Escape: VR Download Exe

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About This Game

The main objective in this game is to find your way out. Look for hints, notes or anything you could find in order to find the way out.

Current features:

* Atmosphere based game-play
* Story driven puzzles
* Different endings (depending on what path you choose)
* Random encounters

We would also love to heard a feedback from you. For that, please refer to our community forums! Oculus Rift support will be coming within next two months.

Title: Escape: VR
Genre: Indie
Developer:
JapanCo
Publisher:
Bitlock Studio
Release Date: 12 Apr, 2017

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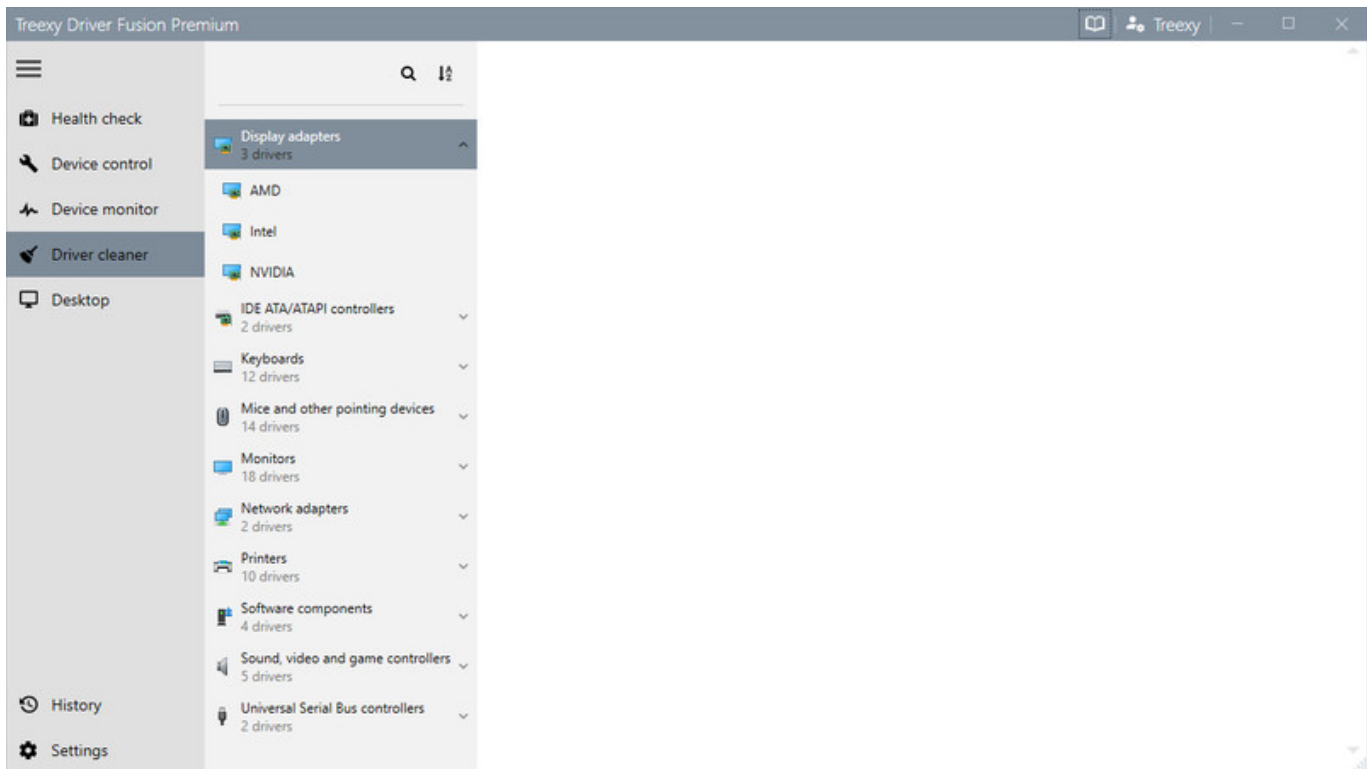
Minimum:

OS: Win 7

Processor: i5

Memory: 8 GB RAM

Graphics: GTX 970 / RX 480

Storage: 250 MB available space

English

Treexy Driver Fusion Premium

- Health check
- Device control
- Driver cleaner
- Desktop

Display adapters
3 drivers

AMD

Intel

NVIDIA

IDE ATA/ATAPI controllers
2 drivers

Keyboards
12 drivers

Mice and other pointing devices
14 drivers

Monitors
18 drivers

Network adapters
2 drivers

Printers
10 drivers

Software components
4 drivers

Sound, video and game controllers
5 drivers

Universal Serial Bus controllers
2 drivers

- History
- Settings

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If you're looking for a game that has the linear progression and difficulty from the late 80's - early 90s, this is it. It's a single player, learn through attrition type game. Some stages are top view and some are side scroller.

Pro:
It's difficult. I enjoyed that about the game because a lot of what's out there now tends to just hold your hand through progression without any real threat.

It looks nice. The visuals are nice. It reminds me of Ultratron in color and art style.

Cons:
It's single player. The game does market that and it plays well, but a CO-OP mode would be nice.

Very linear. The only choices you really make are based on which unit you select for each tier. Auto-rockets or sniper? Machine gun or shot gun?

No story at all. Nothing that gives you a purpose or understanding of what you're fighting or doing. Units don't have names, enemies don't have names.

In the end, I say it's a good game. 9.99? not really. I'd rather spend 4.99 for it. It's a good casual game to mess around on but it needs some specific things to go anywhere.

1- Achievements. Seriously how did this not happen?
2- Name the units and add an almanac with unit & enemy info
3- Stage select. Being able to replay some stages would be nice without starting all over.
4- Endless mode. Time Trials. Leaderboards.
5- Some sort of story.. Tidalis is a puzzle game with a series of achievements called "Chain Me Up" and its various puzzles and characters all bring into play a humanist viewpoint in its forward-thinking look at sex and gender. No character is of the standard "generic white male/attractive female" body type, gluttony is a focus between vegetables being a positive block and "the Eater" being a neutral force but one players may learn to dread (with no actual stigma placed upon it), and to top it all off the infirm and ill, a minority rarely seen outside of seminal malaria simulation classic "Far Cry 2" are given a voice in Pickles, a small demon unable to leave a bubble he requires to survive with his weakened infernal immune system. The game also has a variety of skins instead of just the Popcap standard "regular/colorblind" false dichotomy, all but two of which work for those with rod/cone limitations.

In short, don't just buy Tidalis for its mass of modes and content, buy it because it's the puzzle utopia.. Lots of fun.
Very straight forward and the controlls were what i expected them to be going in (no learning curve really).
Many levels though I haven't had a chance to explore them all.
Simple, fun, as descrived.. Why does it not include all the DLC?. I had almost forgotten about TLC from when I first saw it on Indiegogo and happy to see that it has been released :) I've not played very long yet, but I like the replay potential with the levels being randomly generated. The game also rewards you with tokens so you can eventually start making life a little easier for yourself.

The dark atmosphere and music is very appealing and I think I am going to be coming back to play TLC regularly.

Oh, and a definate +1 for having the main character be a dude in a wheelchair!

I really was shocked after playing it, that it wasn't early access. Everything about this game screams early accesss. Maybe it is, and just isn't listed though, who knows. Well here is the review of it being fully released anyhow, as that is what it is listed as. . .

Some game developers can go for years without coming up with a game design half as good as Planetoid. This game is a wonderful example of a great idea, implimented horribly. The game is ultra clunky, and I mean ULTRA CLUNKY. You have very little knowledge on whether pieces will stay together or fly apart instantly. The pieces being red or green before clicking to place gives literally no indication. The enemies and turrets are horribly balanced and come at you far too quickly with no sense of wtf is going on.

There is no tutorial, which this game sorely needs as well. Another issue is the game modes. You have levels 1 through 5 and survival. That being said, it is fine to have only that, but it really needs to have some information on what the difference is between these levels, and survival game modes, but I don't really have a problem with the number as is.

This game is priced way too low in my opinion. At this price point, it is not worth getting right now mind you, with how bad the game is, but the price indicates also, that the game will never be something really fun. It will probably always just be that interesting game that you can play for an hour maybe, then forget about for months on end. If it was priced at $10 or $15, and the developer actually knew what he was doing, or had some help, this could be a really fun space tower defense game.

Right now, all I can say is if you enjoy tower defense games, and this looks like it could be up your alley, don't waste you money right now, but keep an eye on it. I will definitely check it out again and hopefully it will have gotten better with some updates.. TL;DR: This game is empty and virtually broken in its current state. Disappointing.

"Fool me once, shame on you. Fool me twice, shame on me."

I want to preface this by saying that I really want to like this game; a WWII game with the gameplay of the older CODs and the rules of CS:GO sounds great! However, in its current state I honestly can't recommend it to anyone else. I was honestly surprised that the developers had not abandoned the game after having a playerbase in the single digits for an entire year, and was once again hyping myself up for the full release. Big mistake.

I'm not sure how, but Bulkhead failed to completely resolve any of the issues that everyone had complained about at the beginning of early access. Within a day of launch, the arcade game modes were completely removed due to the servers failing. Even now, the only community hosted servers reside in the UK with 150ish ping. Even the FaceIt servers are barely functioning; just before writing this review I was kicked out twice after unacceptable map loading times and the match was cancelled.

The only currently playable mode, the competitive 5v5 wartide, just isn't fun. The FaceIt pick\/ban system is interesting, but so far the only map that's been picked is Coastal. I don't know if the developers intend to improve this in the future, but the weapon\/store selection is pitiful. The only grenades available are a frag and a smoke, and you're stuck with the same pistol for the entire game. In terms of primaries, choices are limited to 5 or 6 weapons consisting of SMGs, an automatic rifle or two, and a scoped bolt action. Economy management is extremely restricted compare to Counter-Strike, as you're going to be able to purchase any primary and nades after two or three rounds, win or lose. Not to mention, right now the playing field is extremely uneven, as you'll find yourself against people that have played the game since early access, who are far more experienced in every field of the game.

I would write more of my thoughts, but that's literally it. The only other playable mode is 1v1s, but I haven't bothered to play it after experiencing wartide. There's nothing else to do in the game. No legitimate community servers, no casual game modes, no nothing. Performance issues are also prevalent as loading\/launching times are extremely long and the game crashes often.

I'll update this review if anything is improved, but the game is just pathetic right now, honestly. Many of us have given the developers two fair chances and they've somehow squandered both of them. Maybe I'm not being fair, and you may consider trying it out for yourself, but these are just my thoughts.. Get this DLC if you thought fighting the exploding blue guys was fun. Because they added enemies even more annoying.. The music does a decent job of evoking the feudal Japan vibe, even if a couple tracks feel a bit more modern just using the instruments. The BGS include crickets, water trickling in a garden, and a slow temple chant. The sound effects are mostly sword and metal clangs, with the "clicks" adding a bit more of the flavor.. This is an exellent game. Last Dream is a labor of love. It harkens back to the old jrpgs; the Final Fantasy's and Dragon Warriors. The soundtrack is a bit odd, I admit, alternating between Rock, Metal, Classical, and a style that I can't identify. The plot seems

good, but I'm only in the first few hours. If your looking for graphics, look elswhere. This is a game that tugs at your heartstrings, making you yearn for games of old while also fulfilling that need. 5 Stars, Three Thumbs up (I got my dog in on it). Look up Extra credits review of it, on James Recommends for more info.. This game is awesome, and the guy who made it, even more epic. I love it to death.. Not since the time of Alfred Hitchcock has a thiller so enthralling graced the prescence of mystery-lovers everywhere. The gritty, in the fray writing style draws you in and the character development keeps you wanting more. Indeed, during the climatic fight scene on top of the empire state buliding i found myself locked in my seat, heart pounding, sweat pouring down my face as i gripped my seat in expectation. The true message of the story; that of marxism in german society in the 1920's, is subtly conveyed through the prowess of some of the finest voice actors of this century. The character dynamic was excellent, each cast member playing off of the other in an intense waltz of cinematic quality drama. This game has set a new standard for mystery thirllers, the emotional up's and down's it evokes can be found nowhere else.. It is an easy game, the ones you wanna play but not really think about it.

It is hard at the beginning to use the keyboard and as an early access game no instructions or menu is in the game, so it was useful to read about the game\/description to understand the goal or concept.

Recommended for just chilling (I would played for a few minutes once in a while), looking forward for some improvements as it could have more potential.

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