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About This Game

Bounce is a VR physics-based puzzle game for the HTC Vive and Oculus Touch. Under the supervision of H8-Bit and 2Bit, two robots tasked with overseeing security of the intergalactic spaceship, players must help D1G-B, their spherical robot companion, traverse levels using an array of gadgets at their disposal to exit each level's portal. With moving obstacles, laser gates, gravity wells, and multi-floor levels obstructing the path of D1G-B, players will have to use their creativity to construct solutions.

COOL FEATURES:

- 50 Levels of ever increasing complexity. Oh, there are levels where you will hate us, but we bet you can't stop!

- Use an array of Physics based Gadgets to solve each level such as Half-Pipes, Planks, Accelerator Rings, Trampolines, Tractor Beams, etc. Use the right tools for the job.

- Star-rank Scoring System based on your efficiency at solving each level. Can you 3-Star every level? Ha! We'd like to see you try.

- Beat the game and unlock Style Mode. Play each level again in Style Mode and get scored on your creative complexity instead of efficiency. Make it crazy!

- Get Ranked! See how you stack up against other players in Style Mode on our Global Leaderboards or compare your score with your Steam Friends and soak in their adulation or contemptuous disdain.

- Infectious 23 track original score of Synthwave awesomeness, we dare you not to groove out while testing your brain!

- You can use up to 3 in-game profiles so you can let that pesky neighbor try VR without messing up your Star Scores.

Title: Bounce
Genre: Casual
Developer:
Steel Wool Studios
Publisher:
Steel Wool Studios
Release Date: 30 Nov, 2016

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Minimum:

OS: Windows 8

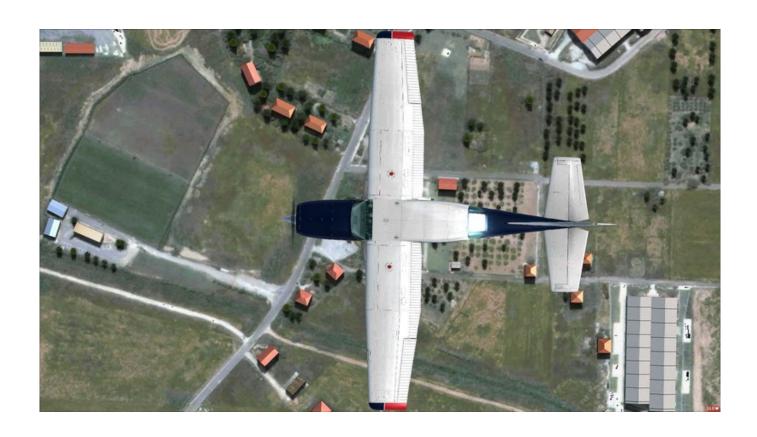**Processor:** Intel i5-4590 or greater / AMD FX 8350 or greater

Graphics: NVIDIA GeForce GTX 970 / AMD R9 390

DirectX: Version 11

Storage: 9 GB available space

English

Yeti's Parole Officer

by KT Bryski

Show Stats   Restart   Achievements   Menu

You give the Yeti a hard look. "He does have a history of lying."

"But I really have valuable information!" Suddenly, the Yeti's voice quavers. His shoulders hunch. He looks almost…scared. "It's dangerous for me to even mention it. It's important. Trust me."

"We can't," Tweel pulls up another screen. "Parole denied."

"Stop!" the Yeti pleads. "Please, Agent River, give me a chance!"

- ⦿ Let him speak.
- ◯ Send him back to exile.

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very fun game with reeeeally good music. somehow reminds me of a 3do game.. Very good game, played it from beginig to end. Interesting narrative and concept. I can`t wait to play another game from Erebus !. I can't even play it because of reasons my computer refuses to explain, but eh it sounds good so i may as well give it a thumbs up.. Gameplay\/review (8 min): https:\/\/www.youtube.com\/watch?v=58myxy8LEIc

Awesome game but with some flaws. If you like zombie games (like I do) then you will most likely find it enjoyable. The first few waves were way too easy for me so that made it a bit boring at first. But as soon zombies started to appear more frequently it immediately got more exciting.

The weapons must be realistically reloaded and that adds an extra challenge. It's great because otherwise it would simply get too easy and boring.

I've played it for over an hour now and only experienced two bugs and neither of them caused any major issues. To me that's very impressive seeing as this is still an early release.

Right now I think it's a bit overpriced for the experience which I had (but not by a lot). It seems a little to basic at the moment and doesn't offer much of variation in terms of gamemodes or similar. **But, seeing as this is an early release and that the developers have promised more features it won't affect my final verdict too much.**

As a whole I enjoyed the game and do recommend it to anyone else who like wave shooters and zombies.. PADORU PADORUUUUU!!!

Glorious Rome.

Fantastic flashback of the 80's when I was a kid sitting on the floor playing Paper Boy on the NES.
Great game, nicely made and fairly addicting.. 3,50€ που κανει τωρα στα steam sales, κατι λεει
δεν λεει αν ειναι να το αγορασεις full price.... Thicc af and I recommend you get it. Great DLC gives you multiple hours of
fun gameplay, but it takes some time to get into.. **Summary:**
I liked it. Creepy and interesting with minor frustrations. Call it a walking simulator... walking through a nightmare.

Pros:

- Atmosphere was creepy as hell

- Story was good

- Game mechanics seemed awkward at first, but were easy to get accustomed to

- Thank God for the Hints

Cons:

- I had to re-enter settings every time I launched the game

- The path forward was often very obscure - the Hints were a lifesaver here

- About those hints: Near the end, a hint instructed me to clean up the broken plates and hide the knife under my bed. But there were no broken plates and I could not interact with the knife. This is because I had overlooked the note on the table that instructed me to do these things in the first place. So I eventually got there.

- The game glitched once, preventing further progress. Needed to re-start the chapter. This can be a pro or a con, depending on your expectations.

. + Fun gameplay
+ Fair price
+ Great customisation
+ Decent map layouts
+ Night combat looks amazing\/has great atmosphere

- Clunky controls at times
- Strange ai behaviour at times
- A little bit more content wouldn't hurt
- No real "roadmap" where the project is going (sure we got promises from the ea section on the store etc. but what is the timeline\/goal for individual points in there?)
- No option for weather or dynamic time of day (more weather options are announced to be implemented later. Thanks @Thomas for pointing that out)

Starting of I pretty much just want to play terrorist hunt in coop. I don't believe this sort of game is the best PVP experience. Sure PVP is a big selling point to most people, but with players you just get a level of complexity that lead to things like ping being an issue.
I like the game for what it is: a nostalgic tactical shooter with empathise on teamwork and specialised roles. Sure there is reasonable criticism of this game out there. It's not on the level of polish one would like it to be. But for the asking price I'm really happy with it.

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