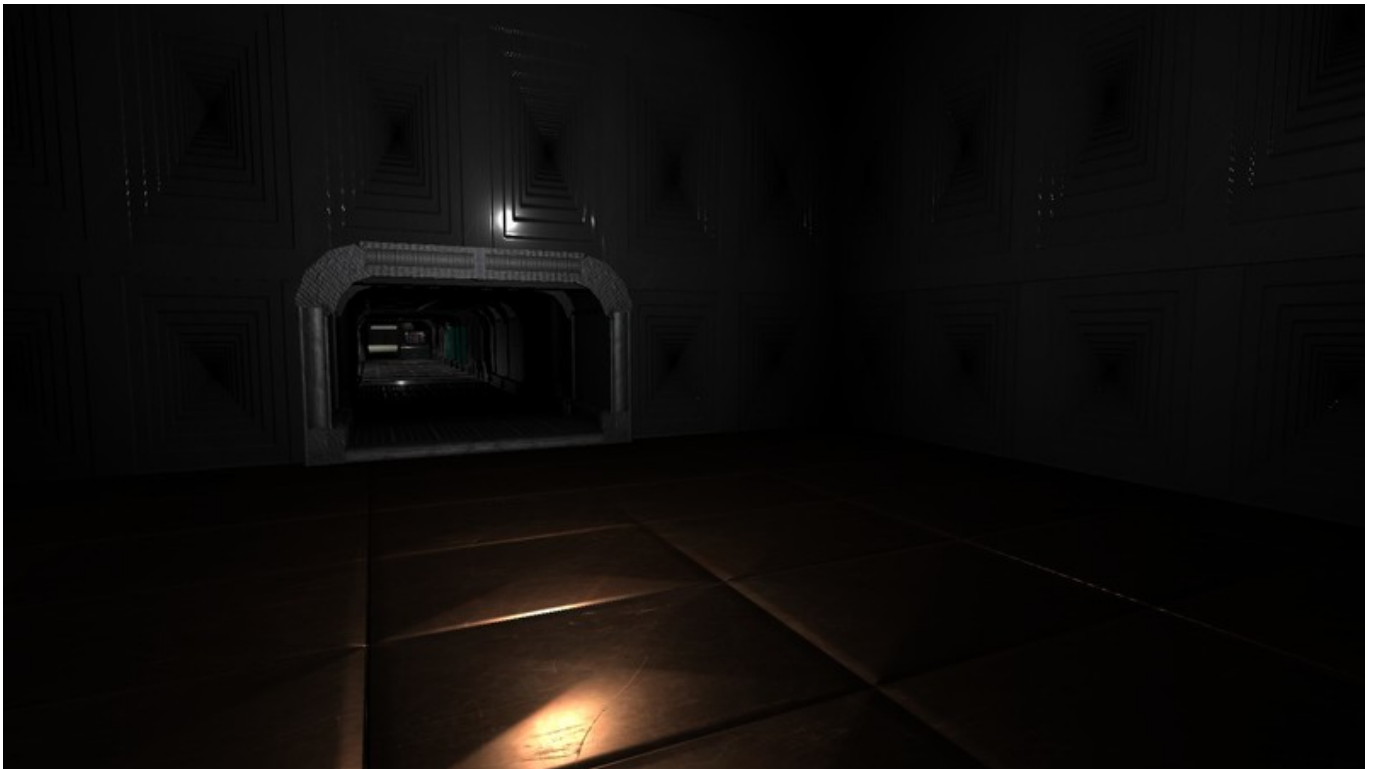


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## Tomb Exploration VR Activation Code [FULL]



Download >>> <http://bit.ly/2JpWw84>

### **About This Game**

An archaeologist has been evolved in a series of unexpected events during a casual dig. The player is going to act as an archaeologist and enter the tomb. By using variety of tools player will go through several stages and figure out the truth. Chinese tomb story is an action type puzzle game based on VR stage. By combining the exquisite triggers, grim monsters and beautiful love story with fine design together, the player will experience a brand new taste.

Any problem or advise can send to [yuanpu@yuan-gem.com](mailto:yuanpu@yuan-gem.com)

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Title: Tomb Exploration VR  
Genre: Action, Adventure, Indie, RPG  
Developer:  
Epotech  
Publisher:  
Epotech  
Release Date: 9 Mar, 2018

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**Minimum:**

**OS:** 64bit Windows 7, Windows 8.1 ,Windows 10

**Processor:** Intel Core i3-2100 / AMD® FX-6300

**Memory:** 4 GB RAM

**Graphics:** NVIDIA® GeForce GTX 970 4GB

**DirectX:** Version 11

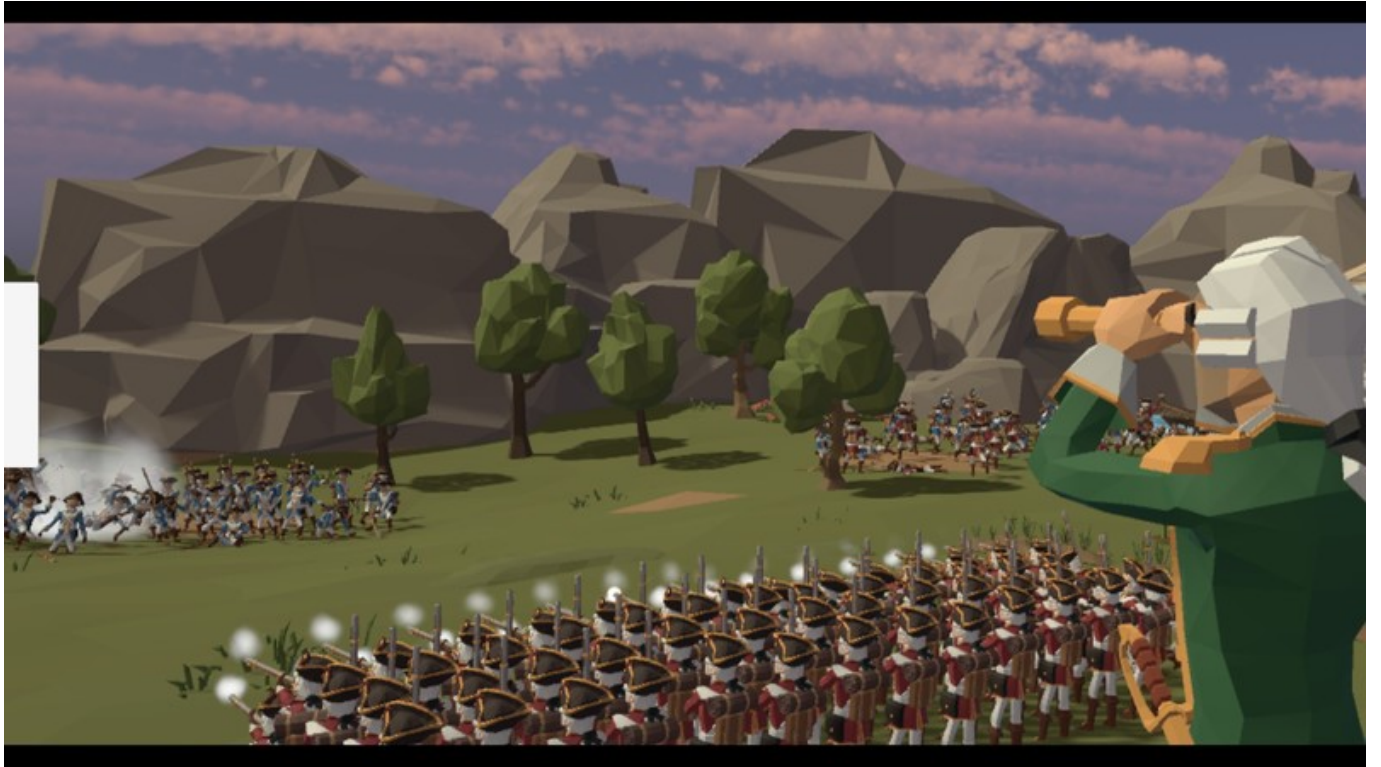
**Network:** Broadband Internet connection

**Storage:** 2 GB available space

**Sound Card:** DirectX 11 sound device

**Additional Notes:** Internet connection required for achievements

English,Simplified Chinese





544

Practice

Online



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Excellent first game. The developer has much promise for somebody their age. Worth supporting 100%. Keep up the excellent work.. I really recommend this game!

[I've written a full review on my blog if you are interested in reading why, but straight off the bat, I recommend it!](#)[xpilots-cockpit.blogspot.co.uk]. If u like cartoons adventure time action and some good gameplay a adult or kid this game is for YOU. I played for what felt like an hour but probably 15 minutes before I realized there's not much of a point here. There's a blue and a pink upgrade. Your bullets change colors but you can't fully tell if you're supposed to be collecting them both or just one color to power up that color. and the levels are a few minutes long and just ultimately repeat. the mobs get a little bit harder and your guns get a little bit more powerful every level in this infinite battle. There's no scores, no loot, not even an indication of what level you're on. it's just you and your bullets against them and their bullets. forever.. The best \$25 you can spend on a simulator. The graphics aren't Battlefield 4 graphics but the desturtion is simialr to Battlefield.

I would advise playing this game if you don't have any other games to play or if you just have a spare \$20 and \$5 bills laying around.

Get this game!. Great game for couch coop. The lack of online coop is a major mistake in my opinion.

The physics engine is great and we had a lot of fun exploring each randomly generated system. Over time I could see the simple, linear gameplay becoming stale without the addition of alternative game modes or objectives.. I don't normally spend time writing game reviews (I normally spend it playing) but I'll make this just one exception as it is such a wonderfully polished, minimallistic, delicately balanced, challenging, and overall fun game that I just couldn't resist.

The game starts off with zero tutorials, and the player needs to discover the controls, what they do, how they respond, etc. After that, levels start going at you one after another as you struggle to complete the objective (which you discover on-the-fly so to speak, just as you jump to the next level)

You plough through the roughly first ten levels learning the basic mechanics so that you can finally confront the epic boss. On your way you learn about the arrows, the bomb arrows, the lasers, etc. all moving dynamic obstacles that you, as the player, must avoid. After you've completed your "rite of passage" you get to the boss.

And now, the bosses, oh man, you're in for a kick (in the teeth). Much like the entire game, they are designed as geometrical figures, and their behavior is quite intelligent. It is very hard to take them down by just jumping or impacting on them, you need a specific, often non-obvious, strategy. Here the real fun begins, because it becomes a great challenge of trying to find the boss's soft spot, or its patterns, (even it's lack of), and by repeatedly playing the level discover what it's actual Achilles' heel is. After you defeat a boss you move on to the next area and from the on its rinse and repeat in a crazy, very fun, loop.

This, of course, you can do on your own or by your loyal squires (aka friends) because it's got up to 4-player coop! So imagine trying to beat those whacky bosses with someone else.

The game has been translated to every language on earth, I think only Esperanto and Elvish aren't there, and there are other gameplay modes you unlock that I won't spoil for you.

Overall a very fun experience, highly recommended.. I really, really, really wanted to like this game. The style is awesome, I love point and click games with the old pixelated style. The voice acting is also well done. Unfortunately, beyond that, things are a mess.

The gameplay is very flawed. There will be instances where you need to click on a very specific area, but it can take a few tries since there is no indicator as to what is the right spot. Sometimes, the puzzles are completely obscure and make no sense. Figuring out how to move through them will make you scratch your head.

The biggest flaw though, comes from the story. It is okay up until the end, and then everything just falls apart. Nothing is resolved, nothing makes sense, and honestly it just ruins the entire game. I seriously don't know what they were thinking.

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Give this one a pass, there are much better options - please see The Last Door or the Blackwell series.. Warning: This game appeals to the "old-school" type sim love. It's slow, fidgety, and highly detailed (think Space Empires) but it has its upsides.

This game lets you know what it's all about from the menu screen; many clicks and vague options. Sure it hasn't aged well but its micromanagement is superb. One thing to keep in mind is that it has a manual out of game so give that a look, also it uses various wrestling terms that aren't explained in the manual. Overall while it might not be fun it certainly looks gripping but be warned: it REALLY shows its age in mechanics and exploits, you need some love of pro-wrestling if you want to know what they are talking about, and this is not only a management sim but a MICROmanagement sim so it needs dedication.. "A sniper rifle for all occasions." ~ Good lie. You tricked me.

This DLC isn't a sniper rifle it's an assault rifle. Would love my money back for a gun I don't use because of your false advertising.

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Attack on Titan 2 or also known as Shingeki no Kyojin is a game where you literally kill giant man eating beings, we like to call them titans ofc hence the name. Due to playing the prequel and seeing the price tag of A.O.T.2 I was hesitant. Until I watched one of my friends play a bit of the game and I must say it was a massive improvement from the first. Here is why.

#### PROS

- Character creation/customization (Always a + from me regardless of genre)
- Maps are bigger and we have all types of titans seen in season 2 of Shingeki no Kyojin.
- Instead of playing as Eren or characters based on the moments in the series, We are playing our very own made character and being part of that story.
- We're able to choose our skills on how we wanna slice the titans and choosing which stats we want to focus on.
- More titans and they aren't as predictable as they were in the 1st game.
- SPOILER Can Play as Eren's, Annie's, Reiner's, Ymir's and Bertolt's titan
- Can befriend characters from the series and learn stat improvements, gestures and their unique titan killing skills.
- A.O.T.2 covers up both seasons of Shingeki no Kyojin.
- Even more weapons and gear choices.
- Can capture titans to keep hange happy

#### CONS

- As expected, with more weapons and gear. It's more time consuming if you are an achievement hunter. (+ or a -)
- Multiplayer is dead, even on release when I was part of the original discord. Even then getting a group was slow.
- I still hate open maps with no trees or houses... (Made omni-gear useless when you had these maps)
- Campaign co-op was meant to work on release, but I never could enter my friends game nor could she enter my game.

#### Overall

I had a lot of fun with the game, especially seeing how different it is compared to the first one. Then the created character is always a bonus to me. Seeing your very own created character in the A.O.T.2 universe and building friendship with characters that you liked or even disliked to learn stuff off them really gave you a feel for the world. I know the Pricetag for the game is pushing it, but if you do enjoy the series and never experienced the game before, I'd recommend this to anyone anyway.. I didn't like the community at all.. My low playtime makes this a cheap review, but here's the scoop I could get while also staying safely within the refund limit:

I love hex strategy games and at the end of the day I even play AoW or Civ with the animations turned off because it would take too long otherwise. I also love 4X and turn-based combat and have played hundreds of hours of hot seats against myself which just speeds up exploring different playstyles. Plus you never lose. (Honestly AoW3 hot seat is like a huge, long-form game of Mage Knight, so it's not lame at all.) Finally, I've never played any of the Panzer games but I was at least interested in the interface and have started getting into the 40K universe but don't want to invest in the physical stuff.

Taking those considerations last to first, this game would have been a dorm room dream if I played 40K in college, circa 2004, and would have been a contender for the only thing I played because it's incredibly thorough, and has a campaign editor. I find the art consistent and soothing in that context, and the game boots up and loads very fast so you can test (or rather retry) different scenarios. Given all the content in the DLCs, it's a rabbit hole of options.

It isn't 2004 though and the other options for 4X combat out there make this a hard sell for a non-40K player. There is an interface for hot seat games, and it's well implemented, but it's online and uses Slitherine's dedicated server. Because there are actually a good amount of games going, it's kind of silly just to play yourself online. Take that how you will; it's particularly not for me but I can see how an active multiplayer community is a big plus for a game like this. It's really a unique title, and in a hopefully long life one I'd be happy to pick up and play again.

The speed of combat is fast, and actually can't be slowed down that much since it's just static images with animated effects when they perform actions, but it runs fine on an old laptop and would be a great cabin game, despite the lack of an offline hot seat. Going up against the AI will produce quite a few trials and errors, which is probably a good sign.

In the end it's worth getting in a game library for the campaign editor, but isn't going to offer the kind of sandbox to make all that different of games. It will always be PvE Panzer-style combat with a lot of variety but not that many outcomes to experience.



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--I actually have one more inspiration for games like these: these should replace or fit in with something like a Keno machine. To say nothing about an arcade or bar game. Fast paced, difficult odds, easy to pick up but too deep to force too many variables if the deck is stacked appropriately. It would be kind of dumb luck at first with the fog of war but if it was the only thing there it could be kind of mythical.. Cute puzzle game. Nothing super taxing - a relaxing experience. If it is on sale or a part of a bundle, go ahead and pick it up!. I got this in a Steam Sale Bundle and at first thought, despite the reviews, the game description sounded like my type of game. Like a tactical stealth strategy action game where you kill aliens, who doesn't like the sound of that? However, I can't recommend this game to anyone as I'll list below in the Pros and Cons:

Pros:

↳ The game downloads

Cons:

↳ The game loads to a black screen no matter what options you choose (This is terrible as the game doesn't even work, it is just a black screen and when you move your mouse you can hear menu options and sounds but you can't play or see what you are clicking)

↳ Very Buggy (Just check the reviews and discussion page for numerous bug reports)

↳ The developers don't seem to care about the game (People have reported numerous bugs and no dev has responded or attempted to supply a fix for any of them)

↳ Can't get achievements or 100% this game as game is broken (This is annoying for anyone who wants to 100% every game)

↳ Developers are releasing new games instead of fixing this one (This game was released in January and is broken, yet the developers released a new game in March... seems as though they are sweeping this one into the bin, leaving all those that paid for it with no game)

Overall, do not buy this game as 9/10 people including myself can't even get to the main menu. This is because despite what options you choose, the game loads to the main menu screen with sound, except all you can see is a black screen. I have tried re-installing, verifying cache, numerous Windows Compatibility mode settings and nothing has worked, nor has there been a solution given by the developers. Therefore, this game is unplayable and I can strongly recommend no-one buys it.

PS: If anyone is wondering, I have more than the required hardware to run this game. I have Windows 10 (Fully Updated) with my other PC hardware found here: <http://prntscr.com/bpxkku>. *In march of 2018 I made a review saying how broken this game was, after nine months the game has finally been fixed. Nine. Months. While this is a decent game for the its price, I wouldn't recommend; the developer's don't answer questions asked, don't respond to meesages and overall the game is very, very confusing. It has no story, and teaches you very little about how to play and to top that off the movement feels very broken, pressing shift sends you flying acroos the levels and walking makes you acclerate over jumps making the game very hard to play.*

*Overall don't get this game, save your money for a CS:GO skin or a better game. . This is a must play.*

*Hellblade will take you on an emotional journey with a character that you will get to know on a deeply personal level. If you allow this experiance to immerse you, which isn't hard in Hellblade, you WILL feel what Senua feels on her epic personal quest.*

*First of f, the VR implementation is shockingly well done. I was skeptical about a 3rd person view in VR, but Ninja Theory is showing the industry how to do it right. Not once did I experience motion sickness, and the only awkwardness comes when the character obscures the view, but Ninja Theory included options to offset the camera's position to help this and let you customize it to your liking.*

*It isn't the story of Senua specifically that makes this a landmark experience, it's the execution of the storytelling. I've never played a game where I felt so emotionally tuned-in to a character than I did with Senua. Character acting is legendary and the motion capture is perfect. Seeing these performances in VR is next-level amazing. Senua's presence is intensely lifelike and this enhances empathy you feel for her, which only furthers the experience's greatest strength.*

*This is one of the few, maybe the only game I've played where combat sequences tie directly into the emotional journey with*

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*the character. Senua is smaller and weaker than her imposing opponents and the sense of fear and fury is real. Some do not like the combat aspect because it's not explicitly FUN, but I don't believe Hellblade's purpose is to be "fun", but rather to be a deeply emotional journey and combat plays perfectly with this.*

*Sound design is miraculous. I ABSOLUTELY IMPLORE anyone that plays to experience the whole game with headphones, and 3D sound plugins turned off! This is the first game I've played that makes such direct and purposeful use of 3D sound, and the entire industry could learn from this. Sound is a powerful sense that's woefully underused in games, which are so focused on 3D sight. Hellblade is starting to rectify this gaping hole in the narrative video game experience. Genuinely, if you can't or don't want to use headphones to play Hellblade, then opt-out until you can, as playing without headphones is comparable to playing without color.*

*I can't recommend a game more than I recommend Hellblade. This is one that will be remembered for many years.*

*.Bad and hard.*

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