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About This Game

About:

iREC is a first person atmospheric horror game with puzzle elements.
The player needs to investigate the location and collect
evidence without drawing attention.
Inspired by the environment of Outlast, iREC presents moments
of tension, with an incredible atmosphere of terror.

iREC

Synopsis:

The game begins when a narcotics police officer gets a hint from an informant.
No time to ask for a search warrant, he decides to act alone and invade the place,
a logistics company called AtlasLog.
During the investigation, he discovers that the company is fake,
and is involved in drug trafficking, filmmaking, among others. He gets stuck in the place,
and looking for clues, discovers the biggest secret behind everything.

iREC

Title: iREC
Genre: Indie
Developer:
Labory
Publisher:
Mamilos Club Studios
Release Date: 16 Jan, 2017

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Minimum:

OS: Windows XP

Processor: Intel Core 2.3 GHz
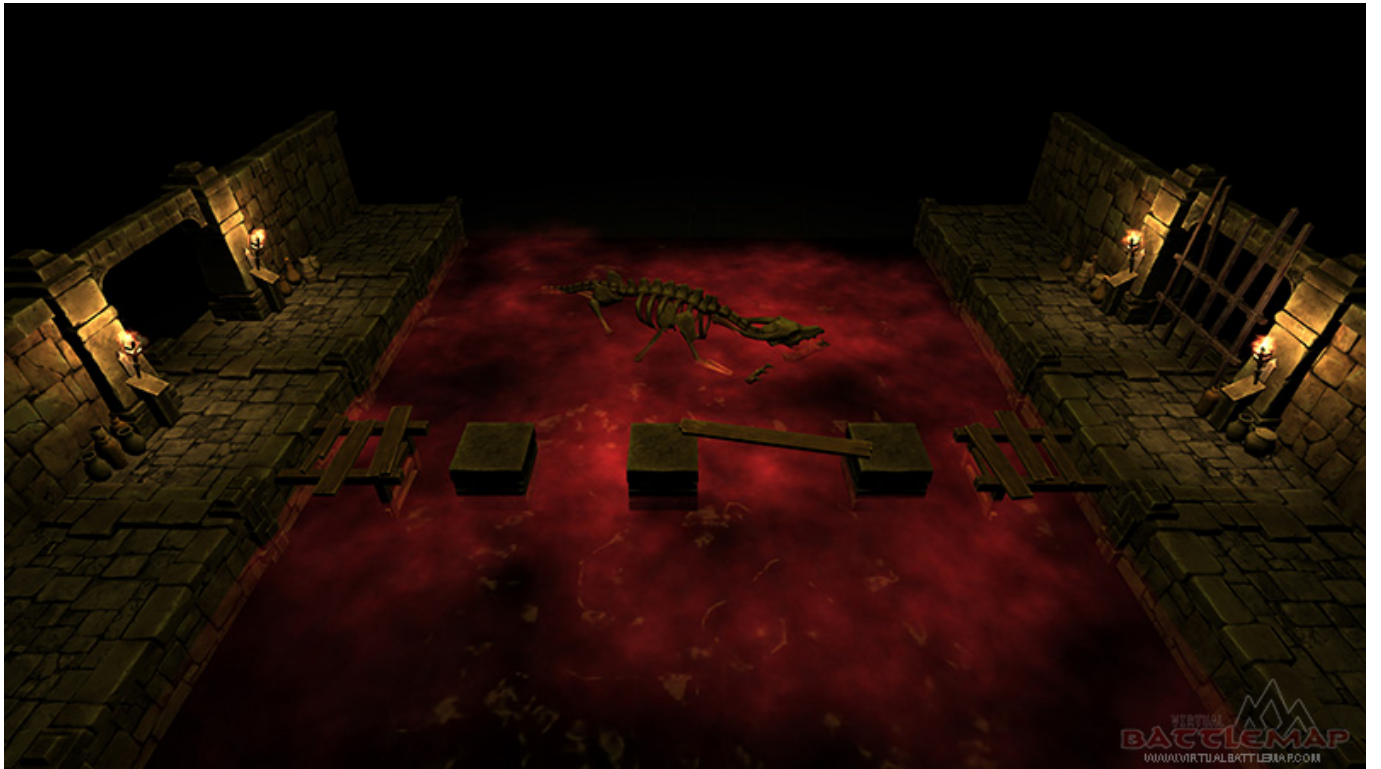
Memory: 2 GB RAM

Graphics: 1024 MB

Sound Card: DirectX 9.0c compatible

English

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I hate you 3000. Entire playthough in under 10 minutes. Only 2 rooms and a "maze." Might make a nice demo, but I'd save your money. A game should take longer to play through than it does to download.. A nice time waster, a minimalistic and very simple puzzle with some replayability, especially when you have to waste some minutes :) With plenty of achievements too, maybe somehow repetitive but it's ok for its price!. PlayClaw has it right, everything you need in a handy package. Now if we could just get some Live Streaming abilities in there :). Had an awesome time playing treadnauts! I've only just figured out the controls but am super excited to keep advancing. Great sound track as well, and online play is a huge perk. Keep up the good work guys!

This is a revised Comment, I was having trouble with figuring out the game for a hour, As the tutorial Is bland. But the developers Contacted me and helped me out, The gameplay is Intriging..I hope that is how you spell it, I reccomend this. I rather liked the characters, actually, but the story tended to drag rather a lot and the jokes weren't improved by anticipation. Which is to say that they were easy to anticipate and the execution seldom added to the effect. The game runs on unity and is standard fare as far as visual novels go but overall it is well worth the asking price.

Oh my goodness! I loved this Visual Novel!

I have a full review on youtube: https://www.youtube.com/watch?v=K82VkLoJIGU. I like this game.
Putting is hard to learn.
Chip shots are a challenge also.
Lots of fun!. Well done mini game. The graphics are cool, the mechanics are good, the atmosphere is a bit mystical… I enjoyed it a lot. Look forward to the full version!. imagine sticking toothpicks under your toenails and kicking a wall as hard as you can. yeah this game is like that but like 20 times worse.. No. Just no. No matter how much you enjoy the game if you are going to release this on a steam platform without at least some workaround or built in fixes then just don't. Their only response is "check the forums!" This is just a pathetic attempt at a cash grab for what was a pretty nostalgic game. Great game. But don't buy it on steam.. PSA: THIS GAME IS A SCAM! They purchased a pre-made template from the Unity Asset store and changed nothing, not even the name, and are now selling it. They've also been stealing games from the RPGMaker forums (that are free) and are selling them.

PROOF: https:\/\/www.youtube.com\/watch?v=S3wfh9J2MQA. Tired of the same old shooters? Then AirBuccaneers might be something for you.

AirBuccaneers is a slow paced Action FPS (yes I said slow...). You pick one of the two teams (Buccaneers vs. Vikings), afterwards you will spawn on land. From there you're able to walk towards one of the few airships and take controll of them. There are a few different airships for you to choose some are big, some are small. Just to be clear; you are able to fight on land but this rarely happens.

After you've chosen one of the Airships and up in the air, it's time to search the enemy. You can walk freely on your airship and switch between steering and controlling the cannons. When steering you are able to boost your ship into any direction you feel like, after each boost you will have to wait a while to use it again.

Because the game is slow paced, strategy and timing are the most important aspects. Flying the airships is slow, even aiming/firing your cannons is slow. If you are too close to an enemy ship they are able to jump on your ship, kill you and hijack your ship, which can be pretty fun. There are various weapons for you to use aswell like melee weapons and grenades.

If you've played for a while you're able to level up your character, pick different perks and also gain new clothes/armor.

Originally being a Unreal Tournament 2k4 mod, AirBuccaneers feels and plays like a mod. The controlls are a little bit clunky and the graphics are not up to date anymore, it did not bother me much personally though.

Overall, AirBuccaneers is a refreshing and original game, something you've probably never played before. Will you play this game for 4 hours straight? Probably not, but it's a great game to return to every once in a while. At the time of writing, I found out the game is Free To Play, so there is no reason not to try it. I would've recommended it even if there was a price tag, just try it!

. Frictional Games became famous in the 2010's for creating Amnesia: The Dark Descent, a game which, even today, is often cited as the scariest game of all time. After I played it fairly recently and found it to be an impressive, if slightly dated experience, I was curious to see how they evolved over the years. Fortunately, I wasn't disappointed at all when I played this game, because it excelled in the areas where Amnesia fell flat in, and also succeeded in other areas.

As for the level design, I liked it quite a bit. There's a great variation of level design in this game as the levels range from hallways to wide open areas to underwater levels. Pathos-II never gets tiring as the game manages to keep itself fresh

throughout. In addition, I liked the exploration you can do in this game. Many horror games usually put at least a couple of areas for you to explore per room/level, but this game actually had quite a lot of places which you could explore if you were interested (or you could ignore them if you'd rather advance the story instead). These rooms come with a variety of items you can interact with by picking up/reading them. They give you insight towards Pathos-II, the WAU, and the various people who use to work there. Although you can skip most of this if you want to, I found that doing this for a few minutes adds an extra layer of variation to the game for players who want a brief break from the actual objectives of the game. For this reason, I'm glad they included this. My only issue with the level design is that a few sections involved a lot of aimlessly wandering around while you try to find a way to advance the game. For instance, one of the underwater sections required you to summon a zeppelin to transport you to another site. However, the area this section took place in was quite massive and full of several structures to explore. The two objects which were necessary to allow you to move on were so small that finding them was almost like finding a needle in a haystack. This part and a couple others were a bit tedious to get through. For the most part, however, I'd say that most of the areas were fine in this regard.

A common issue I have with survival horror games with the run/hide mechanic is that after you play them enough, you begin to learn more about how to avoid the enemies and the game begins to get less scary the more you play it (I felt this way towards Amnesia to some extent). However, I wouldn't say that applies to this game that much for a couple reasons. Firstly, every enemy you encounter operates slightly differently. Some move faster than others, others have better hearing, and other enemies notice you if you look at them. This means that what you do to deal with one enemy might not work for another. You have to develop new strategies as you go along. For the first part of the game, part of my strategy was to keep a close eye on the enemies to know exactly where they were. However, once I got to a section where the enemy was attracted to making direct eye contact with it, I felt a great deal of terror, and I had never been more relieved once I finally managed to finish the section. Secondly, while this game had the same crouch down in a corner function which Amnesia had, I think this feature was a lot more suspenseful in this game since, in some areas, it's scripted for you to get caught in order to proceed. This establishes a great deal of tension as crouching isn't a sure-fire way to avoid the enemies. There's variation to this technique. For example, the Terry Akers section (which requires a lot of crouching in order to complete it) had me on edge to such great of an extent that I later realized that it might just be the most suspenseful section I've ever come across in a horror game. Even though I noticed that many people who liked this game felt like it wasn't as scary as Amnesia, I actually think this one is the scariest of the two by a pretty decent margin.

Without a doubt though, this game's story is its main selling point. While artificial intelligence has been explored by the science fiction genre in the past, this game had its own unique twist to that concept. It appeared to be making two points. Its first point was on whether or not it matters that you're an AI as long as you have all your prior thoughts and memories. This was represented through a variety of various thought-provoking conversations in addition to a quiz you can take in the game twice - once near the early stages of it and once near the very end of it - which convey this concept quite well. By the end of the game, you start to believe what the characters do. Its second point, which was the most interesting one by far, involves the mind transfers. The game has it so that in order for your mind to be transferred into a new body, you need to make a copy of your conscience, meaning there's a 50/50 chance that you'll either remain in your original body or get transferred into the new body. The point the game makes for this concept is that, from the perspective of those who are left behind, it does matter while, for those who carry over into the new copy, it doesn't matter as much. This is represented extraordinarily well in a number of moments, but it's best for these instances to unfold without knowing much about them beforehand as they work the best this way.

Overall, I found this game to be quite fascinating. I'm glad that Frictional Games perfected the run and hide mechanic they had in Amnesia to make for a more effective experience. This, in addition to the level design and the thought-provoking story, made for a truly compelling experience which sticks out as one of the most interesting games made in recent years.

My review of Amnesia: The Dark Descent: https://steamcommunity.com/id/brianberta/recommended/57300. Брат топ ети там за мене

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