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Welcome To... Chichester 0 - Preview Crack Activation

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## About This Game

### STORY

When the self-proclaimed "best secret agent in the world" starts his week-long holiday, he is anticipation nothing more than a simple hiking holiday with a grizzled guide up an unnamed mountain. Unfortunately for him, his enemies decided that would be far too boring...

### DETAILS

This is a very short, comedic **TEST** visual novel featuring an interesting array of characters, and an exciting story that has been expanded into a trilogy

Features include :

- Visit Chichester (not personally though)
- The ability to give your character a name! Wow!
  - Comedy
  - Quirky characters

Features music by Kevin MacLeod (Licensed under Creative Commons: By Attribution 3.0) and some graphics from Pexels, as well as the standard characters from Visual Novel Maker

Designed as a **test** for both writing visual novels and dealing with Steamworks.

The idea has now been expanded to a full 3 part series (currently WTC Redux, WTC 2 and later WTC 3)

### Characters

Grendel Jinx



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Lorinda Ella



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Hotel Receptionist





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Title: Welcome To... Chichester 0 - Preview  
Genre: Adventure, Casual, Free to Play, Indie  
Developer:  
Priority  
Publisher:  
Priority  
Franchise:  
Welcome To... Chichester  
Release Date: 30 Jun, 2018

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**Minimum:**

**OS:** Windows 7 upwards

**Processor:** Intel Core 2 Duo or better

**Graphics:** DirectX / OpenGL capable GPU

**Sound Card:** Any Windows compatible ones

English









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**Update #5 is now live!:**

Hello everyone,

We are happy to let you know that update #5 (v0.9.2) is now live! The update brings three new chapters, over 25 new clay shapes and lots other improvements.



**Content. Update #2 is now live!:**

Hello everyone,

We are happy to let you know that update #2 (v0.8.9) is now live!

**New Aqua Rock chapter. Release 1.0 is now available!:**

Hello everyone,

We are happy to let you know that Claybook is now released on Steam, Xbox and PlayStation 4. Release version introduces a brand new cross-platform sharing. You can now create and share your creations with the entire community, regardless of the platform.

Huge thanks to everyone who played and helped us during the Steam Early Access and Xbox Game Preview. Below you can see some of the new features, improvements and fixes you'll see in the release version.

- New cross-platform content sharing (Steam, Xbox, and PS4).
- The game is now fully localized for seven languages.

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- Better support for <2 GB video cards. Select 'Half Resolution Volume' from graphics settings if you encounter stability issues.
  - Temporal upsampler. With this feature, even mid-tier cards can output a 4K image that looks very close to native 4K.
  - Lots of GPU performance optimizations.
  - Many in-game camera improvements.
  - Lots of editor new tools and improvements such as gameplay presets.
  - New editor and gameplay options added to the game.
  - Lots of user interface related fixes and improvements.
  - Also, many other smaller fixes and improvements throughout the game.

### Hotfix #1 (3rd September)

- Fixed an issue causing a crash in the game at level load on old CPUs (AMD Phenom and Intel Core 2).
- Fixed refresh rate UI bug in the video settings screen.

Until next time,

Claybook team. **Holiday update:**

Claybook is getting into the holiday spirit with an update. The update includes sweet holiday decorations and a bunch of fixes here and there to get into the warm holiday spirit.





We are estimating to release update #3 before the holidays.

Until next time,  
Claybook team. **Update 1.1 is now available!**  
Hello everyone,

Update 1.1 is now available. Here is a list of changes in the update.

- Claybook is now using Unreal Engine 4.21 with all of improvements and fixes.
- Rendering and performance improvements. Up to 35% faster frame rate on low end integrated GPUs.
- Workaround for Nvidia RTX driver bug that breaks the camera.
- Various physics and fluid simulation performance improvements.
- Various memory usage optimization.
- The groundwork was done to support more desktop platforms. Core technology ported to Metal and Vulkan.
- Result screen leaderboard will now show the improved score immediately (Steam).
- Leaderboard pages can now be changed with a gamepad.
- Particle emitter lifetime property fixed. Now custom chapters can use emitters to spawn particles with a specific lifetime (Between 0 and 16 seconds).
- Fixed friend leaderboard query (Steam).
- Search filter in the user-created content menu will now properly update when added with the gamepad.

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- Fixed menu and in-game music playback issues.
  - Half resolution volume checkbox is now disabled when entering settings from the in-game editor. This property is only available when coming settings from the main menu as it requires resource reinitializations.

Until next time,

Claybook team. PsiSyn: The Game Dude Simulator Dreadnought HyperBrawl Tournament Hipster Cafe Zup! 7 Super Dungeon Master Ace: The Classic Fantasy Adventure RPG Fortissimo FA INTL Ver Legend Of Mercy 🎮🎮🎮 Interstellar Marines

Claybook **Update 1.2 is now available!**

Hello everyone,

Update 1.2 is now available. The update brings optimizations, preparations for additional platforms and some bug fixes.

Undo/redo related issue was fixed that caused clay volume to be updated properly in a few cases. User templates are now functional in the in-game editor as they were before the cross-platform backend changes. Now you can create custom templates that can be used to speed up to process.

Until next time,

Claybook team. **Update #3 is now live!**

Hello everyone,

We are happy to let you know that update #3 (v0.9.0) is now live!

Improvements. **Update #4 is now live!**

Hello everyone,

We are happy to let you know that update #4 (v0.9.1) is now live! We have been working hard to optimize the world generation and hopefully update fixes most of the loading and stability related issues that many of you have been having.



Improvements. **Update #1 is now live!**

Hello everyone,

We are happy to let you know that update #1 (v0.8.8) is now live!

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Also, a beta branch is now available and it's open to everyone. The branch will be updated more frequently and it's used for testing before upcoming updates. If you interested finding out what is coming next, select this branch from your Steam client.

New Cannon Castle chapter

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