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Escape Station Download For PS4



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## About This Game

Set in a sci-fi space station, Escape Station is "chapter one" of what will become an ongoing series of puzzle rooms. Current game play includes one single player mode room set on a space station with puzzles you must solve to be able to teleport out. There is no time restriction at present.

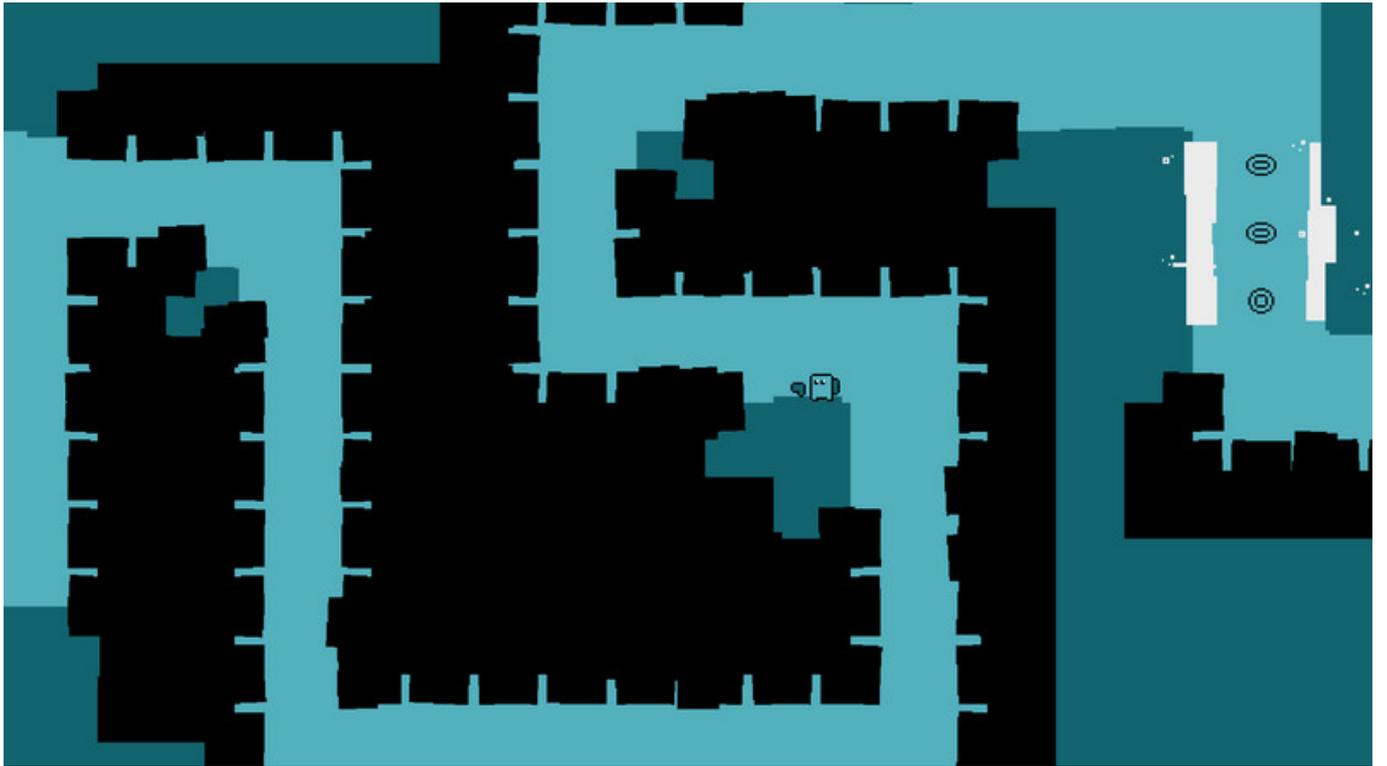
This is Early Access and we will continue development from now until late November.

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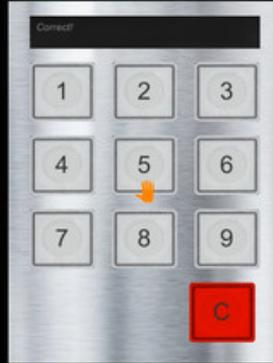
Title: Escape Station  
Genre: Indie, Early Access  
Developer:  
Paul Thornton, Luke Meppem, Owen Badham  
Publisher:  
Escape Reality UKVR , SoftApps  
Release Date: 20 Sep, 2016

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English







[Press Z to Close]

A keypad that probably can open up something...

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Very challenging game that encourages a lot of exploration. Music is really fun to listen to as you die to the same spikes over and over.. Full disclosure: I was a playtester on this game and I've worked with the developer, Mr. Hicks, in the past. I paid for my own copy of the game, as well.

As a fan of platforming, adventure games, and puzzle games, I think this quaint, personal journey is worth trying out. You have an equal amount of jumping puzzles and logic puzzles, but they all support the game's main idea of perseverance and empathy. Some players may not appreciate the interpersonal message here, but it doesn't get in the way of gameplay. The puzzles here can be tricky and specific. The closest two games I can say this game reminds me of are 'Braid' and 'The Witness' but smaller in scope.

The presentation is rock solid, with gorgeous art, colors, sound design, and backgrounds. It's easy to tell what's going on in the world, and the UI has an appropriate level of feedback. The controls are responsive, and the entire experience feels polished. Since I was a tester for a bit, my play time is skewed to me being familiar with the game. It's worth noting that the game opens up a 'new game plus' playthrough once you complete the third act. You'd have learned some specific skills by then, and when you replay the game, to paraphrase 'The Big Lebowski,' "new s\*\*\* has come to light."

This game has a ton of heart thanks to the MichaelArts team. Try it out for yourself.. I found this game on mobile marked by random.

As soon I realized it does resemble Disciples 2: Rise of the Elves combat system (that I love and enjoy to play) I kept playing it... then I just hit some new content in the game and searched for some Guide...instead I found out, it is sold also on Steam.

I bought it right away (without putting it on my wishlist and waiting 22000 years till it drops below 50%, what I usually do)

On PC the visuals look even better (small 5" screen has its limitations after all) and the GUI is also better (touch screen has its limitations as well)

I can choose to play from 5 races (Undead, Elves, Human, Orcs, Demons) - Orcs being the new playable race (compared to D2)

What this game lacks in 2D or 3D world map (as you move in between squares -> like in chess) returns to player with extra thrill factor. Encounters can be anticipated, but never predicted.

You can save only in cities... so as a player you perceive any risks with increased impact (like playing poker with matches versus with real money)

So despite my (not few) rage-quits... I still did return to latest save, tediously fought through the mostly same battles (some are randomized on the same square, some are not), and better prepare.

Better prepare (when you know your enemy):

re-arrange, change the equipment, use temporary potions (+ initiative, + damage, +resistance...)

and when you finally defeat the stronger enemy, the joy is overwhelming.

Visuals : very unique, atmospheric and fitting the world. Quite artistic and refreshing (in world where we try to make all look the same, this is something I embrace a lot!)

Random encounters: no matter how good your party is..you can enter a pyramid, one of your units is auto-killed and you are asked, if you want to play... if you refuse, you have to resurrect your unit + heal...if you join the game, you may lose -> the dead unit vanishes for good (cannot be resurrected) and other unit(s) get demoted + damaged (who played D2 or even D3, knows well how important is to have all units promoted as high as possible)

Extra feature compared to D2: you can develop (promote) units in different paths (while in D2, your path was hard-set by the buildings you bought in the castle). So as long you have enough money √ food for the promotion, you can promote 3 archers in 3 different specializations (expanding the tactical possibilities)

Strongly advised to anyone, who likes challenge, has a thing for artistic paintings and did like Disciples 1, 2.

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Cons:

typos, translation mistakes (minor), rage quits, addictiveness.. Fun overall, hard game to make fun ill say that. Graphics suck but fun overall 7/10. Great game. It resembles SMB and TEIN ( that the end is nigh gave the idea to the author). There are a lot of glitches, but this is only the first version. The main character, very sweet and helpful, - imp. If you like platformers then this game is definitely for you.. Pros:

Cons:

- No tutorial
- No volume control.
- No story V stupid story?

TraSH

#TrashORTreasure

. Interesting concept and works well, but has one massive flaw. You cannot turn without physically turning. Since this has robots and loot in every direction, not being able to turn with a joystick or buttons wrecks the game if you don't have a setup that supports turning around over and over. Besides that, it twists the cord to do that, which isn't great either. Until that is fixed, I can't recommend this.. Not recommended.

The game is too short and ends with a cliffhanger. The game basically just ends by the time the story starts moving.

Your choices don't really matter. Your choices only affect which girl you end up dating, no meaningful story branches, nothing. The description implies you get to side with the corruption, but you don't. The only options you get are a) stay on the good path or B) get the only bad end you can get 5-10 minutes into the game. All other choices only affect your girlfriend, as I stated before.

The story isn't all that great either. The game seems to try to set up some sort of moral ambiguity with the squirrels, but ends up defaulting back to the "the other side is clearly evil" narrative. So initially it seems interesting, but just flops at the end.

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nice game :3. Very short but i liked very much, i found it more interesting than a lot other puzzle games.

This review is not very objective, go check other reviews.. Clunky game mechanics, underworked menu interface, as well as pretty yet wonky objects & creatures. What I appreciate about this game is the option to choose your robot(ex) skin, with nods to some cultural characters like Iron Man. Even the weapon arsenal is a welcomed feature, although I have tried so far 3 different types, each one of them better than the previous one. I would have suggested to put them, along with the skins, as unlockables for the replay value but judging by the overall experience, these features can't redeem the game enough to get a positive review.

There's not much to say besides the fact that this game is so unpolished to the point that it's like a C-grade school project by aspiring, wanna-be game developers. The amount of visual contents, weapon\skin variety and such does show promise of the developers' ambition and might serve as a stepping stone to something better and more playable, should they learn from the critics. (how harsh they might be). I know it's cheap but there are few problems that make this game annoying to play even for this price.

- 1)clunky controls - if you hold left press and upress right you move left then right and then you FREEZE instead of continuing left
- 2)level up has too big slow down - leveling up slows the level for few seconds and then throws you way too fast to new speed while you still need to dodge things making it likely for you to loose after leveling up
- 3)buggy "coin" generation - when you start the game you don't notice it but after few restarts you get fewer and fewer coins (at the start you get 1 coin every 1 or 2 obstacles but after restarting few times you can even get to less than 1 coin every 10 obstacles - which could be fine on speed 5 but not on speed 1) however it can be "fixed" by going back to main menu and starting the game again. Some good quality puzzles in this. Takes a few hours. Visually impressive too.

Apart from movement, it's a one button affair, controlling just your tractor beam to move objects around or activate switches. That simplicity plus the fact you don't die means it's quite a relaxing game.. Got free with pre-order.

It's Ok...

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