now been shifted to just the Spook Inspectors portion (which originally was just a percentage of the "levels") and the name has therefore been changed to "Spook

Inspectors Investigate Morleyville Mall". The goal is now to work your way up the ranks in the Spook Inspectors Paranormal Society by investigating allegedly haunted locations. Since this is now the sole focus, the number of devices at your disposal will be increased in subsequent builds, probably including devices to detect ghosts with laser grid projectors; display Kinect-style "stick figures" to indicate possible human forms from density data; and record EVPs (electronic voice phenomena). The latest demo also includes a number of bug fixes and minor feature changes.. New build : New build with following changes: - Another significant adjustment to rank requirements (a lot lower than previously) which means some players may find themselves being promoted suddenly after their next investigation after updating. - The amount needed for the next rank is now shown as a percentage (e.g. "You are now 50% of the way to the next rank") after each investigation, as requested by many players. - Another RNG adjustment which should make it easier to find evidence. - Some other adjustments and fixes. - A rare but severe bug was discovered: on rare occasions a location may simply not have any ghost spawns at all after a certain point. Since it's so rare, it's difficult to determine what causes it, but players can avoid it as follows: If you can't detect any EMF anomalies after a few minutes, just quit the investigation and come back, which resets the spawn parameters.. New Location - "Crampton's Warehouse" : The latest build contains a new location : a 19th century warehouse which has remained disused for unknown reasons despite multiple recent owners. Like the last one, it's another dark location. The build also contains some new types of ghosts, and some minor fixes.. Version 0.38 : Version 0.38 has been uploaded. - Fixed the "extra footsteps" problem (the player would have one or two extra footstep sounds after coming to a stop) - Adjusted ghost RNG again since the previous adjustment had created longer delays than intended. - Some other bug fixes.. New location - "The Vaults" : A new build has been uploaded with a new location to explore - an abandoned 19th century underground warehouse - along with some additional minor changes. Many people requested more underground / dark locations, so this is the first of a series that will hopefully be completed within the next week or so.

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