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About This Game

You are the pilot of a highly maneuverable fighter ship codenamed the "Fury", after the Furies of ancient Mythology. The Fury is made possible by a super conductive core, fused of lava from beneath the surface of Earth and "cryo-lava" from Titan, one of the moons of Venus. Utilizing a newly discovered elemental binding, it has become possible to create a "Geocore" that can generate enough power to drive superconductive technology. An insanely powerful drive system allows the ship and pilot to create a magnetic sphere in which the ship can move in any direction freely and with no inertia. It is up to you to pilot this advanced machine to investigate the mines, where highly advanced robots and remote mining machinery have been deployed to gather the elements needed to make more Geocores. Nothing has been heard from either the robot crews or the mining machines in one of the main facilities, and you have been called upon to investigate.

Gameplay:
6DOF gameplay, setting the player free from the floor and allowing full translation and rotation on all 6 axes.
A focus on balanced multiplayer competition with stable and well tested netcode.
Single player where you stalk and be stalked by killer machines.

The action is intense, the skill level is high, and the rewards are lifetime friends and enemies. Join the ranks of the toughest pilots in the world, enjoy the company of veterans who can and will show you the ropes, and be proud of your status as part of the elite 6DOF community.

Title: Geocore
Genre: Action, Indie, Early Access
Developer:
Anarchy Interactive
Publisher:
Anarchy Interactive
Release Date: 31 Jul, 2015

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: i5

Memory: 8 GB RAM

Graphics: Nvidia 500 series and up

Network: Broadband Internet connection

Additional Notes: 64 Bit OS required

English

Using inventory items is rediculous.
No ability to assign hot keys.
Graphics are lacking
Having to click accept on constant notices is annoying and not needed.
Game is repetitive.
This would make a much better mobile device game to play when bored.
The controls are absolutely rediculous, right click for cursor to select items from inventory and use them?

. This game is very simple but also very fun. It is extremely addictive and I don't even really like puzzle games. I hate puzzle games that always seem to rush you with timers and crap but this is actually really neat and rewrds simple, smart thinking rather than anything else.. Indie games are often maligned (often incorrectly) by certain people who claim that they are done cheaply, cobbled-together or just somehow "lesser" games. Whilst there might be some games you could reasonably say this of, Hard Reset is a shining example of how this statement isn't always true.

The graphic fidelity shown here is stunning for such a small developer, and the world created is very believable and detailed. As soon as you jump in, you definitely get a Bladerunner kind of vibe going on, and it serves to create an excellent atmosphere.

I personally found the story to be a bit generic and therefore lacking (although I do confess in not exactly being a story person for games), but this doesn't really matter as the game does so well in it's execution. From the very start, the game sets a good pace, along with a fair challenge that never feels cheap or unreasonable. From the very first battle, I found the lovely destructive explosions of the robots expiring along with the smacks and clanks of hitting the machinery incredibly satisfying.

The only real downside I had with the game is in it's length - it's a few short hours, and does indeed feel like it's only getting going when it ends. I understand this may be mended somewhat with the inclusion of the DLC, but I haven't played it myself so can't comment.

So, on balance I'd say for it's full price of £9.99, you might be better served by looking elsewhere. However, if it comes up on offer for anything less, then it is a worthy purchase.

I think it may end up surprising you!. Very Very Cool!!
Thumb up!!

and if devs add more menus to cook
I willingly give two thumbs up!!

. If one can get past the rudimentary graphics and somewhat clunky user interface, this is actually a very entertaining science fiction RPG.

The setting and the plot are interesting enough. Dialogues are very compact and succinct, but that fits the mood of the game. Levels, items, and character progression are all well thought out. There are several key decisions to be made along the way., and they actually matter. Thanks to this, the game also has a good replayability value, in addition to its length of 6-8 hours for the first play-through. To top it off, nusics are good and suit the game perfectly.

Unembellished and low-budget it may be, but I really enjoyed playing this. That's more than I can say for some multi-million dollar sci-fi RPGs (Fallout 4 as a prime example).. **Sword art online but, way better. . Good Hidden Object Game, puzzles are not too easy and you can skip them if they are too hard for you. Graphic looks good and Story is okay. There are also 3 ways to play (easy, normal, expert). For peoples who like this genre I can recommand this game.**

Language is only english but its easy to solve without knowing perfect english, (at least on easy and normal)

My rate for this game 7 from 10 Points

Pro:

3 ways to play
graphic
music
story
a lot of puzzels

Contra:
puzzels repeat often
no punishment if you click too much
hints recharge to fast on higher levels
playtime seems to be a bit short. Bought this game for the Co-op so have no idea how the singleplayer is.

The game is what it looks like. If you like cooking games or games like Diner Dash you will like this game. What puts this game apart is (obviously) the VR and the co-op where one of you is the cook(VR) and the other is the waiter(computer). Other then the skills needed in normal time management games you will need to have good communication skills to succeed in this game.

Now the negatives. No bars/pie chart/countdown counters to let you know when the customer is getting impatient(blue>yellow>red>leave). Slicing is a little finicky especially when holding the ingredient.

Now yes there could have been more features like in other time management games (some of which Dannyo mentions). But this game is good enough without them as the best part is the the co-op with the other player. Would I play a campaign mode with them? As long as it was co-op yeah that would be great! But I don't feel a gaping hole where they should have been.

So if you have another person that will play with you, great game. Otherwise... well go find a review about the singleplayer gameplay... yeah most of them talk about the co-op soooooo :P. i will change my review if the situation change but this game is again a bloody game not for every players
and there is no story , no tutorial , we arrive in a landscape greece and we can select different stones
it is the four stage of the game , the goad is to do a blood bath with the same minotaur models as waves just their weapons change as army some and after medusa appears or a nuber of medusas but we can stay in front her without to be transfomed in stone , just need to run to dodge her attack stone she does with hair
i can not speak of the magic hermes flying shoes the description speak i have seen this but but the boat stage is just the same waves as before but on a boat and same for the others levels
the fight system is great and the arms enough long to give the impression we have a body but the enemy never do a parry of our attack so the only way to do a sword strike their weapon is to go back and strike directly on their weapon before they attack so the colision system is great but not really used
the medusa models are great but to have fun we need to imagine if we see his glance we would be transform in stone so i have had fun to hide me behind my shield and try to not see her but of course it is just in my imagination so it stay disapointed since if we are really in front medusa and in front his glance nothing happen
we can move free with a free locomotion added since the first update of the game and the only update since the release and since 2017 i have not seen a new answer of the developpers they read but does not answer to my own question too
so to resume this game with his great models (particulary medusa) his great fight system and colision , and levels design could be a wonder but with no option for blood wich fall all the time in front of your face as soon you strike a minotaure , no medusa stone eyes power when we are in front her and no story ,no tutorial , no various enemies , no follow on the game (only one update) Spartan VR stays really disapointed ... it is with a Pinching i must say i can not recommend for instance...

One of the best, true old-school RPG, with incredible depth and detail. Based on the most popular, German PnP roleplaying game The Dark Eye (Das Scwarze Auge). Overall a very challenging game, but quite playable.

Character creation and party-building is very hardcore, the complex rules aren't explained at all, even the spell descriptions are missing from the manual provided by the Steam version. The game however allows the player to skip the depth of this part and provides pre-generated characters as well as automated character creation and leveling.

The game features a medium-sized open-world with overland travel and camping. The world is dynamic, it reacts to the players' many choices and is very alive. It has about five, multi-level dungeons and five towns (one of these is quite big), each handcrafted with great attention to story detail and puzzles.

Dungeon-crawling is superb. Navigating is not too hard, due to an excellent automap, but knowing where to go and what to do is much more difficult, the player needs to pay attention to details and explore a lot.

Combat takes place in an isometric, grid-based environment and in a few cases it can get quite big-scale, with up to 20 participants. These can take a bit too long and are boring, so the game features manual, auto and quick-combat modes.

Some random stuff:
- Bring ropes, grappling hooks and shovels to dungeons, even if they weigh quite a bit, they will help in the long run. The same is true for sleeping bags and winter coats in the winter.
- Sometimes splitting up the team and going to different locations is necessary to proceed.. Simple start, intriguing story, good gameplay, but the need to read notes before being allowed totake certain items, which you can already click on, limited inventory, and also the need to go between the edgesof the map like a slow game of pong makes it not worth it.. Completion State:

Completed the career, most of it on expert, played some custom tournaments and some local multiplayer (13.7 hours)

Comments:

Simple but fun top down 2D racer with a surprising amount of content.

The game has four modes: single custom races; custom tournaments; a single player career mode; and local and online multiplayer.

Custom races and tournaments allow for quick races or quick races over multiple rounds on any of the 45 tracks with any of the 35 different cars. The track variation is pretty cool with a loads of approximations of real world circuits, from Silverstone to Monaco, all done rather well given the overhead nature of the game and the relatively simple graphics style. There's also a number of smaller kart tracks, some speedway-esque ovals and some alternative historic versions of real world tracks. The 35 different cars are more classes than actual vehicles as within the class there is then a variety of choices that are the same model just recoloured each with different stats. There's no real depth here within classes though as basically the blue one is the slowest and the red one is the fastest. There's no trade off for example where one is fast but handles like crap compared to one which sticks to the road but suffers in top end speed, instead they are really just another way to make the difficulty options more granular.

The career mode has 35 events, one for each car type, which include [optional] qualifying and the main race across one or many rounds. Other than the car type, the events will also vary according to the number of rounds, the length of the races, whether tyre wear is on or off (and to what level if it is on) and whether boost is on or off. The car classes feel different enough that when combined with the race modifiers each event does feel a little different to the last though ultimately the physics are only so deep so don't expect too much real variation, this isn't trying to be a Gran Turismo or a Forza!

I found the career to be pretty fun and once I had worked out how the cars controls, how tyre wear (and thus pit strategy) worked and what difficulty settings to use I found the expert level events to be just the right kind of challenging. I particularly liked the dynamic weather which, whilst simple, really added another interesting layer on top of the basic racing. I can't count the number of times I thought I had an event in the bag but then the weather changed and I missed the right pit stop window. I initially found it a little annoying that the dynamic weather would change when restarting a session so you rarely get the same

race twice but this grew on me and it really does add some dynamic challenge.

Talking of difficulty, there were several ways here to tailor the experience to my own skill level. Firstly the overall event difficulty then the general AI difficulty and last but not least the actual car you choose within the class. Overall I tended towards the medium level AI (as the lowest reduces your winnings substantially whilst the highest only nets you a little more in prizes), expert events and the fastest, reddest car. I found at this level I was having some good races within the inherent limitations presented by the top down view.

Overall, if you go in knowing what you're getting - an old fashioned top down arcade racer - there's an awful lot to like here and when you throw in local multiplayer racing for up to 8 it's a bit of a treat.. Absolute awesomeness!!
I'm glad Sega decided to bring back the good ol' classics. *Nostalgia*

My Rating: 10\/10. I don't write reviews but boy... Let me say this these packs are worth 20-25 a peice easy. They were originally for FPSC and I have before actually purchased many of them. They are old nothing new, but at the same time they can be useful extremely so.

And they are free.... like please no one give negitive recivews on this at all. This content becoming free when they could have charge for it is just amazing. Not all of the content is that well done, some of it is from 2006 at least having said that despite some of it being 10 years old enjoy it.

Theres alot of useful things in this pack that could help you along the way to a quality game.. The only flaws I had an issue with is the length of this game. Honestly though, for 2$, the experience I went through during my 10 minuites playing this game was still worth it. There was so much potential with this to have more endings than just the same one as well, due to all the different choice options. I hope you make another and longer game sometime.

I really enjoyed it, the atmosphere, colors, graphics, and audio were awesome. Will play again, and will definitely be having my friends play it when they are over to get spooked.

7/10, nice little psych horror experience.. **Overall, this is a fun little romp when you have 3 or 4 local couch co-op players available. In my opinion, there is some wasted potential here, but it works.** *Tiny Brains boils down to giving each player a very specific 'power' which they can then work as a group to solve puzzles. In general, the puzzles are trying to get out of a single room (move the 'key' to the slot kind of thing). The theme is science. It could be better executed, but because this is such a niche genre (4 player puzzle solving) it gets a pass. I hate saying that. In general I think it suffers from some blandness that often is associated with AAA titles. Although I have no idea what the budget was for this game - there were many people in the credits.*

Try the demo - it is a decent length.

Pros:
+Science theme is cool enough
+Controls work fine
+Puzzles have a medium difficulty - could have been more difficult IMO, but it was fine

Cons:
-Some levels have fighting elements which I would rather do without - just stick to the puzzles
-Voice over is real meh
-Graphics are bland, needed someone to make stronger artistic decisions, IMO
-Better in short play sessions to keep it from feeling repetitive
-I know this sounds really silly and picky - but it bothered me when all the people in the credits had the Dr. title - I know its in the theme, but it just bothers me

Its a steal if you can get it on a sale. Try the demo - it speaks for itself.. Super PaintJoby teraz na serwerach ka\u017cdy b\u0119dzie wiedzia\u0142 sk\u0105d jesyem :D

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