Escape Machines Download Utorrent Xbox 360



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About This Game

Escape Machines is an addictive Science Fiction single/multi-player/co-op adventure shooter in the near future! Artificial intellect and robots fight against their creators. You must take control of the robots and save people.

The game is currently in early beta, some features may be unfinished.

Features:

- Play with friends in co-op and VS multi-player.*Currently unavailable*
- Build robots and command them to win in battle.
- Upgrade your weapons and armour.
- Battle huge robot bosses.
- Use vehicles to travel, add turrets to your vehicles.
- Customize your armour, weapons and stats. Buy/upgrade equipment in the 'Armourer shop'
- Level editor create levels, share and play them with friends.

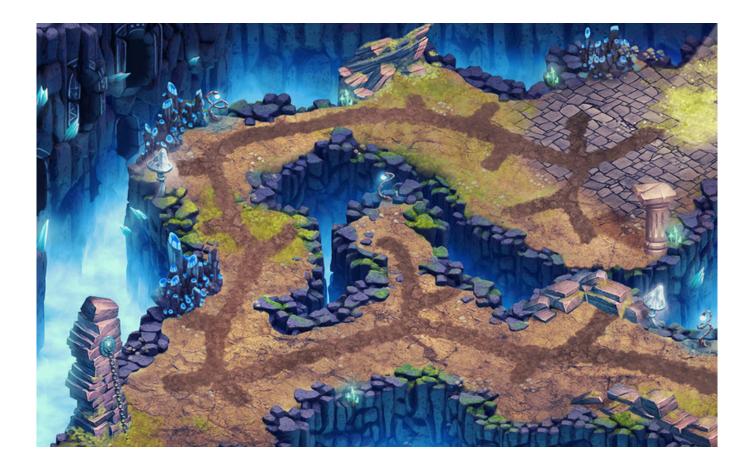
• Original soundtrack/SFX ~ bit-music mixed with progressive trance and electro-funk.

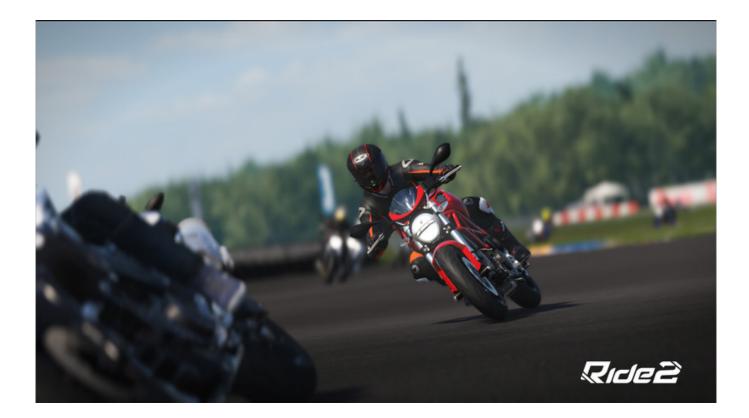
Title: Escape Machines Genre: Action, Adventure, Indie, RPG, Strategy, Early Access Developer: Mint Age Studios Publisher: Back To Basics Gaming Release Date: 14 Apr, 2015

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This game is going to be huge. Can already tell.

Amazing job devs. It's a bit too scary for me to play any more of tonight. That's a good thing by the way.

Great graphics, full FPS movement. It's the FNAF gameplay style I've been waiting for. Grab it, you won't be disappointed.

Also super looking forward to some let's plays.. An amazing game. Short bur sweet, it has been a long time since I played something like this... Definetly a buy.. Cute timekiller. Cheap and interesting.. Boring game (mini-games in a game). Visuals average, music and sounds are bland. Bow shot was pretty exhausting (work out, not a game), not challenging and just boring.

This also is the first game out of dozens of games that made me hit my controller hard two times. Happened in the gametype "smash". Funny eh? The game does not place/keep the player in a safe position so it's only a matter or time. Especially if you don't have a lot of room AND have expensive stuff around you, you better not buy this! I haven't played the 3rd gamemode since I stopped after destroying the controller.

The game is too expensive anyway. There's many other games that deliver a much better experience for the money.. This is a really good and intresting game, if you are intresed in science and biology. It isn't all that intense, but definitly worth a try. It also pretty nice the devs update it pretty frequently.

This game is one of the freshest FPS I have ever played. The portals are done so well and really do give a fresh take on the arena shooter genre. Not only that, but the gun play really does bring you back to the golden days. I played the beta for like 10 hours and plan on playing this game a lot. The map design is superb and playing the game really is a breath of fresh air in our over-saturated battle royale fps market we are in. Would highly recommend!. Disclosure: Key provided by publisher for review at https://videogamerrob.wordpress.com/

The Westport Independent started life as a gamejam entry that the developers thought was promising enough to expand upon. Players are tasked with managing a newspaper under a dictatorship and are forced to choose between the truth and censorship.

CONTROLS (3.5/5)

Controlling a newspaper is surprisingly easy if The Westport Independent is to be believed. Players will receive articles and letters and simply need to drag an article to the center of the screen, click to remove lines or change a headline, and then toss it into a writer's folder.

Everything is simple and functional and clearly designed around mobile controls first. Some elements of the UI could use work, as establishing if a story will count as coverage in certain topics can be a little hard to tell until you're in later steps.

GRAPHICS/SOUND (3.5/5)

The game is clearly meant to evoke some of the movies of the '40s and '50s, and it mostly succeeds doing so. Everything is black and white, and what little is seen outside of the newspaper office appears to be a blend of noir and art-deco. Things are kept relatively clean and simple, and I enjoyed the ever shifting newspaper cover you can get depending on how you handle advertising.

Audio is similarly simple and drenched in film noir. A handful of what appear to be public domain tracks that have made their way into a dozen noirs in the past, or ones attempting to mimic them, are present. There's not much else to speak of beyond that light soundtrack, though the production values for the intro propaganda reel are great.

GAMEPLAY (2.5/5)

In the fictional city of Westport set in a vaguely American country, the government has effectively decided to end freedom of the press. In 12 weeks, a bill will be going into effect turning the titular newspaper into a government-owned propaganda factory. Fortunately in 12 weeks you can affect a lot to change the world around you.

Players are tasked each week with writing a few stories, but even with the law yet to take effect, the government won't sit idly by if you libel them by printing the truth. And so it is suggested perhaps to edit out embarrassing details, such as the cost of a statue honoring the President.

While you can comply with their requests, you can also spin the narrative against them by leaving that information in or tweaking a headline. Westport is struggling between two factions, the Loyalists and the Rebels, and the paper can help sway the population to one side or the other.

After deciding what stories to print, you'll need to assign them to your writers. Each writer has their own personality and opinions, so a hardcore rebel might not like printing pro-government drivel. However, there's also suspicion mechanics at play, so if you've been letting him write a bunch of Rebel stories, forcing a puff piece into his hands might save his hide.

Lastly, players will get to decide how to layout the paper. Each story has one of four attributes, and the placement of stories closer to the front page will strengthen them. In turn, each attribute appeals to certain sections of the city, and you'll need to decide who to market the paper to depending on your content. The district that likes society and crime news might not buy your paper if it's a bunch of celebrity gossip, after all.

A lot of this may sound good on paper, but the execution is a bit lacking. First off, the game is extremely short, and so it can be hard to really get a feel for the world of The Westport Independent. Everything is also a bit too vague.

Your reporters, for instance, have little actual character, and so caring about their fate or comfort is hard. Half of the ending goes into what happened to them, but I couldn't tell you anything about most of them other than if they were Loyalists or Rebels. They felt like resources more than characters.

Similarly, there are often few interesting choices to make in the articles. Often the headline is the big thing, offering one that's clearly offensive to one side or the other. The body of the articles is typically three or four sentences long, and a lot of the time articles didn't feel like they had content worth removing or keeping in that would affect much. More in-depth articles that allow players to clearly shape the narrative were desperately needed.

In the end, the bill is coming, and you'll get endings depending on the status of each of the four districts in town. Rebels will riot, Loyalists will party. There are a decent amount of alternate endings to achieve, and some meta-game goals like attempting to get all districts to be Loyalists or Rebels at once.

In these scenarios, managing your writers' comfort, sales and government suspicion are quite a challenge, but first-time players aren't likely to know the mechanics enough early on to seek these out, and the relatively bland first run isn't going to intrigue many to return.

OVERALL (2.5 /5)

The Westport Independent is a great concept, but there's not enough follow through. Those looking to manage life in a dictatorship are more likely to find enjoyment in the game's clear inspiration, Papers, Please.. Another country pack nice blend of colors. WHY IS THIS GAME SO HARD TO FIND ON THE STEAM STORE!!

In other news, yes this game is in development, I fell in love with the character design, yes my played time is nihilistic, butt\u2665\u26

Give these people your money if you value your humanity, I may be a xenophile, but at least I have good taste. ;). I think packs like this need to be more cheap, don\u00b4t add anything useful to the game, I prefer a better economic system and a open world start than a new skin for the seats.

But is beautiful and support the develop of a great game, that\u00b4s why I recommend... The best thing to happen to this game since launch was adding in Anna <3 Got my main back. het is very amazing, finally the dutch pack :). Really liked the idea of another SPAZ. Unfortunately, pretty unhappy with the experience of this one. The graphics are pretty and I like the developments in the lore for the most part, but the gameplay's fundamentally changed from the first. That wouldn't necessarily be a bad thing, except SPAZ 2 has restructured the game in a way that mostly eliminates most of what made SPAZ fun. You spend a lot more time in the system map, directing a little arrow around the screen and clicking buttons, and a lot less time flying your little ship around "real space" interacting with other ships directly. The design of the mothership, due to its modular nature, is also much less distinctive and ultimately less charming.

It's a solidly okay game, but if you've played SPAZ 1, you probably won't find much of the same things you liked about SPAZ 1. If you haven't played either, I'd suggest you pick up 1 instead of 2.

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