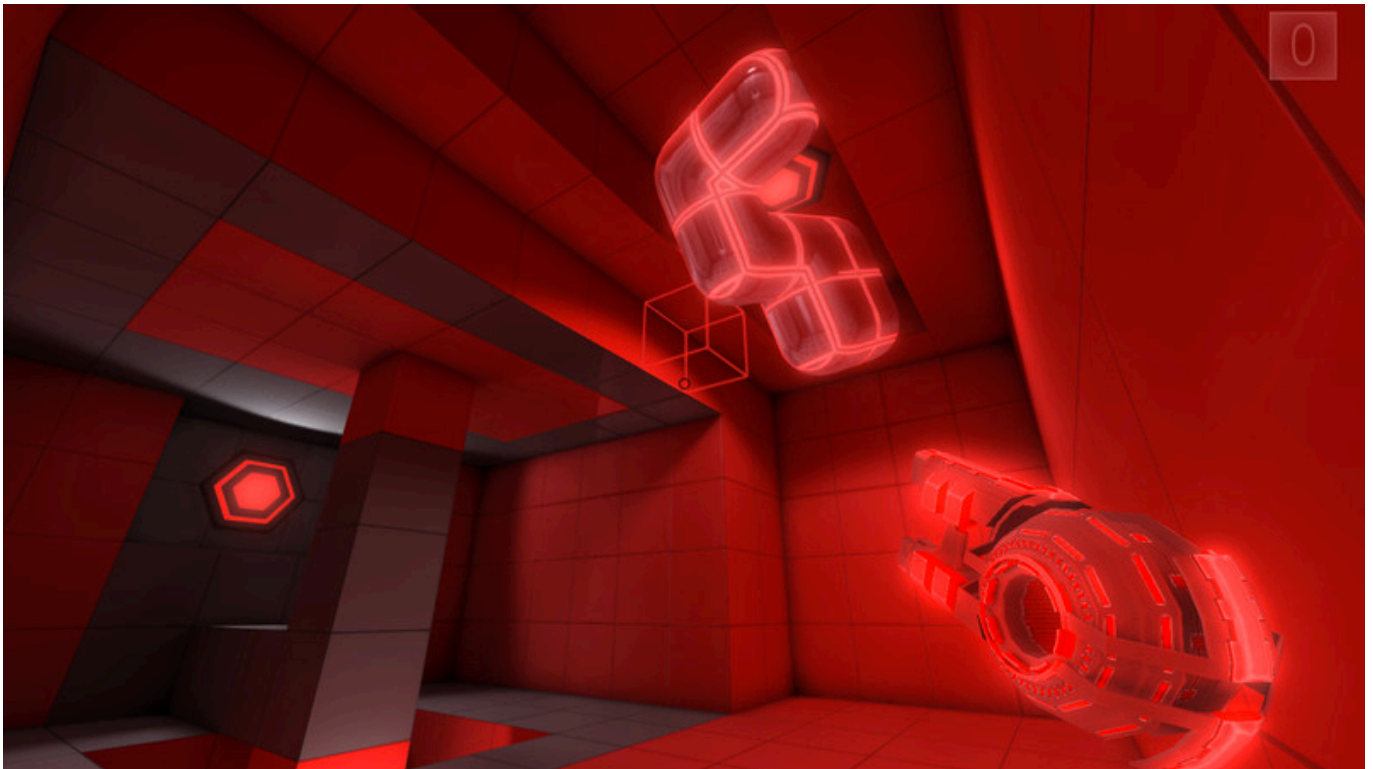

Tilted Mind Key Serial Number



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About This Game

In a world where most of humanity spends their waking life inside VR, one corporation has vast control over the planet. To ensure the freedom of humanity, you must enter the private simulation of an inventor long-thought dead.

Roomscale Gameplay

Have you ever played an old wooden marble-maze that you tilt to move the marble toward the goal? Imagine that you had a huge one that you walked around on top of, and the maze tilted with your body weight. That's the basic idea that inspired the gameplay of Tilted Mind. There are 6 mazes you must beat in order to win the game.

Features

- The game can be played with optional body tracking if you have 3 Vive Trackers in addition to your 2 controllers. Attach one Vive Tracker to the top of each foot and one to your back on your belt. (Calibrate the body after the intro video has played by pressing down in the menu and choosing "Recalibrate Body.") If you want to try body tracking and have only 2 Vive Trackers, you can still try it, but it's not optimized for 2 Trackers.
- Optional "Comfort Mode" that lets you play without the maze tilting--the ball gets pulled towards an arrow extending from your remote.

Title: Tilted Mind
Genre: Indie
Developer:
Paul Svelmoe
Publisher:
Paul Svelmoe
Release Date: 9 Jun, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10 (possibly Windows 8.1)

Processor: Intel Core i5 4590 or greater

Memory: 4 GB RAM

Graphics: GeForce GTX 970

DirectX: Version 11

Storage: 1 GB available space

Additional Notes: Oculus Touch support through SteamVR

English







A charming game built with a lot of love, Guard Duty manages to be like a happy-go-lucky fairy-tale that knows when to take itself seriously, and when not to, which is an exceedingly difficult thing to do for a game as bright and charming as it is!

The humor in this game made me laugh a TON, and I really love how the last section of the game really delivers on what's at stake by contrasting just how much charm is lost in the conflict of the story while still maintaining a great tongue-in-cheek delivery.

I also found myself just falling head over heels for so many characters - there are some serious great character designs and the game does a fantastic job of really making them come to life and feel like people you should care about. I particularly love the forest troll!

It's a fabulous game, if short, and absolutely worth spending the time and money to play it through to the end!. VOID BASTARDS is an okayish FPS-roguelite.

At it's core, VOID BASTARDS is about grinding. You'll be boarding vessel after vessel, always doing the same: Shooting and looting. If you ever wanted a game to put particular focus on that part of Bioshock where you had to search dustbins to find cakes - then VOID BASTARDS should be right up your alley, because you'll be opening a whole lot of suitcases and boxes, collecting tons of spectacles, fingers, coins and whatnot.

The game is marketed as being similar to SYSTEM SHOCK 2, however, it doesn't really offer you the possibility of wildly different playstyles - 99 out of 100 times, you'll be forced to fight. I also don't remember SYSTEM SHOCK 2 being this tedious. VOID BASTARDS is one of those games that can get downright annoying: You'll be swarmed by enemies, hampered by somewhat sluggish controls, and then, to add insult to injury, you'll step into an oil puddle which will cause you to glide uncontrollably through the corridors and right into the security turret's line of fire. It's not as exciting as it sounds - but maybe that's just me. I resent games that take away control from the player. Overall, I felt that my 7 hours with VOID BASTARDS were just as annoying as they were enjoyable.

It doesn't really help that about the half of your arsenal feels useless. You get grenades that behave similarly to those from DOOM 3 (as if they were made of rubber) - ambushing someone with them is way harder than it should be. You get several weapons that damage enemies over time with poison or radiation. Their damage output is so weak, that you'll never use them. You'll be using pistol and shotgun instead.

As far as the art design is concerned, VOID BASTARD is a knock-off through and through - Blue Manchu decided to go for that cellshady Mike Mignola-style that DARKEST DUNGEON made popular a while ago. The story is trying to be satirical but the punchlines are too ham-fisted for their own good.

If I still could, I'd refund the game. I'm giving it a thumbs up here, because STEAM still doesn't offer a neutral option and I don't want to harm a small indie team. Moreover, I can see VOID BASTARDS appealing to a certain kind of player who is keener on taking it slowly, planning every step, swallowing frustration etc.

Alas, for me that kind of gaming feels too much like real life.. Never really seems to work correctly. When using music you're familiar with, the beats never seem to be in the place you think they should.

Otherwise, yet another score-chaser without any additional goals.. I JUST HATE THIS GAME!!! Q_Q). This game is utter crap. refunded.. Pure thrash... Not even worth 5\$.

Okay, so the game\story is interesting and all that, however I can NOT enjoy it... simply because... the way it's written, you never know if the MC is talking or thinking! Should add some god damn quotation marks for the MC!. Looks great, the upgrades are cool, but it needs a fair bit of work to make it playable.

What needs fixing: Double jumps lag considerably after a few minutes' of play time, Beetle will 'get stuck' on various controls (wil suddenly just run left or right until you fall off of a cliff or are killed by enemies), Beetle freezes from time to time and is unable to punch or jump (unless you hit a different key--can't punch? then jump and your punches will start working again, etc).

Levels are enjoyable and at a good difficulty level when the game is operating properly, and it looks like there are a lot of them!

In its current state (Sept 25, 2017) it is frustrating, but if it was updated to work properly it would be cool.. Steam cards, all you need :P. Too early to recommend this for the current price. Runs smooth and graphics are decent but after about 10 minutes I was pretty much done with it. If you absolutely love fireworks then go for it but for someone with just a casual interest I would wait until alot more content is added. Personally I had just about as much fun playing with the fireworks in H3VR.. Runs smooth, has an amazing developer, and an amazing soundtrack. 8/10

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