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About This Game

Story:

Every hint has led to disappointment. Every clue has brought you to a dead end. Your failure to find your brother and his expecting wife is starting to wear on you, and desperation begins to set in. Perhaps they took an unannounced vacation to the family cabin, the one where you spent your childhoods- the one deep in the woods, far flung from the comforts of civilization. As you approach your old haunt, you realise that something feels different about this place. You press on despite the strange charge in the air, despite the heavy shadows that seem to cling wetly to everything. Perhaps you will shed some light on the disappearance of your brother and his new family- perhaps this story won't end in tragedy.

Gameplay

Search through the cabin, woods, and other eerie places as you collect clues to solve clever puzzles and progress more deeply into the game. Your search for peace will immerse you in atmospheric environments inspired by ancient Egyptian and Babylonian temples. Artificially intelligent monsters will randomly make startling appearances throughout this succinct, unsettling adventure. Horror fans will have fun finding random Easter eggs... if they aren't busy looking over their shoulders.

Gameplay length:

Gameplay will depend on how quickly puzzles are solved. Roughly average an hour to figure everything out.

Features:

Survival - It's an exploratory game with limited items to help you solve puzzles. Headphones will help you hear in the direction of certain sounds and to aid in discovery. There are some random AI, so scares can happen at different times and there are ways to hide from and defeat obstacles.

Title: UNHALLOWED: THE CABIN

Genre: Action, Indie, Strategy

Developer:

Tom Adams, Craig Burgess

Publisher:

TREEFORT VR

Release Date: 25 Aug, 2018

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Minimum:

OS: Windows 10

Processor: i7

Memory: 8 GB RAM

Graphics: Nvidia 1060

Storage: 4 GB available space

Sound Card: Basic

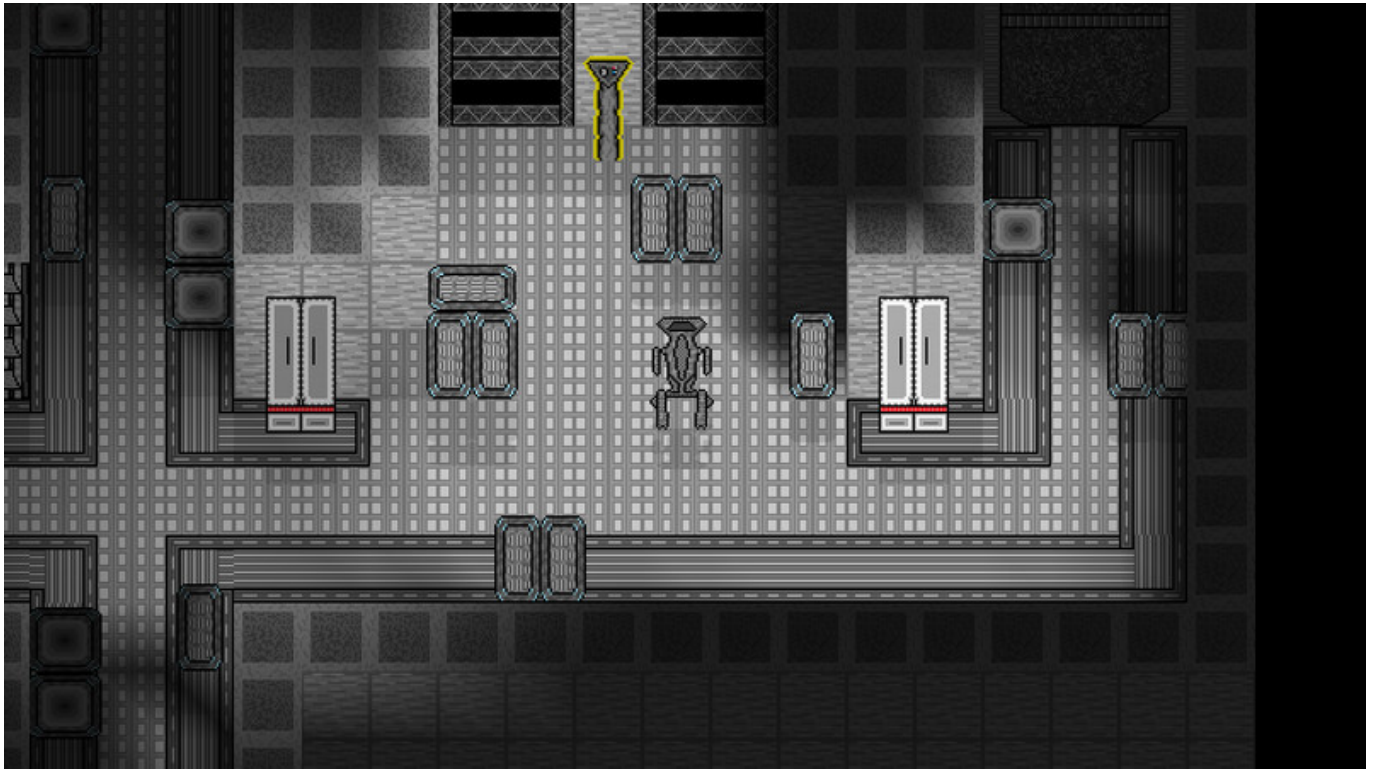
English



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Gave me a BSOD after 3 minutes, had to launch it for another 2 to be able to submit this review

0/10 would not recommend

based devs have fixed it

it's bowling with zombies as pins you can't wrong wrong with this one

brains/5 GOTYAY. Even though this short Visual Novel's English dialogue has all kinds of spelling mistakes, and also plays the "every female is secretly into you" gimmick commonly found in these, it had a nice, brief message in the end and was alright. And at the price of free, I don't see why you shouldn't give it a try.. I tried. I really tried. I'm not a dumb person, but Cuit is simply too demanding for my brain power. Made it past level 35 with "relative" ease, but then it just gets exceedingly more difficult.

Pros:

- It's really challenging
- It has a soothing sound track to salve your frayed nerves
- It's simplistic yet very deep
- It uses electricity as a puzzle element
- All levels are available from the start
- Level editor

Cons:

- It's really challenging
- The sound track will get on your nerves sooner or later, believe me
- The UI is, frankly, terrible
- It uses elctricity as a puzzle element, but not consequently, which leaves you scratching your head at times
- It gets so convoluted in the later levels that it's brain numbing

The game starts off relatively simple and introduces new elements gradually up until more or less the middle of the game I think? (judging by the end boss, there is 1 new element I hadn't encountered up to level 35). It generally follows the principle of powering and de-powering certain switches and stations. That works relatively well. My only complaint here is that it's hard to accept that some elements keep the current flowing, even if they are NOT powered (that mostly means certain switches...I don't really understand that. If no power is flowing to the switch, how can it itself be powered?). And then there is the concept of "negative power", which means an element with 2 inputs can be powered by cutting off power from both of these inputs. It takes...some getting used to.

Your goal is to basically power the targets and, if applicable, don't detonate the bombs in each level. I really like the core concept. What I don't like are levels that just play havoc with your brain, i.e. multi-stage levels in which you have to do things in a certain order and if you make a mistake somewhere down the road you have to basically start again (though there is a save level feature which I'm still trying to figure out...maybe this is only for the editor...most likely). It is hard to describe what I mean, but later levels have you alter the path of the current so many times that it's not possible to merely think of the solution from the initial picture, but every step requires you to re-assess the whole level. It's like 4D chess. You can't just say "when I do this, that happens", but rather "when I do this, that happens, which then means I have to do this in order for this to happen, so that this switch changes to that setting, so I don't set off this bomb and power that goal, and then I have to think about how to

power the other goal without setting off both bombs and not accidentally disabling the other goal" Uuuuuuuuuugh. Yes, this is for people with a lot of grey matter ;) That's fine. And I won't hold that against it. Just realize that this is not an easy puzzler. At least I'm smarter than my gf. I think she gave up around level 15-20. It takes time and patience and you need to be able to imagine how the level changes in your head...and then you need to be able to remember several level states.

My only other complaint is that the UI is\u2665\u2665\u2665\u2665\u2665\u2665 Please add a mouseover feature that actually works. The way it's currently implemented is that you hover over an element and in theory the description of that element should be displayed in the bottom. That doesn't work half of the time. Either it displays the level name, the soundtrack, advertisement or "you are awesome". So whenever that happens you have to wait for that message to disappear before the tooltip is displayed.

Oh and apparently some levels are\were broken, so keep an eye out on the community hub. Though I don't think a lot of people are playing it and submitting potential bugs.

All in all for a 1 man project and for that price it's a good deal. If this cost 5-10 bucks or more I wouldn't recommend it personally.. I really hate to say this. But i dont think i like this DLC. Heres why...

***Pros**

(Ok there are a few good things)

- The model is nice
- I like the rods.

***Cons**

- Horn is recycled
- Wheelsounds are recycled
- Its all recycled sounds
- Its a bit overated

Im gonna keep it on my collection for workshop scenarios sake.

I do not recommned it after first impressions. Sequel bait ending. No.. fun fun fun fun fun fun funxasfvgaxfahsffxgfdgh (vodka effect). Its a free/semi-free WW2-Shooter. You play either a Russia or a German soldier, and fight on a lot of maps. There are three gamemodes like Capture the Flag and Team Deathmatch. Its features historical accurate weapons and has a rather great playerbase. Sometimes the translation doesnt work, so some hints are in russian. But i would recommend this game to play with friends.. So I bought the game and refunded only because of another game that was further down the path in early access. I love the idea of the game it is amazing. The combat is simple but fun, the crafting can be a little boring, but like most other games. You can explore the vast ocean and it already has tons of things you can do already.

Build your own castles. What more can I say?. Totally worth the 10 cents with the -90% coupon. Otherwise... I mean if you got money.. its a decent time killer.. Once again, the same 1h of fun, but it gets easier and easier with every single game.

This one didn't have a single difficult level. Pretty linear, because you usually see from the start of each level what you have to do to complete it. But it's fun to watch how the balls spin accross the level without your help.

Another one to the collection.. good trailer representing what is the CSGO for the esports.. Got a free copy of the game from onlygift.com

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