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## About This Game

### Can your astronauts survive?

Two astronauts have crashed on an asteroid. Their ship is destroyed. Together they must explore an abandoned mining facility in search of an escape. The catch? They share an oxygen tether. If one astronaut dies or the tether breaks, they both die.

### Face brutally-difficult puzzles alone or with a friend.

In spaceBOUND, players solve challenging motion and physics-based puzzles while avoiding deadly obstacles in zero-gravity. Delve the depths of the mining facility by yourself, or work with a friend to solve each level's mysteries and get your astronauts out alive.

### Blast off to the past.

spaceBOUND takes players back to the golden era of retro gaming. The game is 16-bit through-and-through, from its artwork and design to the unforgiving puzzle and motion-challenge difficulty.

## Features:

- Solo or Local Co-op gameplay.
- Hidden collectables, unlockable character skins, and player achievements.
- Time Trial mode to challenge hardcore players. Compete with others using the online leader-board.

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- Grab a friend! spaceBOUND supports up to two controllers for local co-op play.
  - A steep difficulty that punishes players in new and unexpected ways as they advance. Think and act quickly, or your astronauts may die. Over and over.
  - Five ultra-hard boss levels that put reflexes, skill, and cooperation to the ultimate test.
  - Timeless 16-bit artwork and effects designed to evoke a past era of classic gaming.
  - Progressive puzzles that require learning, adapting, and solving varied challenges in rapid succession.
  - An intense and atmospheric ambient score in the style of classic action and science fiction thrillers.
  - Many, many gruesome ways to die: asteroids; deadly lasers; gears and saws that shred everything in sight; electric ropes; lock-on turrets; pulverising smashers; gravity beams; and other deep space horrors nearly beyond comprehension.

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Title: spaceBOUND  
Genre: Indie  
Developer:  
Gravity Whale Games  
Publisher:  
Gravity Whale Games  
Release Date: 1 Sep, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** Dual Core 2.5Ghz

**Memory:** 3 GB RAM

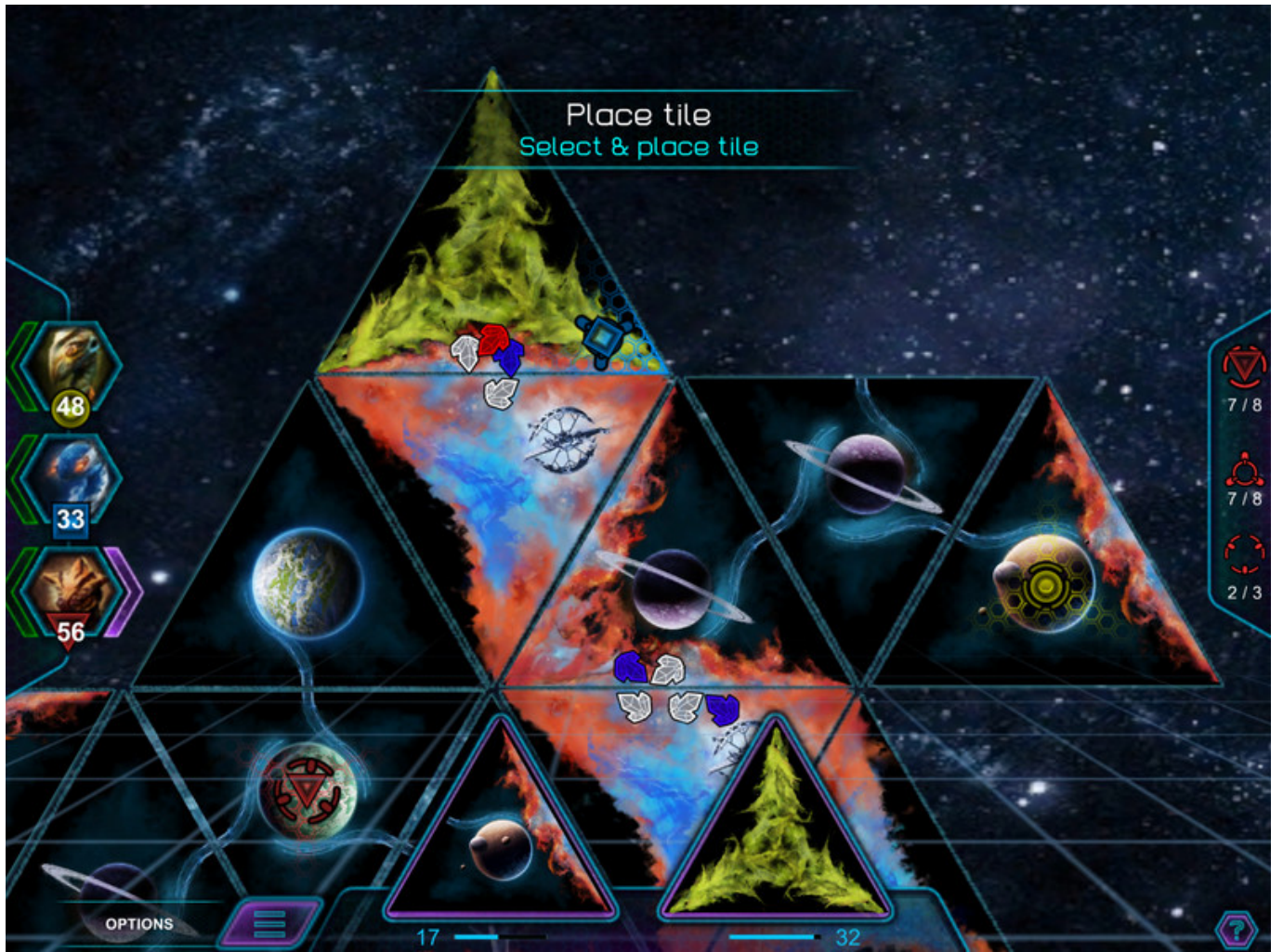
**Storage:** 400 MB available space

English









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I like this game, it's a very good puzzler. But one annoying thing, the lantern. Does anybody remember "clippy" from microsoft office?. AGE OF FEAR: THE LEGEND + THE ELEMENTALIST

The third game of this turn based, RPG, strategy series with two further campaigns and factions: forest folk and the stubborn dwarves.

The forest folk campaign is pretty good, with a lot of funny moments because one of your heroes is a Dryad, a nature-lover character, while the other is a Drider, an evil unit full of violence. The story is related in a very interesting way: the bad guy reading letters reporting the events. Second best story, just behind Chaos campaign in AOF2.

As it's usual in this series, the campaign will give you different choices and paths, and your decisions will make either good or evil to win. The units of the factions are unique, (Okey, they are Ents), but most of them are innovative and I had never seen them before.

The Elementalist expansions gives it, yet, another twist, because the loot from that missions can be carried to the main story & won't make any spoiler, just a hint: Elementals.

The dwarf campaign is very straight forward, just as the dwarves themselves. The good thing is that they were not put as the heroes of most games, but like violent, drunkard and unfriendly beings what is nice for the change.

The game is ready for a replay as different decisions have different outcomes and the open world has its own stories and secrets. Another bright thing is that the game is always under changes, adding more locations, rebalancing units, items & things like faction base will soon be a reality, which will make the game even better.. Not a very good game at this point and based on what I've seen, I don't expect it to get much better.. Makes you look like a bootleg John Lennon.. I came here to complain about the buggy 'blue extra crates' that are not moved with the tank, but are moved with the mouse. This could have been an interesting addition to the sokoban theme, but if you touch another crate while moving, your crate gets stuck and the level cannot be solved. And sorry, I cannot move my mouse in a pixel-perfect straight line.

But looking at the video on the Steam store, which shows levels 1 and 2, those buggy 'extra crates' are not present! So why would they appear in my version?

Without those crates, it might have been a nice basic version of sokoban. There are no soundeffects, and the music is horrible though. So just turn off all sound on your computer (there is no option for this in the game).. Absolutely terrible quality technically.

Loved this game years ago but trying to play the version for MAC through steam is completely bug ridden

It crashes constantly or hangs without warning. Didn't even bother to supply the actual copy protection stuff for the original version included. Ended up going to an old wiki forum to source it so I could at least play the game.

Tried to contact Steam and they take no responsibility as it was a third party who is responsible for the port.

Waste of time. OMG so yea.. its a horror game about spagettttti so yeah well.. its scary.. and it has spagetttt and it has some jumpy jumpy scares but yeah 10/10 yup defiantly. I bought this game on a sale price.

You can't get near trees due to hit boxes, but you can pass through walls. There is no story except an opening video of a boat crashing. Somehow you manage to end up in the middle of an island. I got through the fist several puzzles and didn't know where to go, but a glitchy blue circle seems to point in a direction. I followed the blue circle and completed several more "puzzles". After which, there was no indication of where to go, what to do, or what was happening. I found out that you can just skip to any of the "puzzles" by using the menu. Spoiler: they are all counting games.

The artistry is nice. Music is very repetative. The game is just incomplete. It feels like the dev was going for a Talos Principle knockoff or maybe a cash grab. In any case, I'd save your \$\$\$.. Blinding Dark is an immensely short first person horror game clocking around about 2.5 hours if you're not getting stumped or killed constantly. The game is fun and charming to begin with as it's going for a very Clive Barker's Undying style of gameplay as well as some of the funny writing in a specific journal entry citing that the main character might have his pants so that was pretty amusing. Things seem alright if somewhat derivitave from the get-go (You lost you memory, in some spooey place, etc, etc, we've seen it before) but as you get further and further into the game, things start to take a downward spiral from the confusing, to the annoying, to

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the outright frustrating and then to the utterly disappointing. I like the game in a weird charming way but it doesn't get that 'So bad that it's good' vibe like it had in the beginning as at the end it had more of a 'I feel rather disappointed now' kind of vibe. But I'll break it down to pros and cons because TL;DR amirite?

Pros:

- A refreshing take on the rather dull first person indie horror game
- Weapons to fight monsters
- Some interesting monster and weapon designs, taking from different folklores across the world
- Dark, gothic atmosphere
- Has plenty of old school elements, running around collecting random items is quite fun
- First person platforming is actually not bad, utilizing the sprint and jump keys properly can take you far
- Some fairly unique weapons, ranging from the standard revolver up to a large shield to deflect enemy projectiles
- Voice acting is alright, but sometimes it's hilarious
- Fighting enemies does have strategy as you can cancel and stagger their attacks with a well-timed swing or shot rendering them vulnerable, very rare for these indie horror games
- Easy achievements for those who crave them

Cons:

- Repetitive levels, pretty much everywhere looks the same all throughout the game
- Enemies can hit you seemingly at random when you're clearly out of range
- Very small hitboxes, you will miss plenty of revolver shots and you will hate yourself for it
- Some weapons are useless and an absolute joke, certain weapons work for certain enemies but sometimes they bug out and the final weapon is terribly underpowered and doesn't even work on the typical grunts
- The Doppleganger, you will hate this guy to your very core as he's the most enemy who is impossibly fast and can hit you from literally anywhere with a stupendous damage output and he WILL kill you but unlike all other enemies he will permanently steal mana from the player which will ruin you
- The sprint mechanic is stupid, it's the classic "player has to stop moving to catch their breath" kind of sprinting which should never be the case and wastes the time of players and ruins the pacing of the game and it will happen all the time unless you exploit it easily by sprinting sideways or backwards
- The story is extremely thread-bare and you will find yourself not giving a single damn I don't care about stories in games but it's a horror game, it has to have some intrigue in the story
- The final boss isn't even a boss - it's basically an arena where you fight hordes of enemies you have been fighting throughout the whole game with a great, big spooey monster in the background (Although it does look pretty cool)
- The ending is perhaps the least satisfying ending in gaming history, sure it's going for this whole episodic thing but it just ends with blank text like an NES game saying "Conglaturation!!! A Winner is You!" and then kicks you right back to the menu - RIVETING!
- Only one difficulty called "Buttface", that's not what it's called but it's what I call it because it only has a single difficulty with no name
- 2.5 hours is far too short for the majority of people
- And finally for a 2 hour experience where there's pretty much no need to go back and play through it again especially since you will most likely get every single achievement in that one sitting without needing to even think about it

It's a game with a ton of charm and had such a promising concept that it could have been so much more but sadly it's a game that falls flat on its face from a 10ft drop to a concrete pavement and you'll feel really disappointed when the game finally comes to an insultingly abrupt close. Though if there will be an ACT 2 then I would love to see if the devs made some much needed improvements to really flesh the entire game out - there's a lot of potential here and I love my horror FPS a LOT. So yeah, there you have it, my pointless review on Blinding Dark which won't be read by anyone ever :D. Cloudborn is a climbing VR game, but while most other climbing sims involve low-end graphics, the cartoonish style of Cloudborn is really appealing.

I enjoy the game and do recommend it, but be warned there's a lot of bugs and the gameplay mechanics aren't executed very well. After about 10 minutes I found myself needing to take a break due to frustration from constant respawns.. not because I kept failing a jump, but because the poor player detection kept making me fall.



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So for most ledges, the game has you grip the edge, lift yourself up and put the VR controllers behind your back. It's fun at first, but 3 times within the first 10 minutes I would lift myself up a ledge, let go, and have my character either get stuck and fall back down or suddenly be thrown into the sky due to bad physics and respawn.

The game is also very unforgiving with climbing in general. As I started to throw myself from one ledge to another, I quickly discovered that the game wants you to climb a very specific way.

Hurling myself from ledge to ledge would often result in a random fade-to-black respawn while I was still flying through the air because as far as the game was concerned, I was in the air without gripping a ledge for a long enough time that it thought I died, not realizing I was still flying towards a ledge.

I still recommend Cloudborn because I love VR, and climbing is always a treat, but hopefully these bugs get resolved and aren't a part of how the game was designed. VR is all about freedom of movement, so when a game takes that freedom away, it's a lot more obvious in Virtual Reality than when using a controller.

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Despite all the positive reviews of Enola, my husband and I just ended up disappointed.

The game is dark, and by that, I don't mean the tone (though that is pretty dark too). I mean even with the brightness all the way up, it's impossible to see where you're going in some parts. That wouldn't have been a deal breaker, but it means that navigating to the next part of the game becomes virtually impossible. We simply could not find our way no matter how much we looked around.

Enola seemed okay at first, with a decent atmosphere and a curious story. But aside from the inability to see, the puzzles Enola offers up are extremely simple, rendering that part of the game a bit boring. It's an exploration game that's too dark to properly explore, and a puzzle game with no challenge, and that's not a mix I can recommend.. Unfortunately Knights of the Sea and Souther Gambit both don't work anymore after the last updates of Windows 10.

It's a shame: these, with Silent Service V, are still the best and most realistic combat simulator available

Per qualche ragione, Knight of the Sea, Southern Gambit funziona con Windows 10 dopo gli ultimi aggiornamenti.

Peccato: sono ancora oggi, insieme a Silent Hunter V i migliori realistici simulatori di combattimento navale.. Honestly this is one of the best games i have ever played. It has amazing everything. I really enjoyed using every power and playing for each mentor. But then there's the bad side. After lvl 30 it sorta gets... kinda boring. All episodes cost around \$15 which in the end really sucks. and if you want the really dope powers? you gotta pay. Honestly the developers should make EVERYTHING about this game free if they really want a good feedback from the community. And also adding some new mentors and clothing could be neat too. Because honestly playing for the same mentor with the same limited clothing items gets EXTREMELY boring. In the end, this game is really dope and one of my top favorite games (number 2 to be exact) but it could use some touches and fixes. Definetly recomend.. TL;DR: It's not bad but... Definitely not worth 20.

In fact, I feel a bit disappointed because when I spotted this game on Steam's Upcoming Releases, i was excited about the concept and bought it just as it released. Sadly, in my opinion, it fails to deliver the depth one might expect at that price.

What feels pretty good about the game :

- A brand new take on the Tycoon games concept
- Atmosphere and Music is pretty great
- Interaction between CyberSpace and MeatSpace
- Everything is dynamic, cashflow is realtime, city is affected by adverts... or supposed to be (see below)
- Multiple OS support (thanks!)
- In-game display of the ads
- Runs rather smooth
- Apparently has Trading Cards support despite not being on store page
- Oculus Rift Support (couldn't try it myself)

Sadly it has a number of problems:

- Basically no kind of game setup settings or anything. City size, difficulty, number of companies.. Nope.
- No options beyond video. I couldn't even find where to change keyboard layout (WASD on AZERTY ? what a pain)
- Game runs fast, and apparently without timing controls. All i could find was pause. When you begin the game and are advised to take a loan, you're going to owe twice the loan in a matter of minutes while you're figuring controls out.
- Most of the dynamism is completely hidden, it's hard to tell what you do has any actual effect
- It's a tycoon & management game. You would expect a few fancy visualisation screens and stats to guide your choices. There's pretty much none beyond a rough cash/debt graph and corp value.
- I couldn't find anything like a tutorial, so game start is pretty much planting ads left and right and hoping to make a profit. I have to mention you don't even start in the 'right place', and i had to click around to find out i had an HQ with an actual influence area.
- Because of the lack of feedback about what's actually happening, all you can do is spray'n'pray and watch your cashflow.

What's going on behind the scenes ? No clue.

All in all, it's not really a bad concept... But for 20, it's definitely not polished and deep enough. Don't buy it at this price, or you're definitely going to be disappointed.. Pros

- Multiplayer is fun

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Cons

- Long, tedious and insufferable single player campaign
- Too long loading screens in single player campaign
- This two achievements:
  - Get to level 100
  - Defeat 'Bin' in multiplayer .... (who the f\u2665ck is Bin!). Just dont buy it... just please dont. It is an excellent presentation.

The program requires Chessbase reader available at [chessbase.com](http://chessbase.com) under support.

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