
Drew And The Floating Labyrinth Free Download [full Version]



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About This Game

"I just want to go home..."

A hand-drawn 3D third-person puzzle-platformer. Control Drew, a lost young girl trying to find her way back home, through a series of abstract levels requiring you to use clues in the environment to find invisible paths, gaining color to her black-and-white character as you progress.

- Featuring traditional animation in a fully third-person 3D environment, showing the possibilities of image-based animation (not relying on 3D models) in any type of game.
- Basic, challenging, yet not frustrating, requiring patience and observation. Consists of short invisible platforming levels using a variety of visual clues to help the player find their way to the end of each environment, requiring you to look before you leap.
- Simple story leading to an emotional conclusion.

Title: Drew and the Floating Labyrinth

Genre: Adventure, Indie

Developer:

Dust Scratch Games

Publisher:

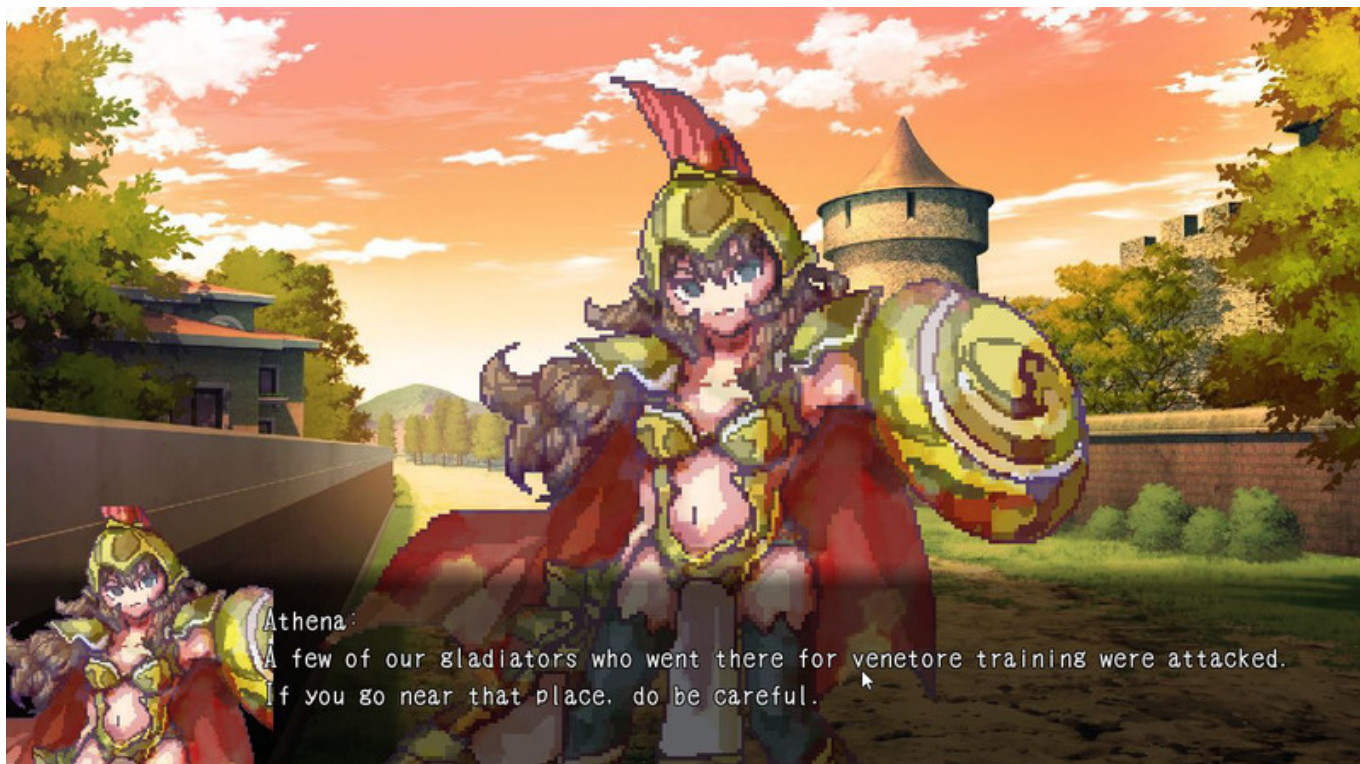
Dust Scratch Games

Release Date: 4 Feb, 2015

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English







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Honestly this was an enjoyable game multiplayer was a bit dry because there was not that many players (I came late to the party) but never the less it was a very fun game to play storyline I give it an ok.

This game is like battlefields ugly twin sister, you would hit that but only with a paper bag.

Story-7/10

Multiplayer-8.5/10

Final verdict 7/10

Buy on sale if you want to enjoy it but not like you regret hitting the ugly sister

also it takes 14 hours to beat the main mission. Surprisingly catchy in many places. After playing the game for a while, several of these get stuck in your head!. If you're a VR enthusiast and baseball fan, this is a must have. Tons of fun, especially hitting pop ups and then fielding them. The UI could use some work as I've found that the option buttons are way too close and I keep hitting them on accident. Could use some more updates\modes as well, but as it stands now at this price, it's definitely worth it.. Not worth the price nor the time, gameplay is just boring (atleast 95%% luck) and super repetitive.

. Why Not Recommended?

A suprisingly large number of easy to preform game breaking bugs that you'd expect in an alpha and not a full release which I will go into more detail in the gameplay section of this review.

What is Viktor?

Viktor is a 2D Twin Stick Shooter Platformer with minor Metroidvania elements in which you'll be going through levels finding new weapons, upgrades, and killing lots of enemies as you search for everyone who betrayed the legion and the one who turned them so you can kill them.

Story (has no effect on my opinion of any game)

Story isn't anything spectacular it's a run of the mill you were betrayed by your allies and now you're hunting them down to kill them, save the world, and your friend.

Graphics (has no effect on my opinion of any game)

Graphically it's a vey nice looking game. Enemy variety texture wise is lacking as most enemies appear in all the levels without a slight retexturing to make them fit more with the level but otherwise the game looks excellent and the enemy thing is nitpicking.

Gameplay (the only thing that affects my opinions of games)

This game is more or less a clone of Bleed gameplay wise but it does enough to differ itself from Bleed. When it comes to

being a twin stick shooter it's excellent the dash to dodge mechanic is well executed and the shooting is enjoyable. The dodge\dash mechanic will allow you to phase through thin walls and dodge all projectiles and attacks quite easily. The Metroidvania elements leave a lot to be desired as the aren't that well hidden and none of the items you find are required to beat levels or find other items there's also is very little reason to go back to previous levels to find stuff due to the lack of things to find so it's hard to consider this a Metroidvania. Platforming is meh there are a few areas where it does try to change it up but otherwise it isn't going to challenge you so there's no real benefits to using a controller. Now game breaking bugs are a huge issues as they're very easy to accidentally pull off and some will happen randomly and all require a level restart. First I ran into is when dashing into a wall at the wrong angle or if you're not close enough to phase through the other side you'll occasionally you'll be clip out of the map with no way back so you'll be forced to restart the level. One miniboss will (the one who bounces around) will sometimes during the fight vanish rendering the fight unwinnable so you'll have to restart the level. On occasion a boss or yourself will get stuck unable to move and unable to take damage forcing you (you guessed it) to restart the level.

In conclusion Viktor is an excellent game and idea but is held back by a myriad of game breaking bugs that you'd expect in a pre alpha that should have been fixed immediately after discovery.

I recommend that you buy heavily discounted or that you get Bleed instead.. You don't really need these units to have fun with Empire, but they are good looking.. This game really took me by surprise. I have been looking for a decent volleyball game for a while and this actually delivers.

The game is easy to learn and feels arcade-y, but underneath it offers a surprising amount of depth. I would say that it is in-between Mario Tennis and Top Spin in terms of arcade vs simulation (or NBA Jam and NBA 2K, but leaning closer to 2K than Jam).

Pros

A solid foundation for a beach volleyball game.

An absolute blast to play in multiplayer or coop.

A reasonable single player experience (tournaments and decent difficulty settings).

Avatar creator is fun.

Cons

It could use some additional polishing and content.

The AI player is but could be better.

Conclusion: I really hope people will support this developer so that they can make it better because this game definitely deserves it. It has a reasonable amount of single player content at the moment and is an absolutely blast in multiplayer.. It's a hallway... but with ALIENS!!

Strong mod support.

2/10. I got a coupon for this game so I decided to try it out.

Nobody plays the game...

... and it has no AI or bots.. This is only a review around the beginning of the game so I may add more later. Note that I haven't played the second game in this series due to various reasons that I won't even try to explain.

If you've played the first game before, then you know that it's a real(ish) time strategy game with cute human tank chibi's fighting other cute human tank chibi's in the fictional land of Japon. One difference though is the lack of the ability to buy new human tanks (as far as I know) and the use of a limited amount of human tanks you can use in your arsenal.

This kind of makes you want to switch somewhere from being aggressive (which usually causes waste which was fine in the first game since you can always buy more human tanks, but not here) to being a heavily defended turtle of your most valuable units (like Mihari the scout tank as a great example as she can be the key to winning if you know where that long range enemy unit\commander is) but you're also pressed for time to achieve victory so you always have to calculate for risk constantly

whenever your units can move. You can always fire blindly into the fog of war the game has and chances are you'll get lucky in scoring a hit. Note that the enemy can also blindfire and get lucky as well.

Graphics: Who cares? I don't for this game.

Music\Sound: Personally, I think it's likely a rehash from the previous games for the majority of what I've played so far, but that's fine.

One thing I currently find annoying is that it seems to be doing the opening animation and credit scene on each beginning and ending of a chapter. I have no idea if there's any changes in each chapter as each five to ten seconds of both of these seem the same.

Now excuse me as I bite my thumb in worry and excitement of how to protect my human tanks as I try to beat this game.

This really gives you the sense you are a performer on stage at a ballet. It's beautiful and fully engaging. Check out my full review here:

<https://www.youtube.com/watch?v=ogSLtCryqik>. Boring from the very beginning. So far I have enjoyed the game.. Man, I remember so many late nights playing this game. Was a shot load of fun, esp when I would fly drones over a sniper and detonate right behind them. So sad this entire company collapsed.

I recently managed to locate the dedicated server files and was thinking about putting up a server and hopefully finding maybe 10 or more people who would want a weekly game night for FFOW. I dont even see any dedicated servers available for rent anymore so I doubt anyone plays much.

Any interest? Hit me up on steam.

BEWARE if you are buying this game: I remember single player was fun but there is NO multiplayer. You can start a LAN game but there are NO BOTS to play against. So you better have friends pleb.. Very useful software, but need more improvement, like ability to set hotkeys, I need hotkey for gif/png export. it also sometimes crash while I am working. I also need features like batch export but I don't have to set fps for each entities.. How do you spell Touhou?
Tao-Whoooooooooooooooooooooo ?

Get it ?. All time classic, very nostalgic game, brings back many pleasant memories and continues to be amazing. Avvruk.. When I saw "spacebar takes screenshot" I thought, no way, this can't be so bad.

But it is. Avoid this game. I repeat, Avoid this game.

Except of poor, as for 2004, graphics, it also have sound engine problems [not playing the sounds of man's speech].

PS: My first review ever :D. Graphics are okay. Geometric shapes. However, the colors are so close that it's difficult to distinguish between the wall that's right next to you and the wall on the far side. The tutorial is good to use to figure out controls, if the game would even bother to tell you what the controls are. I had to exit out of the game, go to key mapping in settings and restart the tutorial. As far as controlling the main character? With the above issues, it's guessing what key will do what. And very frustrating when I spent the entire time all I am trying to do is just not run into the walls, that are impossible to determine it's the wall until you've hit it. And then when you get hit enough, it sends you back to the beginning.

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