Tales Of Escape - Illusion (VR) Download] [Password]



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About This Content

Illusion VR & PC

Trapped inside your own mind, inside your own dream!

Test subjects of a secret organization that is feeding you hallucinogenic drugs, you are lost between reality and dream.

Your guard is gone for 2 hours and you have to find the antidote and return to reality so you can escape! Nothing makes sense though...

Just when you thought you found the solution, a door transports you to another universe, you will have to fight against your own logic, because the dream can become a nightmare!

Title: Tales of Escape - Illusion (VR) Genre: Adventure, Casual, Free to Play, Indie Developer: OnSkull Games Release Date: 26 Oct, 2017

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Minimum:

OS: Windows 7+

Processor: Intel i5 / AMD FX series or equivalent

Memory: 4 GB RAM

Graphics: Nvidia 210 / AMD equivalent

DirectX: Version 11

Storage: 2 GB available space

Additional Notes: For Non-VR players

 $English, Greek, Polish, Russian, French, Italian, German, Japanese, Portuguese, Simplified \ Chinese$







What a throwback, man. Takes me back to playing this in like 2003 when I was a kid haha. Very cool, definitely worth 3 bucks.. This is a very good Amtrak loco that DTG ever stepped their game on with the design. The sounds are amazing and it has its own horn and bell which is not recycled but the engine sounds are good too assemuing they fit well with this loco. This beast will speed up quickly depending on the consist and if the speed limit allows. And if it is going to be used countrywide then I would expect some workshop scenarios for the other routes as well.

PROS:

-Good horn and bell sounds

-Realistic physics

-Two different liveries (Phase III and Phase V)

-Superliner stock for other routes but not made for Sliver Metor that is involved with Miami to WPB

-Good interior

-In cab signals for Northeast Corridor routes

9\10. So my main gripe with this game is the voice acting\/sound editing. It's not the best-written, even for a point-and-click, and could probably do with just a little bit of Thesaurus. Mostly the narrator (oh no!) and the siren herself are voiced \/terribly\/. You hear the narrator most, over and over again. The siren is definitely someone's niece or daughter, because not only can she not act (why does she always sound like a high schooler pretending they're plotting something?), she sounds like she has a stuffy nose. Luckily you can skip through the dialogue pretty easily, but for the narrator you'd have to skip entire scenes of exposition. He also breaks off at random mid-sentence because of the shoddy sound editing.

Other than that, pretty standard. Fewer puzzles than the usual, maybe, and the items are very simple. The usual amount of cheesiness, but the graphics are pretty nice, the painted cinematics especially. My Experience with this game on higher difficulties:

-Get a Hero.

-Give him some bodyguards whose job is to deal damage to enemies and take the damage away from the Hero.

-Let the Hero deal the finishing blow on the higher unit levels.

-Repeat until your hero can become nearly as strong as other level 4 units.

-Repeat with more than one hero.

-Beat the $\forall \forall \forall \forall \forall \forall \forall u$ the the enemy AI.

This Never gets old. ^^. This is one of the best action RPGs I played on Steam. Yes, it's very reminiscent of the SNES Zelda, but that should be considered a big plus. The gameplay is very tight with constant things to do and places to go. It never gets old. And right up until the end, it's totally entertaining. It's not very challenging, but getting 100% does take extra effort. It's a very well put together game that any fan of Zelda or Alundra (remember that one?) should check out.

The controls can get a little confusing at times but the game still is fun none the less. I love this game. Cannot stop playing it. If you are looking for a fun game and something the kids can play, I would recommend this. The work that went into this is just stunning and this is a game that needs to be in your library. Cannot wait to see what comes next out of this studio.. A (for me) highly enjoyable clicker title.

As a ArchaeologicalGeographer (yeah thats one of my work titles) the theme of this clicker suits me perfectly. Some fictional mineralogy sprinkeld with some puns/memes/historical objects....Yeah thats a fun title for me =) Well worth the full asking price of 2Euros.

Now I just need get my hand back after 9 hours of mostly clicking.. tl;dr- Not the best Pixel Puzzles 2 game, but if you are a fan of any of the others then you will likley enjoy this one.

I need more Pixel Puzzles 2! Cant get enough of them. Great puzzles to just relax and unwind for a while.

That is not to say this is the best one they have made, I am not a great fan of the RADical ROACH art work, the music is very annoying (not that I ever leave the music on when playing any of the Pixel Puzzles 2 games, and most annoying was the options for the back ground colors made this one realy hard to complete. With most of the puzzles being in dark earth tones for color it would have nice to select a background that was not in the same shade as 90% of the puzzle pieces. Many times I couldn't find a place to put some of the last pieces in just because the blank spots of the puzzle blended almost perfectly wiht the back ground.. Not recommended in its current state due to some bugs and balancing issues. With time, this game should be very enjoyable - but do not buy it now if you want a seamless experience. It should be a fun few hours of gameplay if given a few months for updates.

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