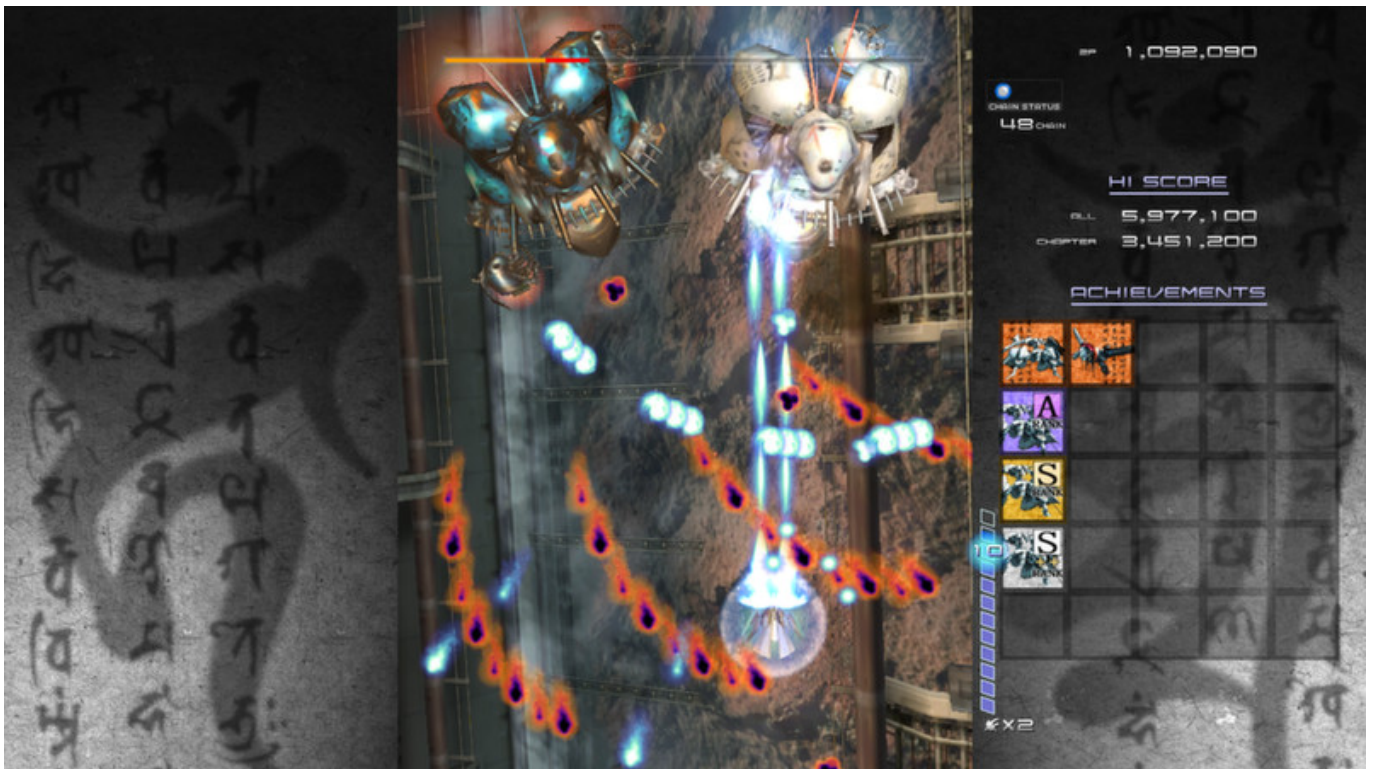

Welcome To... Chichester 0 - Preview Digital Download



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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



Lorinda Ella



Hotel Receptionist



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:

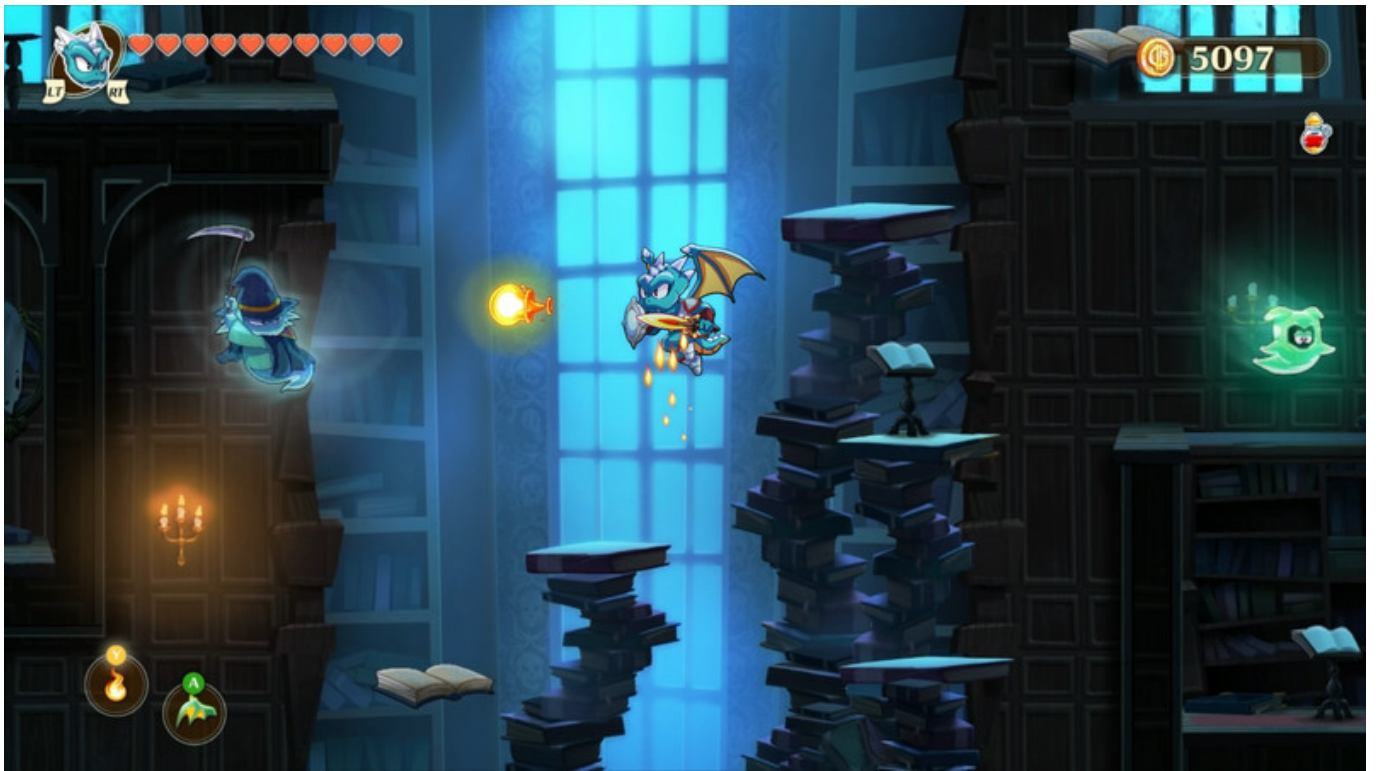
OS: Windows 7 upwards

Processor: Intel Core 2 Duo or better

Graphics: DirectX / OpenGL capable GPU

Sound Card: Any Windows compatible ones

English







Update #1 is now live!:

Hello everyone,

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


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. 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. 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. **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. **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.
- 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

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