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About This Game

Escape Machines is an addictive Science Fiction single/multi-player/co-op adventure shooter in the near future! Artificial intellect and robots fight against their creators. You must take control of the robots and save people.

The game is currently in early beta, some features may be unfinished.

Features:

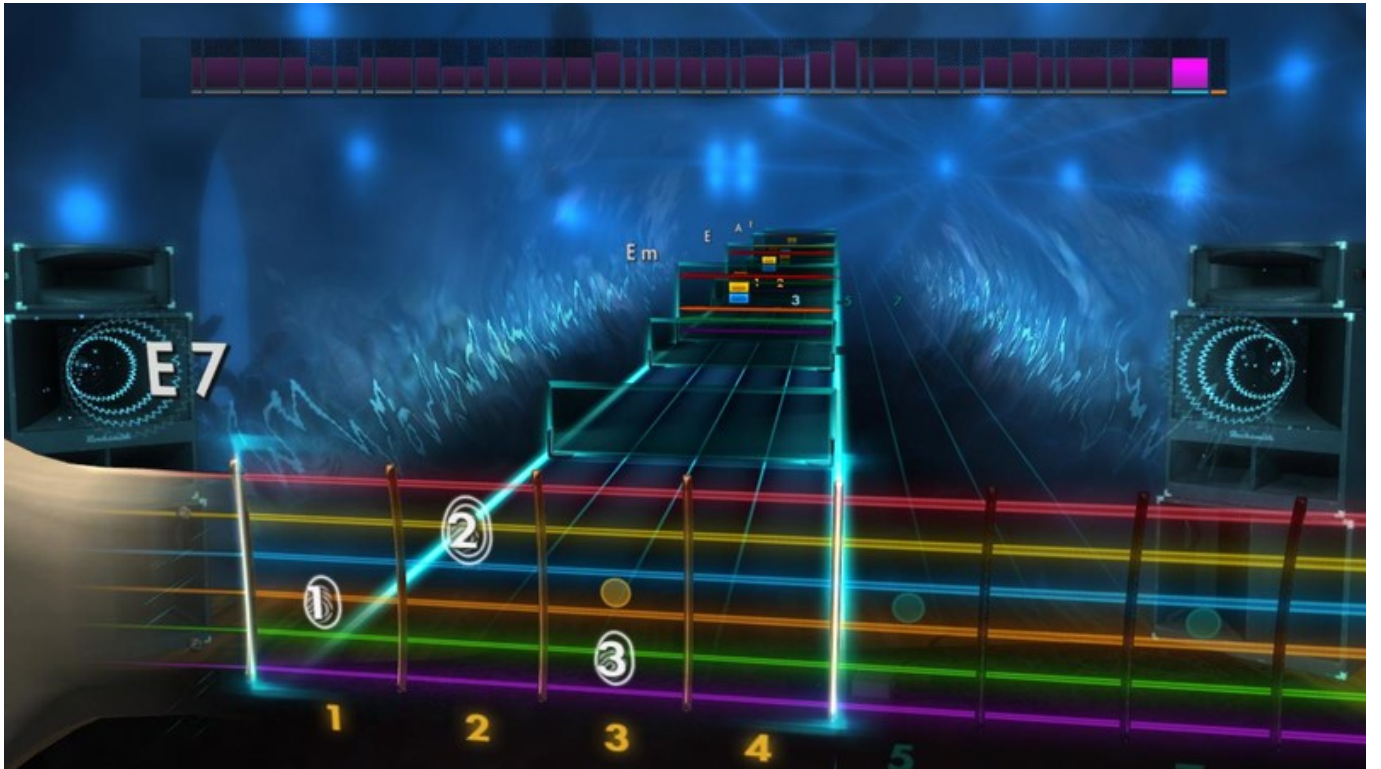
- Play with friends in co-op and VS multi-player.*Currently unavailable*
- Build robots and command them to win in battle.
- Upgrade your weapons and armour.
- Battle huge robot bosses.
- Use vehicles to travel, add turrets to your vehicles.
- Customize your armour, weapons and stats. Buy/upgrade equipment in the 'Armourer shop'

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- Level editor - create levels, share and play them with friends.
 - Original soundtrack/SFX ~ bit-music mixed with progressive trance and electro-funk.

Title: Escape Machines
Genre: Action, Adventure, Indie, RPG, Strategy, Early Access
Developer:
Mint Age Studios
Publisher:
Back To Basics Gaming
Release Date: 14 Apr, 2015

b4d347fde0

English,German,Portuguese,Russian



勢力編集



勢力色 ■

君主 ジャンヌ・ダルク
ジャンヌ・ダルク

軍師 ジルド・レ
ジル・ド・レ 削除

信用度 50

金収入増 × 強化勢力 ×

敵対君主 --- 削除

決定 中止 初期化

勢力を編集します





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For the asking price, it's a good game. It's basically a lighter version of the old SNES Zelda. My play time to complete the game took 9 hours, and I was pretty thorough about finding stuff as I only missed a few heart container pieces. The game's difficulty for me was a bit on the easy side as I didn't die a single time during those 9 hours. I find that there's a generous amount of hearts and the damage the player takes is pretty low, plus they load you up with all sort of healing potions and revival items you can find along the way, which I also never used at all.

The map is decent size and despite the the description of the game, there are only 4 real dungeons. The tutorial dungeon is so short and easy it's a bit of a stretch to count it for anything. Despite that though, there is a lot to see and do, and every screen in the games decent size world has some sort of hidden things to find. If you were to rush through the game you would miss out on a ton of the charm of the game. The game also tells you where to go next, which I didn't like, but some may be thankful for.

From a gameplay perspective, it plays very well. As a keyboard player, I found the controls to be exactly the buttons I would have wanted to them to be right out of the gate. The music has a hint of homage to Zelda, but also has some really nice chip tune tracks that are quite catchy. All that being said, if you enjoy the gameplay of the old-style top down Zelda games, you will like this game.. Good luck controlling your car. Not friendly to beginners. You basically win by not crashing as soon as your friends for 5 seconds, since everything will kill you and it's almost impossible to avoid without holding the brakes 100% of the time.. I didn't play the original, but this is really rough. Bad driving model and generally a chore to play. Ugly as a PS2 game, and not a good one.. Love this game! It's well presented with nice graphics and solid physics, and very challenging at certain stages. Highly recommended.. Need a new bomberman game, not this crap. If you like annoying games, go ahead.. I admit I got off to a rough start with book 1, I honestly wasn't too enthralled by it. But it picked up and it was worth the play. This however had me hooked right from the start. I really enjoyed this game and I'd recommend it to any of my story loving friends. It was full of action, humor, and suspense.. At this time (June 2018) I can't recommend this game.

It appears that the game was not tested fully after upgrading to Unity5 engine. The physics engine made the vehicle more brittle, and what was supposed to be an EASY puzzle (it's the 2nd puzzle, after all) is now IMPOSSIBLE to finish/achieve.

This needs a patch ASAP.. I can see the charm in this game, the art-style is very unique and some of the enemy designs are just downright creepy. Some of the areas have fun environmental and platforming ideas, but the ideas end after a few minutes of gameplay and thus potentially very fun ideas give about the level of intrigue as a child's crappy art project. Rolling with little to no armor was my preferred strategy for almost every single boss, as shields are for the most part crap and dodging isn't very hard to do due to most bosses only have 3-4 moves total. I could see some potential for magic and cleric builds being interesting, but this game doesn't really warrant a second playthrough due to its lack-luster boss battles, some (ex: witch of the lake going off-screen) of which seemed quite a bit buggy, or untested at least, its non-diversity of music (same boss theme for almost every boss) and its really awful platforming in some areas (final drop onto breaking platforms near skull sanctuary, maybe there's a

way to avoid that first death but I saw no warning signs. I did find the brief upside-down segment at the bottom of the ziggurat of dust very enjoyable though). The most interesting aspect of this game besides the artstyle and creepy monster design was the exploration, and though I think the metroidvania elements(brands) could have been done better, they still allowed for some fun backtracking with some genuinely interesting backdrops. The shorelines in particular I thought were breathtaking. Personally wouldn't recommend this game for the average person, but if you enjoy some spooky dark caves and some weird lookin' dragons I would give it a whirl.

Very good fun, reminds me of point blank. The weapons are well modelled, the reload is basic, as in automatic reloading I just wish this had co-op play as its a blast in single player.. Not bad at all.

Mechanics are a bit confussing.. Cossacks 2 couldn't hold up like Cossacks 1.. I actually did not know this was a game since I had been listening to the soundtrack for so long. As a game, it's really simple, maybe too simple. You just move left and right and try not to fall off the map, there's no filters or anything, not even an options menu. But I am so in love with the soundtrack, that I can see myself playing this game for quite a while since it gives me something to do while listening to one of the greatest chiptune soundtracks of all time.. Side-ways thumb! Not a bad game aside from the fact that it made me puke. Minor spoilers have been blacked out.

This was a really tough one to get through because I am easily motion sick and there is no toggle for the head bob. I've said it in my other reviews and I'll say it again: Head Bob NEEDS to have a toggle!!

My other gripe is that one of the puzzles required me to search every single tile in a bathroom. Mousing over each tile slowly and carefully to painstakingly piece together a code. It was terrible and only served to make me more nauseous.

Aside from those problems, the spooks were decent (until I noticed that all the audio was on loop) and the story was solid. I was a little confused by the ending but that's ok. Was I dead too? Did I adopt the little girl ghost? Was I the father all along?

All in all, this is a semi-creepy game that would probably get a much better review from somebody who doesn't get sick as easily. I think the price is tiny bit steep for what I got. I would drop it down to \$1.99. :P. Really like driving this loco, and I'm not into steam trains particularly. The steam effects look great, the whistles are very nice, and sounds generally are very good, much better than usual. For a real challenge (for novices like me!) the advanced mode without any HUD's is a must. In short, my fave loco so far. Can't stop driving it up and down Weardale & Teesdale!. This makes me excited for the upcoming major. PGL guys, The talent line-up, the teams that are coming. Everything's just perfect. Can't wait for it. The voice brought me chills down my spine. Although some of the sounds are a bit ♥♥♥♥ed up, it's just a little edditing problem. It says that the video is 50 minutes long, but the actual lenght is 3 minutes. Maybe they will release the other footage of pro players after the major starts. I doubt some of you slow heads that are attacking this, even thought about this.. Font too small. Unreadable.

That's enough to give it a pass. The font type isn't good, but it would be bearable if its size was made for human eyes instead of eagle peepers. Visual cues on the cursor and elsewhere are of the same caliber, making the game essentially a pixel-hunting exercise. Music is an annoying loop, but can be shut off. I like the visual style, but the UI is just awful.. I like this game, nothing like searching for lost items. Considering this game is basically a dollar, you get alot more with what you paid for. Open fields to search and a creepy forest. Yes this game is short, but again, it cost almost nothing for this game. I like the detail used in the water, tree's and fog. Thanks team Borov, Sashka Shlapik A+

<https://www.youtube.com/watch?v=tcQFpRbOHiQ>

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