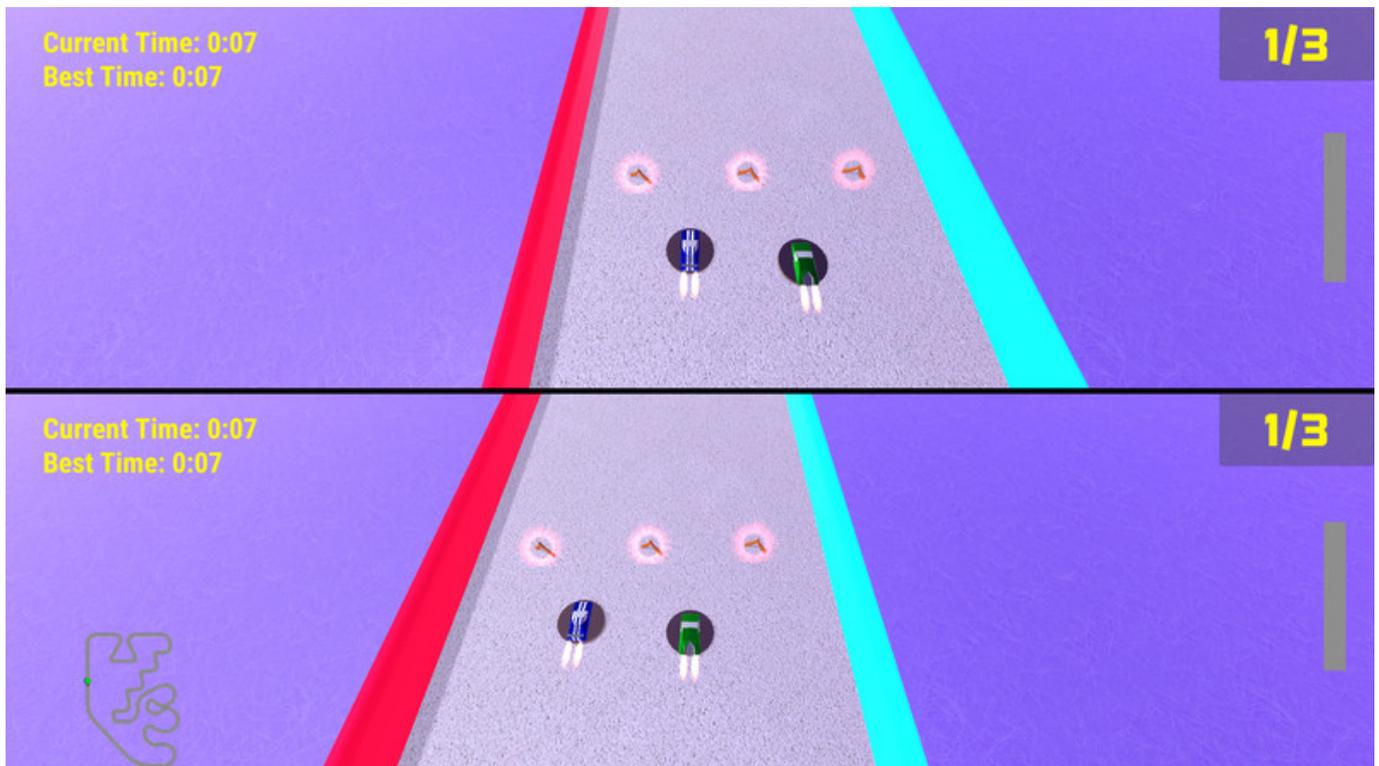

Escape Artist: The Trial Download Link



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About This Game

Escape Artist: The Trial

enables you to find your inner escape artist!

Combining the best parts of a real life room escape experience into Virtual Reality, Escape Artist: The Trial goes even further:
break things to make things!

Escape Artist: The Trial is a single room escape room game. Inside the room you need to find clues and solve the puzzles to get your freedom.

You will need to combine items to make tools, find keys to access other items and much more.

features Including:

- HTC Vive room scale
- Picking up and interacting with objects by breaking and combining
- Diverse puzzle mechanics
- Real room escape feel

-
- Hint system

So Enter the Trial and Show Your Worth!

about Us:

Morrow Games is a finnish Virtual Reality gaming studio offering in-depth VR experiences. We believe Unreal Engine 4 and HTC Vive to be a kickass combo. Join us in virtual reality!

Title: Escape Artist: The Trial
Genre: Adventure, Indie
Developer:
Morrow Games
Publisher:
Morrow Games
Release Date: 7 Dec, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows® 7 SP1, Windows® 8.1 or later, Windows® 10

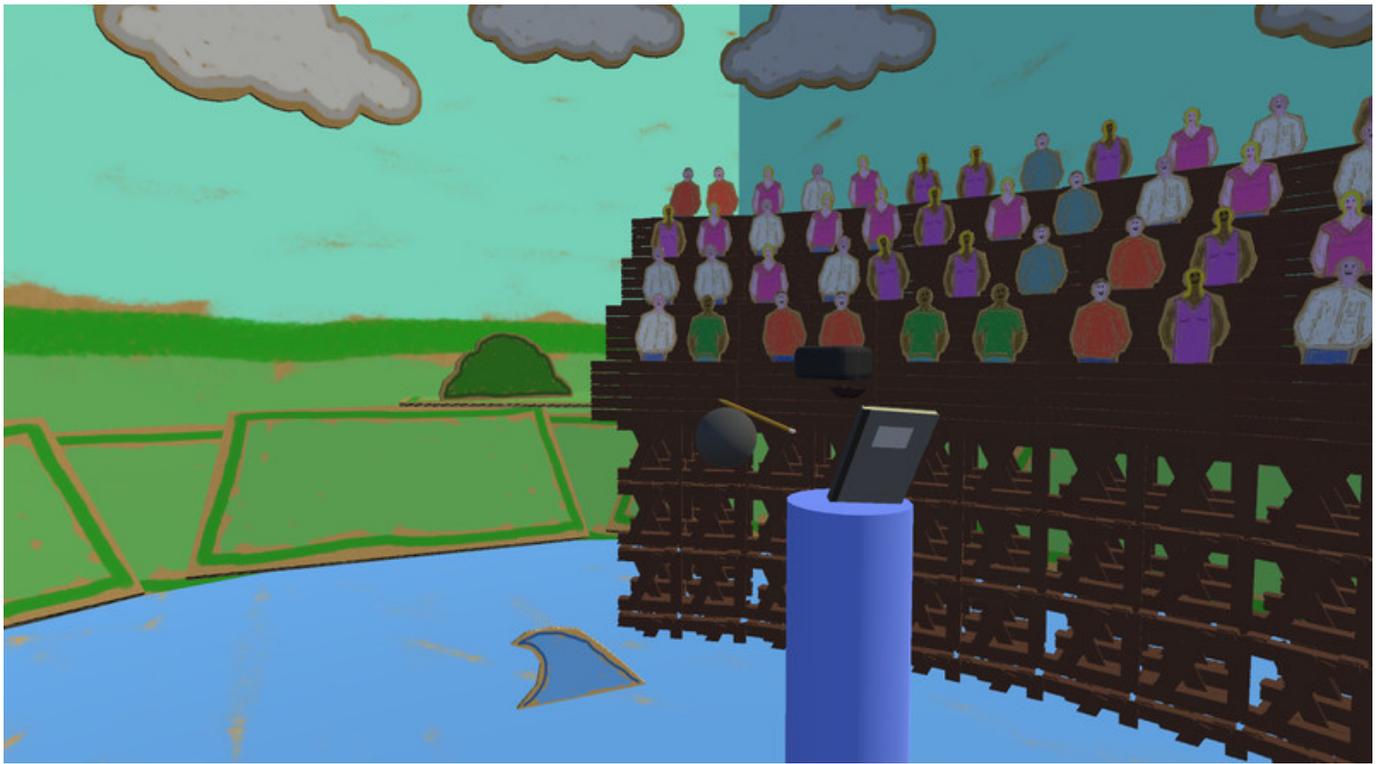
Processor: Intel® Core™ i5-4590 or AMD FX™ 8350 equivalent or better

Memory: 4 GB RAM

Graphics: NVIDIA® GeForce® GTX 970 or AMD Radeon™ R9 290, equivalent or better

Additional Notes: Video output: 1x HDMI 1.4 port, or DisplayPort 1.2 or newer + USB: 1x USB 2.0 port or newer

English







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Art Sqool let me live out my fantasy of attending a prestigious program to train and enhance my creative abilities, while also pulling in the realism of missing my mom while away at university. this is a great game to zone out to and express yourself. Enjoy <3. The game is wonderful to look at visually. The artwork is cartoony but doesn't take away from the spooky atmosphere. Some puzzles seem a bit cryptic but you could argue just like the books 'Give Yourself Goosebumps' you need to think outside the box from time to time to solve specific puzzles.. This is a marginal thumbs up. There just isn't much content. I have "beaten" every challenge in 45 minutes, and that includes replaying several of them to try and improve my performance. However, what is here is pretty good, and you can replay everything to try and beat your old score.. Everything to love about tower defense, minus the leveling of towers. This takes gameplay elements from Planets VS Zombies and Tetris. Yes, Tetris. Your towers are shaped like the blocks from the famous puzzle game we all know and love.

This game also manages to stay up to date with the way Tower Defense seems to be heading these days, i.e. a fake microtransaction shop and spells to launch at the enemy.

So what're you waiting for? Go send some Dinosaurs back home! (... and earn some steam cards while you're at it.). AVGN would say this game sucks\u2665\u2665\u2665\u2665\u2665
Now to the review.

Flying:

- about flying physics there i'll say nothing negative. It looks like it works just as planned.
- You need to get used to controls (btw. you can invert the input which makes the game much easier) and you master them pretty quick.

Landing:

- this is where the problems got started. Sometimes you land perfectly and fall down. Sometimes you don't land at all and it counts.
- Impulse while landing is just horrible. It's 50/50 you can guess it, often it just makes no sense at all.

Objects:

- some objects in this game also need a rework. You can get stuck in a tree. You can get stuck on the fountain. You can even get stuck on a bench without dying.
- You can land near the chair and it will count. Sometimes it counts too late, so like if you land and start instantly flying it doesn't count the landing and as i said, sometimes you don't even land on an object and it counts as a landing.

Conclusion:

It's fun for a casual game until you get to platinum. First level is already \u2665\u2665\u2665\u2665\u2665\u2665t. Missions like "land on every object in 26 seconds" are 90% of the time not possible just because of the bugs i described above. It was disappointing for me, since i wanted to 100% the game, which is not possible without spending hours into platinum mod and it just gets annoying really quick.

~6/10

The game looks pretty awesome so far. I was wondering, will there ever be support for Oculus touch controllers? (ie., active controls in the cockpit that can be operated with touch controllers) Thanks, I appreciate your efforts and good luck!. Don't even bother. Seriously. I have regrets in life, and this is my biggest one.. good game, once I started could'nt stop, which is its biggest downfall. completed in 6 hours, but i guess thats with all games these days, although it does have replay value to get all achievements.. Garbage . Incredibly stylish, incredibly frustrating, incredibly satisfying.. Wow, I was not expecting this kind of follow up to such a good game. See Noe's review below, he outlines a number of issues quite well, but it comes down to unkillable dogs, required method of playthrough, and just poor assembly. I was even shocked at how bad the English is; not a single pass by a native speaker in sight, and that's really saying something, considering there's not much dialogue to begin with. Oh, and the dog mission? I beat it by making a phone call, the exterminators showed up, and they happened to put the gas bombs close enough to my target to kill him. There definitely wasn't much beta testing going on here.

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