
Roomscale Tower Free Download

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About This Game



Title: Roomscale Tower
Genre: Action, Adventure, Early Access
Developer:
DuplicatorStudio
Publisher:
DuplicatorStudio
Release Date: 26 Jul, 2016

English

room scale tower

Roomscale Tower is true to its name, you really do need a huge empty room to play this game if your using the stand still option. The game places you in a medevil times and the home spot makes you feel like your back in the midevil era. A pesant greets you with music, a map that you can pick locations and missions to do. There is survival, climbing, knife throwing, tower and a pig game. The grphics look nice and the sound is decent but like any early access game (EAG) there are bound to be faults.

There are too many issues with the EAG to name but with fixes and patches this game does have the high potential to be a good game. Roomscale Tower (early access) gets a solid 4/10 score. With the fixes and patches, the full game could easily earn a 7 or 8 score. If you want to experience the 7 or 8 score then wait for the full release game.. This game is unplayable for me. I had to sit down after only a few minutes of playing. The play area is constantly rotated and jumps/lags a lot. I almost fell down a couple of times. Also, the poor water shader gave me a headache.. Hello, i eagerly bought this game thinking it is what it claims it is, unfortunately i wasted time and money on it, first of all the controllers are not responsive from within the game, grips don't work, so as movements and menus, basically nothing works inside, u just wander around with arrows hitting you from everywhere with nothing you can do, Unless serious improvement is done on the game, I don't recommend it at all.. A ton of fun! The locomotion is great, it looks beautiful and the combat is actually pretty good (though the animations could use some work). I loved dodging traps in the tower mode and fighting skeletons on the survival mode. It's really satisfying to panic when a skeleton gets close and stick a throwing axe in their heart. The developers are also very active.. This review is for day 1 early access. As it stands the game looks great and is fun to play. As you should expect in early access there are bugs that need ironing out that the devs will be working on, and more stuff to be added over time. You shouldn't buy an early access game and then whinge because it isn't fully finished (but people do). The Tower parts remind me a bit of the old TV series Knightmare, with moving platforms to step onto and various traps to dodge. It uses roomscale quite well here. The only part I wasn't so keen on were the rotating platforms. I didn't find those comfortable to ride. The rest is good though. The survival modes (skeleton wave attacks) are a good start. I look forward to how these progress over time. The giant skeletons are a brilliant addition and I liked having a lot of different weapons at my disposal. It was amusing to shoot a skeletons head off (or other body part) and have it continue it's attack until fully disabled.. There are a few good visuals, but it takes a bit more to make a game fun. The mechanics are a bit clunky, and the arena really isn't fun. The idea of the redirect with the moving platform is a decent idea, not sure it is the best way to go about it. My main issue is the price point. If this was \$9.00 it may be worth it. I understand it is an early game, keep up the work.. I think I'll go ahead and give this a thumbs up for the scene recreation alone, lots of potential here, and the combat mechanics, though a bit shaky off the gate, does add for some interesting gameplay environments down the road.. Great concept, but it is severely lacking in content and isn't very enjoyable. Combat is very lackluster, and in particular bow's aren't even usable. Purchased on sale for \$16.99 and I would not recommend it unless you're getting it under \$10. Wait to purchase this until the developers add more content. Kudos on the movement system in the tower though, It really shows what no teleporting can really do.. This game has a lot of potential, one of the most interesting uses of room scale I have seen so far. I was skeptical of no teleporting but it works very well. Graphics are excellent but as others have said the combat isn't the best (im sure this will improve). I recommend this game purely because the devs have tried something different. I also fell over stepping off a rotating platform :) EDIT - Updates seem to have dried up, been 2 months since last update. I asked a question on the forum about this and did not get a response. This makes me think the game will not improve. hope im wrong.

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