
The Flock Activation Code [PC]



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About This Game

The Flock

The Flock is a **first-person asymmetrical multiplayer thriller** for 3 - 5 players. You get to play as one of the agile monsters that make up the Flock. Competing against the other monsters, you need to find and claim the Light Artifact. The player that finds the Artifact transforms into the Carrier, a slower and vulnerable humanoid. **Only the Carrier can win** the match. The

game will feature **three** distinctive maps with their own tactics and level mechanics.

As the Carrier you need to fend off the Flock by shining your light upon them as they are attempting to gain the Artifact for themselves! The Flock are vulnerable to the Artifact's light, but **turn to stone when they stand still**; rendering them **immune** to the power of the Artifact.

When you are one of the Flock you must use your increased movability to find the wandering Carrier. **Stalk it, frighten it, and pounce** when the moment is right.

Population

Unfortunately the game didn't do well enough for the population to decrease in any way worth mentioning. Vogelsap ran out of money a long time ago, and therefore the server that keeps track of the population run out too. We said we would rather go down then change our philosophy for this game. Well.. it became the first thing; we went down.

Please read our [FAQ](#) regarding the population to learn more about what it was that we were trying to do.

Join [THIS STEAM GROUP](#) if you want to find new players to play with. And read [THIS](#) if you want access to the beta update.

Key Features

- Asymmetrical online multiplayer
- Short, intense and thrilling matches
- Constant role changing, hunt or be hunted
- Nonlinear dynamic audio system
- Only unscripted scares!

Title: The Flock
Genre: Action, Indie
Developer:
Vogelsap
Publisher:
Vogelsap
Release Date: 21 Aug, 2015

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Minimum:

OS: Windows XP

Processor: 2.4 Ghz Dual Core Processor

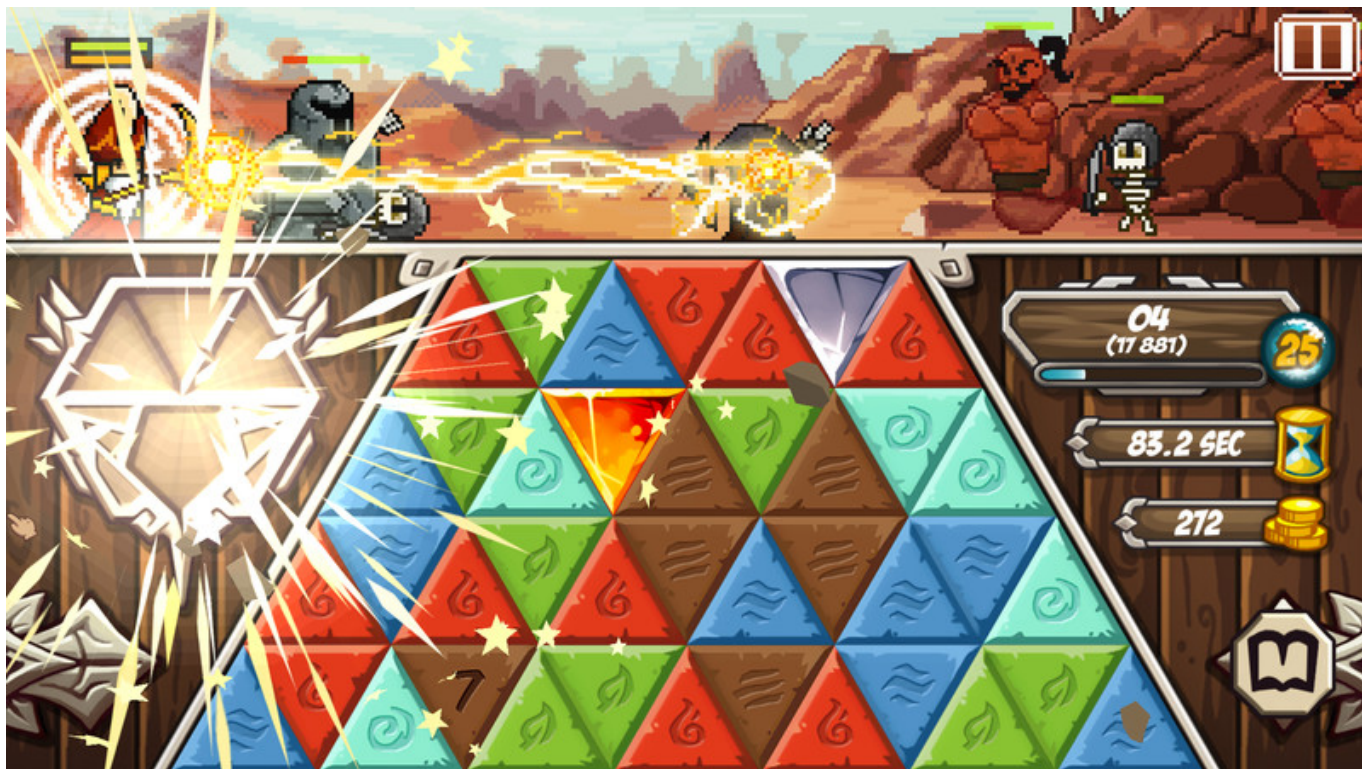
Memory: 2 GB RAM

Graphics: Intel HD 4000 or equivalent with 1GB memory

DirectX: Version 9.0c

Storage: 3 GB available space

English,French,Italian,German,Japanese,Korean,Polish,Russian



町並 6/9

- 農村 1
- 武家町 3
- 職人町 1
- 商人町 -
- 門前町 0
- 公家町 1
- 南蛮町 -

15320
岐阜城



建設

費用 52868 → 52868

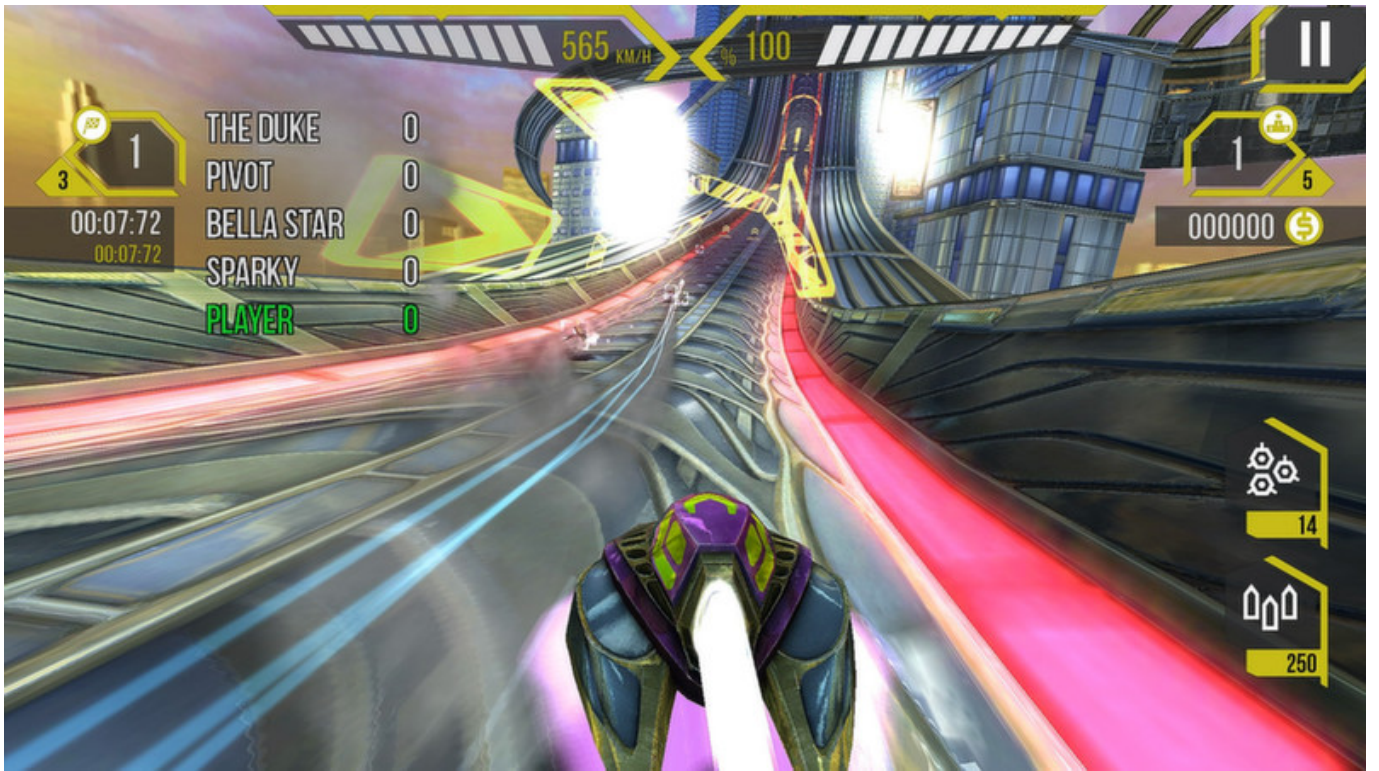
町並	金銭	兵糧	学舎	工房	防御	特殊
足輕	騎馬	弓	鉄砲	兵器	水軍	築城 内政
500	500	500	500	500	500	500 500

実存武将

政治 86	政治 66	政治 61	政治 59	政治 57

一覽 決定 終了

地点 美濃 岐阜 道 施設を建設します Z、X 建設可能地呼出



I picked up the game on sale a long time ago, when it was still "Active" but was unable to play for the first week because Life is a thing, by the time I actually had time to sit down and try it out, The game was dead. 100% No servers, No one online, Player count was nonexistent. I never even got to try this game before It went from playable to unplayable in a week.

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