Mainlining Activation Code And Serial Number

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About This Game

"*Arguing that you don't care about the right to privacy because you have nothing to hide is no different than saying you don't care about free speech because you have nothing to say.*" **- Edward Snowden**

Mainlining is a thrilling point and click hacking adventure that mixes dark and dry humour with a gripping narrative that will have you hooked from the very first case. Following the government's introduction of the BLU Pill Act and the Secret Intelligence Service's reintroduction of MI7, all online personal data is accessible by the powers that be. Mainlining questions techno-ethics and whether it is acceptable for an organisation to have the power to look at personal data. What if someone else got the key to that?

NARRATIVE

Mainlining and its BLU Pill Act mirrors what's happening in our own world. On November 4th 2015 the The Draft Investigatory Powers Bill was discussed in the British Parliament's House of Commons for the very first time. It's likely that the bill will be passed sometime in 2016, meaning that domestic mobile and broadband providers will be forced to assist authorities with gathering data and storing it for a year. The police and security services will have access to the top line of the UK's population browsing history, as well as knowing what apps have been used.

Referred to in the popular media as "the Snooper's Charter" and opposed by a number of civil and human rights organisations, the Investigatory Powers Bill is positioned to aid security forces in tracking terrorists and serious cyber criminals who use increasingly sophisticated online methods.

GAMEPLAY

Mainlining is a refreshing take on the traditional point and click adventure. The entire game takes place on the simulated desktop of the protagonist's computer. Assuming the role of a newly recruited MI7 agent and working within the remit of the Blu Pill Act, the player must use their skill, judgement and cunningness to gather evidence by hacking suspects' computers and phones.

As a MI7 operative your primary objectives are to ensure the perpetrator's arrest and that the courts have sufficient evidence to hand out the longest custodial sentences possible. However, you'll also have to make judgements on whether the case you're working on is complete. Move in too quickly and you may miss leads linking your case to much higher profile cyber-criminals. Act too slowly and your suspect may detect you and escape.

In excess of five hundred known criminals are known to operate within your jurisdiction, who will you investigate?

THE TEAM

The driving force behind Rebelephant is British-born developer and designer, Sam Read. Highlighted by internationally renowned publication Develop as one of the 30-under-30 to watch out for, Sam has already tasted success as a key member of the HyperSloth team and their critically acclaimed first-person adventure, Dream. Owner of Rebelephant, Sam is responsible for the design, direction and coding of Mainlining.

To fit in with the game's 2009, feel Rebelephant has called upon the artistic talents of Dave Grey who, in his own words, "Makes things with pixels. Like games and stories and things". Dave's previous collaborations include Microsoft and HBO.
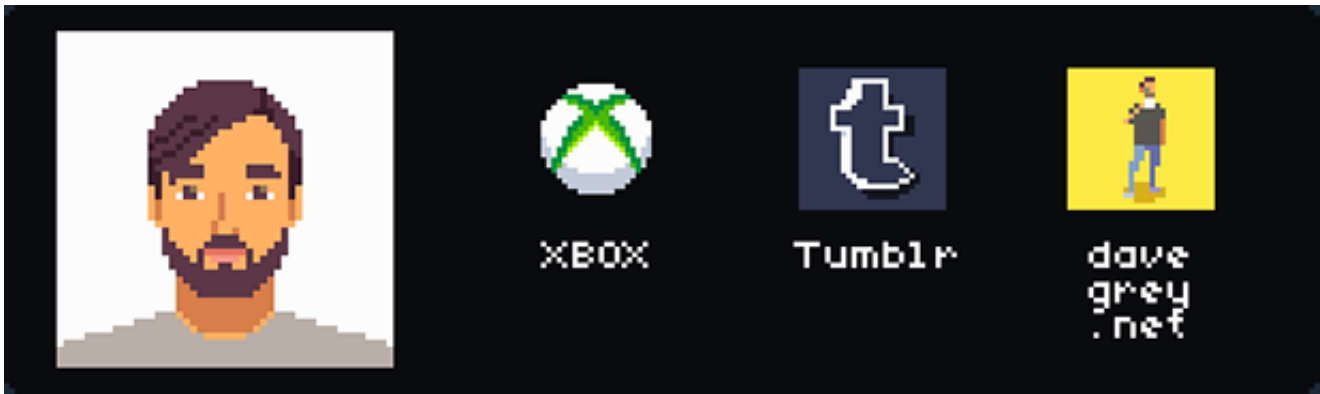
Mainlining relies heavily on an energetic narrative that draws the player into the game, blurring the lines between reality and the imaginary world of MI7. Rebelephant wasted no time and called upon one of the best scriptwriters in the business, Canadian novelist Jill Murray. Jill was nominated for Writers Guild Award for Outstanding Video Game Writing for her work on Assassin's Creed IV: Black Flag and won the award for scriptwriting on Assassin's Creed III: Liberation.
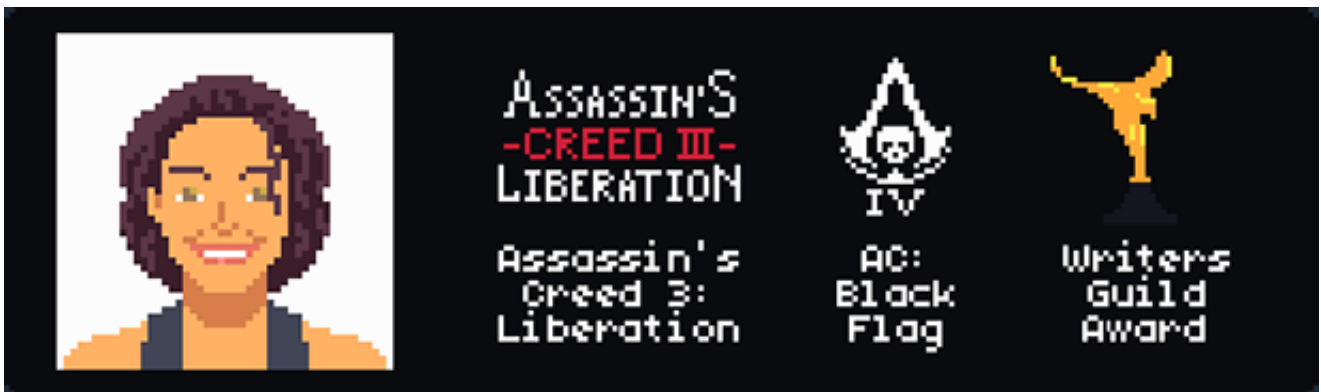
For the final part of the jigsaw Rebelephant has drafted in the sublime audio talents of Jared Emerson-Johnson. BAFTA nominated, Jared's scores include Telltale Games' Sam & Max series, The Walking Dead, The Wolf Among Us, Tales From the Borderlands and Game of Thrones.
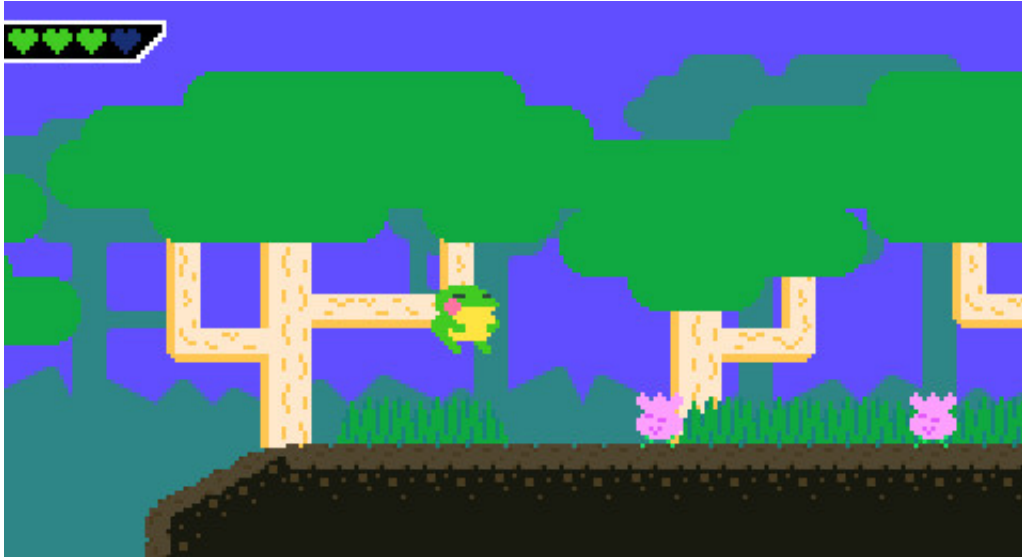
Title: Mainlining
Genre: Adventure, Indie, Simulation
Developer:
Rebelephant
Publisher:
Merge Games
Release Date: 26 Jan, 2017

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English

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So right off the bat, You think you have a blue screen of death error on YOUR PC..... hahaha funny joke guise! But all jokes aside, this game really does make you feel like your actually doing cool hacking stuff. I got this game in a package deal from Bundle Stars, 10 games for $4.99 heck yeah!

Pros: graphics are so exciting and pixled it could get your grandpa a boner, You WANT to keep playing!, Colorful themes. Cons: my whole entire pc froze during the first load up, Alot of trickery in the game, alot of stuck points.. creative hacking game. While obviously not even remotely close to resembling reality(and it shouldnt be, being a game), Mainlining perfectly catches the atmosphere of working as a government agent without appearing too cheesy or unrealistic, making you truly feel like real life NSA-like worker sitting in your HQ, along with all of the advantages, disadvantages and consequences of your actions.

Perfectly fitting soundtrack ofJared Emerson (Wolf Among Us) makes the experience complete. Review video:

https://youtu.be/HERafsgLBp8

Mainlining is a hacking game that utilizes similar ideas to games like Orwell and Replica. You do government surveillance and arrest "criminals".

Personally, I found the game to be pretty good. The basic mechanics were easy to grasp along with a pace that kept the game engaging. Personally I would have liked to see more hacking mechanics as hacking in the game is as simple as typing in IP addresses, but the streamline nature of the mechanics did help to keep that game at a nice pace.

I'm not going to enthusiastically persuade this game to people, but I won't dissuade either. If it looks like your thing, pick it up. If it's on sale, it's a definite grab.

For a more in depth review check my video review at the top.. Wonderful Game!

This is a pretty decent, if short, adventure game. I paid $2.50 for it, and I sure got my money's worth. The early levels have multiple solutions: You can charge the same suspect, and sometimes different subjects, with a variety of crimes, and the meaner the better. This leads to hilarious situations, when you can choose to get a drug dealer for a few years, or hand 25 to someone for the most heinous crime in the game's dystopia: Unlicensed Software Development.

The worst part of the game is that it has more potential than it actually uses. Let me have conversations with the creepy receptionist, see more of the consequences of my actions, and improve the text interface a bit, and put as much effort in some of the late levels as in the early ones and this game could be pretty awesome. As it is, it's a sensible diversion.. worth every cent!. I really wanted to like this game but the lack of serveral factors made my experience rather flawed.

First of all, the start of the game is not really intriguing. I've put the game aside 2 times, after pushing myself to finally play it through a third time.

Secondly, I was expecting a hacking game with a little more features.

Thrildy, often I had the right answer but not exactly in the right way condemning me on a painstaking search of what is wrong seeing that things just weren't for example in the right order. Or that I needed to click on the password making me able to fill it in somewhere else.

There are better games out there from this genre.. Lots of bugs

the interface often doesn't make sense. eg. logging into a bank account, at www.banksite.com you have to put www.banksite/accountnumber instead of www.banksite.com/accountnumber

the evidence you have to submit often doesn't make sense. eg. bank records that don't show any incriminating transactions or a text log with vague information instead of the actual hack file.

the suspects location that you have to submit often doesn't make sense. eg. in one case, everything says the suspect lives in one place but in the report you have to put his parents location to make the arrest.
one of the guides even has the correct but invalid (according to the game) location in the solution

there are multiple cases where you have evidence to make 3 different arrests but you can only choose one.

you can't go to websites using the IP, which you can in RL
you can't "iphack" using the URL instead of the IP, which you could if it was RL (IP and URL are the same thing eg. www.google.com = 172.217.25.174 you can ping either of these in CMD with the same result, and you can put either of these into a web browser and you get the same page)
you can't move the cursor in the text boxes to fix mistakes, you have to backspace all the way and retype
you cannot delete useless files after downloading them
you cannot save important files from one case to another
you cannot save the notepad or edit other than backspace, once you get to the last line of the notepad you are screwed because you cannot edit it or type anything else unless you backspace
you cannot save mid mission

the list goes on..... very fun and challenging. Strong story premisse and good moments, but lacks the real essence of it all: evidence gathering. I mean, c'mon, most answers are right in your face and you don't need to think hard, apart for one or two clever obstacles. It really lacks the 'ah-ha!" moment like in Phoenix Wright, Professor Layton and 999 trilogy games.

I feel like this could easily be a free point-and-click mobile game if it wasn't for all the typing involved. Even discounted, the soundtrack feels more captivating than the game itself.

By the way, don't let the demo fool you. Better spend your money elsewhere.. A real disappointment. The concept seemed great, and the story has (so far) been pretty good... but the finagling that it takes to come up with the evidence is painful at times. Sometimes you have perfectly good, incriminating information, but the game doesn't like it. On top of that, there's a myriad of

tech problems. [Feel free to follow my ongoing bug report here...](#)

[EDIT] Completed the game. The story was pretty good, but I wish there was more content and fewer bugs. There's so many resources (cities and people) that are included in this game that are completely useless. There's so much potential for a case editor and Steam Workshop access to be added to this. It would bring a lot of value.. While I think this a good game and definitely worth checking out, I do want to say that I haven't finished the game and may not. The story was interesting and when it progressed it was always the highlight of the experience, but the base gameplay just got to me in the end. It's hard for me not to compare it to Orwell, which is better experience for a similar story.

While you are a government agent doing hacking research and discovering enemies of the state, most of the game you lose information between cases and the clues aren't always intuitive. And it didn't help that the UI is worse than Windows 3.1. A lot of the times it just felt like playing the game was harder than it needed to be with no good reason. Like, if I download a document and realize I don't need it, why can't I place it in the trash bin to get it out of the way. Even in a similar desktop manager like Paper's, Please, you could move junk out of your way. And it doesn't help to keep me immersed as an agent with all this tech to spy on people, but I can't delete a picture I mistakenly downloaded.

I would highly suggest trying out the demo first. I think you get a good intro to how the game works by then. If you like it, pick it up, but I personally would wait for a sale.

Update - 1.1 - Coming soon:
Thanks to those of you who have purchased The Life Of Greather and to those who have contacted me with suggestions and bug reports.

The game will be updated in the next few days;

-Scene ambience & music will be added.
-Additional Greather and npc voices added.
-Reported bugs will be fixed.

EDIT - Update -

Apologies for the delay, update 1.1 is still being worked on. More changes than originally intended.

Complete change list will be posted when released. 1.1 will be with you asap.. The Life Of Greather **Update 1.1.6 - Released**:

*Re-designed all menus and interfaces.

*Added copper inside buildings for you to steal and changed the initial starting amount. In addition to removing some starting weapon locations.

*Improved audio quality (all cutscenes and character voices)

*Improved music quality

*Updated bandit capture events.

*Added weapon pickups from more enemies.

*Fixed black square effect glitch on certain objects.

*Minor enviroment tweaks and text prompt changes along with an additional voiced line.

- Game icon and Store artwork also updated.
. **Update 1.1.5 - Released**:
The original idea was to update The Life Of Greather via a newer engine version.

That update however is not ready.(Update 1.2 that i previously posted)

I decided it was best to bring out an update now.

Update 1.1.5 - Contains the following:

- Weapons balanced (No more Overpowered dagger/Knife)
- Enemies now become tougher as you progress requiring you to obtain a better weapon.
- Enemies wearing an helmet can no longer be killed with 1 hit to the head.
- You now look the correct direction when entering and leaving buildings.
- Signs now added to use in conjuction with map to help navigate the game world.
- Triggers re-adjusted to stop enemies visibly spawning.
- Black squares no longer appear when hitting building floors and rocks.
- Occasional bug when you opened a gate but got stuck by an invisible wall now fixed.
- Floating objects fixed.
- Minor enviroment Re-texturing/tweaks
. **Whats Next? - 1.2**:
The next update will not be for a few weeks, but just letting you all know The Life Of Greather is still being worked on.

As it stands now the next update will contain the following -

- Save/load feature
- Improved Npc's, responses from being attacked etc
- Optimization
- Ambience (audio) across all of the world

Its very possible it will contain more, but this is just as it stands at this exact moment.
. **Update 1.1 - Released**:
Apologies for the delay

Update 1.1 contains the following changes:

- Added music to the main menu & the game world.
- Added more voices.

- You can now pick up a knights sword after killing them.
- Adjusted health of villagers (much weaker)
- Removed "Press R to open Map" Prompt which was always displayed on the bottom of the screen.
- Minor Performance increase - Certain resource demanding assets are now only loaded when you are entering an area.
- Certain bandits now spawn on triggers, depending on direction you approach, so they might not appear to be in an area straight away.
- Multiple bug fixes

Also -
Ambience was added to most of the map when entering forested area's etc. But after much testing it was found to cause multiple other audio glitches, So to not delay the update even furthur ambience as not been added fully as of yet.

There is however an odd area now, for example the graveyard, which contains ambience.