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### **About This Game**

**Heaven Island is an experiential game in which you'll explore wonderful environments and places.**

**On this Island, time and space are frozen and you'll be able to visit it and at the same time explore the inner of your soul.**

**All problems and worries of life will be left far behind so that you'll be able to rest your soul and mind during this experience.**

**The inspiration for the environments comes from the Renzo Piano designs and from the book "Origins of Architectural Pleasure" in which the player's welfare is of primary importance.**

**This game is a Massive Multiplayer Online experience in the sense that you'll be able to connect with all other gamers and will be able to view their essence in order to be**

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**able to create a "Connection".**

**All the details you see on the Island are made by hand, every rock you see is put there with a purpose.**

**We really hope you'll enjoy this wonderful experience.**

**Designed to be played with or without the Oculus VR, Gear VR and (soon) the Steam Vive VR**

Warning: on some Apple Macbooks, the game crashes at start. We'll fix the problem as fast as we can!

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Title: Heaven Island - VR MMO  
Genre: Adventure, Indie, Massively Multiplayer  
Developer:  
Fabio Ferrara, Giulia Airoidi  
Publisher:  
Chubby Pixel  
Release Date: 1 Dec, 2015

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**Minimum:**

**OS:** Windows Vista

**Processor:** Intel Dual-Core 2.4 GHz

**Memory:** 2 GB RAM

**Graphics:** Nvidia GTX 570

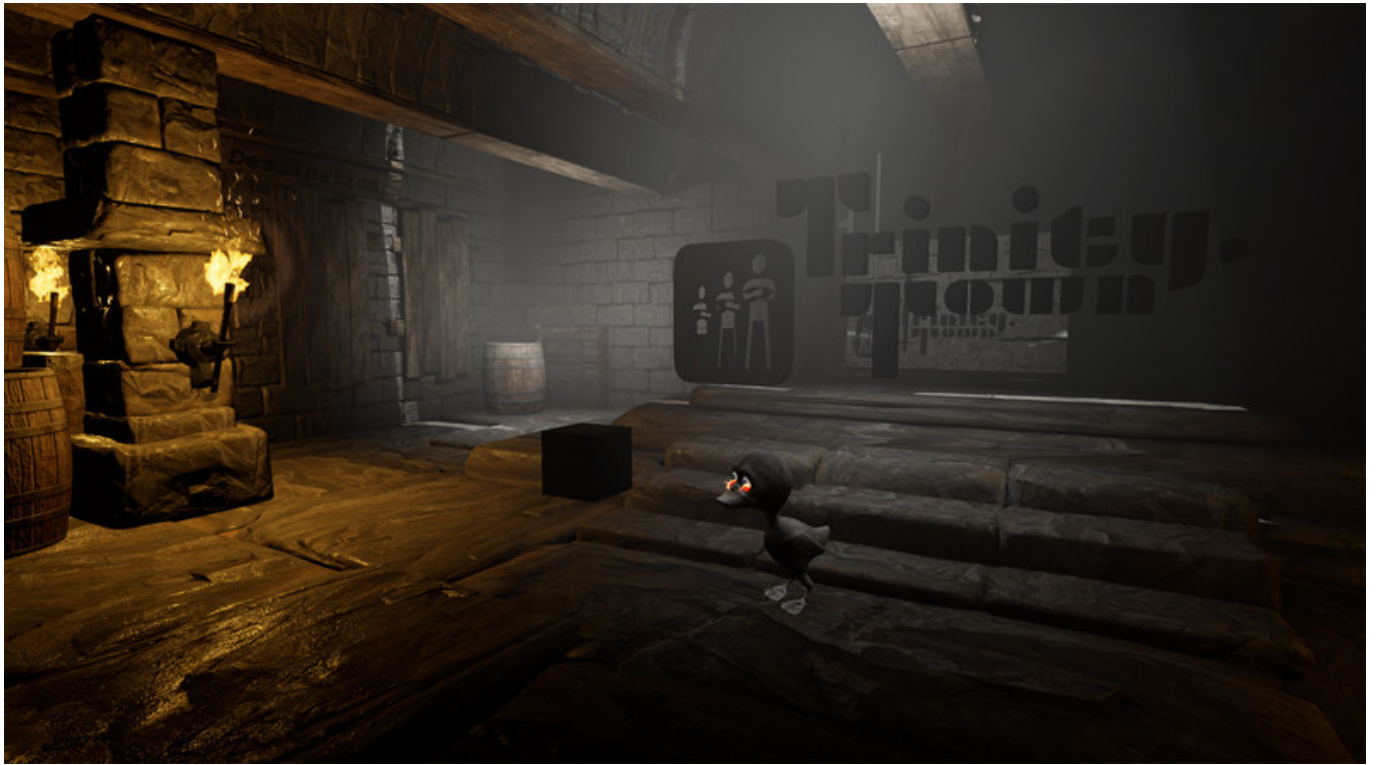
**DirectX:** Version 9.0

**Storage:** 700 MB available space

**Additional Notes:** Available with or without the Oculus Rift DK1 and DK2

English







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Not even an hour long puzzle game. The movement is a little clunky, but it has some fun ideas for the puzzles.

In summary - fun, short and free game.. As near as I can tell, there are literally two games in this genre - this one and Tiny Town VR. There are pros and cons to each:

- 1) Diorama Worlds appears to give you limited animation while Tiny Town does not - the best reason to get this
- 2) Diorama Worlds has no tutorial and is WAY less intuitive than Tiny Town VR
- 3) Tiny Town VR appears to have more assets in general, but all are completely static and offer very little customization
- 4) Tiny Town VR appears way more stable at this point
- 5) Tiny Town VR has multiple various features to make it easier to place, move, copy\paste, etc. art assets - Diorama Worlds may have such tools, but good luck finding them without doing a search via the forums or a Wiki.

Despite the fact that Tiny Town VR has a lot more polish, more assets, *and has the oh so important 'ease of use' concept down pat, I'd still say pick both up if you can. However, if Tiny Town VR ever adds any sort of animation feature, than skip Diorama Worlds, as that is basically the one and only reason to get it over Tiny Town VR.. CANNOT KILL THE BOSS, TOO TOUGH!. SUMMARY: Regretfully, Sun Dogs is a brilliant idea that's well-written and beautifully minimalist, but doesn't hang together very well because of limited options and random events.*

*It's hard for me to not reccomend Sun Dogs as the game is a fantastic idea that almost gets it right - a kind of nonlinear playable novel of a transhuman future, beautifully written, and obviously a labor of love. Had it been free or very cheap it may have been worth it, but as it stands it's not.*

*The idea of Sun Dogs is that one wakes up in a "Sleeve" - an artificial body. This is a far future of mind copies, artificial bodies, cybernetics, and solar-system wide travel (and then some). You explore with simple point-and-click choices, finding items, unlocking information, and seeing sights. Over time you find missions or interesting objects.*

*The world of Sun Dogs is extremely well fleshed out, from the Jovian war to a wasted but recovering earth, to an asteroid library. There's believable terminology and language, and little details in the story text that bring it to life. In fact, the minimalism of the game works in its favor - your brain is the graphics card and rendering engine.*

*The problem with Sun Dogs is that it's largely a case of go somewhere, have events happen, hope you have the right tool\skill to survive or change things, and go on. Your character has very little initiative, you just wait until things happen, including events that one would think is intentional (why can't I go look for cybernetic mods I used to have). This lack of control and randomness ultimately make the game hard to enjoy as games often end up as a case of clicking-and-hoping.*

*Thus the core flaw of Sun Dogs is not the idea, the story, the graphics, but the choice of mechanics.*

*If the developer is reading this, I truly applaud their hard work and brilliant writing. I think the game would be best with more choice and less randomness, perhaps with a "dictionary" that helps the character make choices as they uncover them.*

*Though I do not reccomend this game, I, strangely, do not regret purchasing it - I took a chance and supported a good idea. I felt the implementation ultimately didn't work.*

*I also want to note the developer is supportive on the forums, so though I critique the game, I applaud his dedication to his art and his engagement with people on the game.. Its sometimes buggy and sometimes good, but all in one i would not buy it again. Boring... Kinda storyless... Simple though... It was cheap though... You have to really love top down I guess... Song played flawlessly for me.. RUN JUMP DIE DIE DIE DIE DIE ..... I rate the PC survival-horror game Phantaruk 2.5/5. In general, this is a good idea done badly.*

*Honestly, I didn't have the patience to finish playing this game. Though it has some okay graphics, good sound, good horror music, good voice acting, adequate controls and is a fun idea (a horror game on a spaceship seems like an intrinsically good idea to me and it worked well in System Shock 2), Phantaruk quickly becomes a frustrating experience mired in a slew of bad game design choices. It becomes even worse when you see how the mediocre (at best) gameplay experience has been coupled with a clichéd and boring plot which gives you no choice regarding (from what I saw on Youtube) how totally unsatisfying the ending will be. With no*

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difficulty levels or major gameplay options Phantaruk also has no replay value whatsoever.

Phantaruk is a survival horror game which takes place on a strange medical/research spaceship which has very few of its lights turned on. Your initial objective is to try to escape the ship. Once you discover what your late-game objective is, the entire plot falls apart and the game starts to feel just as arbitrary, silly and frustrating as the gameplay itself.

Though guns are mentioned in the game's dialogue, you will be oddly unable to find a single one. The game also won't let you pick up any heavy objects wield as weapons. This means you will need to avoid and hide from enemies for the entire course of the game. To make matters worse, once a certain, frequently reappearing enemy spots you, it becomes almost impossible to escape as your character is unable to run very fast or very far without quickly running out of breath. Whenever I played this game I found myself wishing I was playing Doom 3 (or even System Shock 2) instead. I mean, in Phantaruk, your character can't even pick up a wrench and use it as a weapon to at least stave off the enemies? Apparently not, because that might cause his blood pressure to rise too much and we wouldn't want that. Your character in Phantaruk is a delicate daisy.

Worse still, you are continuously encouraged to keep moving and find more medical hypodermic needles to use before weird toxins in your blood stream kill you, unless you keep on injecting yourself every 5 minutes or so. This situation pretty much encourages you to throw caution to the wind and keep moving regardless of the dangers which may lurk beyond your immediate location. This all means that when you play Phantaruk you'll probably get killed, A LOT, at least if you try hard to be stealthy like I did. You might get killed so often that being killed by a big bio-mechanic monstrosity begins to lose its drama and merely becomes a repetitive irritant. This ongoing situation causes this survival horror game to lose most of its sense of tension and the game starts to feel more like an irritating, repetitive puzzle game, one in which it is unreasonably dark and hard to see. On top of all this you inexplicably have a harder time seeing if you are close to the main monster. That's right; the screen gets intentionally blurry whenever you are close to the main monster. It's an intrinsically stupid game mechanic that not only doesn't make very much sense but can also interfere with not getting killed, again and again.

So basically:

+/-Great sound, great, mostly ambient horror music, at least adequate controls, good automatic saving checkpoints, an honestly creepy atmosphere in many places, at least until the effect wears off and it gets boring/repetitive. Why is a medical ship so damn dark, even if it is an emergency situation?

+/-Pretty good graphics but there are several minor graphical glitches (the distance becomes blurry when you look at your arm mounted computer screen for example). I had not realized the Unity engine was capable of having such nice 3d graphics. In places it is comparable to the graphics of Doom 3. It seems odd that the lighting is so poor. At least the poor lighting in Doom 3 made some sense, since Demons from HELL were invading and changing things. There's not enough of a reason for the lighting in this game to be poor. If you remember, the lighting in System Shock 2 wasn't always poor (and that was on board a space ship too). Some minor graphical stuttering/slow down for no apparent reason seems to occur randomly but it is not extremely noticeable.

-Irritating gameplay in general. Once the main monster spots you it seems to be almost impossible to hide from it. The plot would have you think there is maybe only one main monster but it feels as though there must be many of them because it often appears in areas beyond where you are after you have just escaped from it. This means the monster's location is unpredictable which adds tension but also adds frustration.

-Cannot fight, cannot run well, cannot fend off the enemies in any way. Screen becomes blurry for no good reason whenever you are near the most dangerous enemy type (because your blood pressure is too high? Honestly, that sounds really stupid).

-Frustrating game mechanics may cause the main character to die repeatedly causing the game to lose its sense of tension and possibly causing the player to lose their fear of dying. This saps the game of most of its tension.

-The need to keep injecting your character with hypos to stave off your character's blood toxins forces you to hurry more than you otherwise may want to, thus encouraging risky behavior/tactics and may cause some players to try to rush through this already fairly short game and thus die even more often.

**SPOILER HERE:**

-Clichéd anti-technology/anti-intellectual plot in which you are forced to make the inane and stupid decision of destroying all



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*evidence of a corrupt company's wrongdoings even though all their mad scientists have already escaped anyhow. Oh, and the ending is totally unsatisfying. You die in the end by setting yourself (and the entire ship) on fire. Hooray for you. Congrats. Great feel-good ending isn't it?*

*-Apparently no alternate endings hence and no difficulty levels or major gameplay options results in no replay value for a relatively short game.*

*-Gameplay gets even worse in one section where you must navigate darkened, smoke-choked corridors (with a bright screen in your face taking up some of your view) with the main, screen-blurring monster nearby so, during that segment, you can see even less than you usually can. Very frustrating segment.. While not as extensive as the Istivan DLC this pack does one thing that that no other one does*

*and what is that*

*Adds Leman "Sing" Russ*

*as a big fanboy of both 30-40k i cannot help but sing joyus songs whilst beating the out of Horus as The Russ*

*as for Prospero itself it is a fun objective to work on the side if you find yourself on that part and is kinda funny to be all like*

*'this noise im hiding in prospero'*

*i recomend it*

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I purchased the monthly subscription yet they don't let me render my videos without the watermark. I am genuinely shocked. I payed money to use a demo.. A cute, very atmospheric game. It's hard to describe, but the skyscape and the music just evoke a feeling I haven't gotten from many other games; of loneliness and adventure, anticipation and hope.. Fun with friends.. Game of the year! 5/5, Bud is the best segredega saxophonist.. Picture breakout but a little high on special effects and a bit more speed. An ok game to kill time.

This game is for you if you like collecting games to play for maybe an hour or so and then let it gather dust while you go do other stuff. Can't recommed buying it unless it's packaged with other things you like.

Edit: The music is very nice though!

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