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About This Game

Stuck on this island, you have only one thing in your mind... Escape !

It's time for you to uncover the secrets of your life.
Fight what you created and accept its consequences.
Are you ready to escape your past ?

In this new escape game, try to solve all the enigmas through several oneiric landscapes.
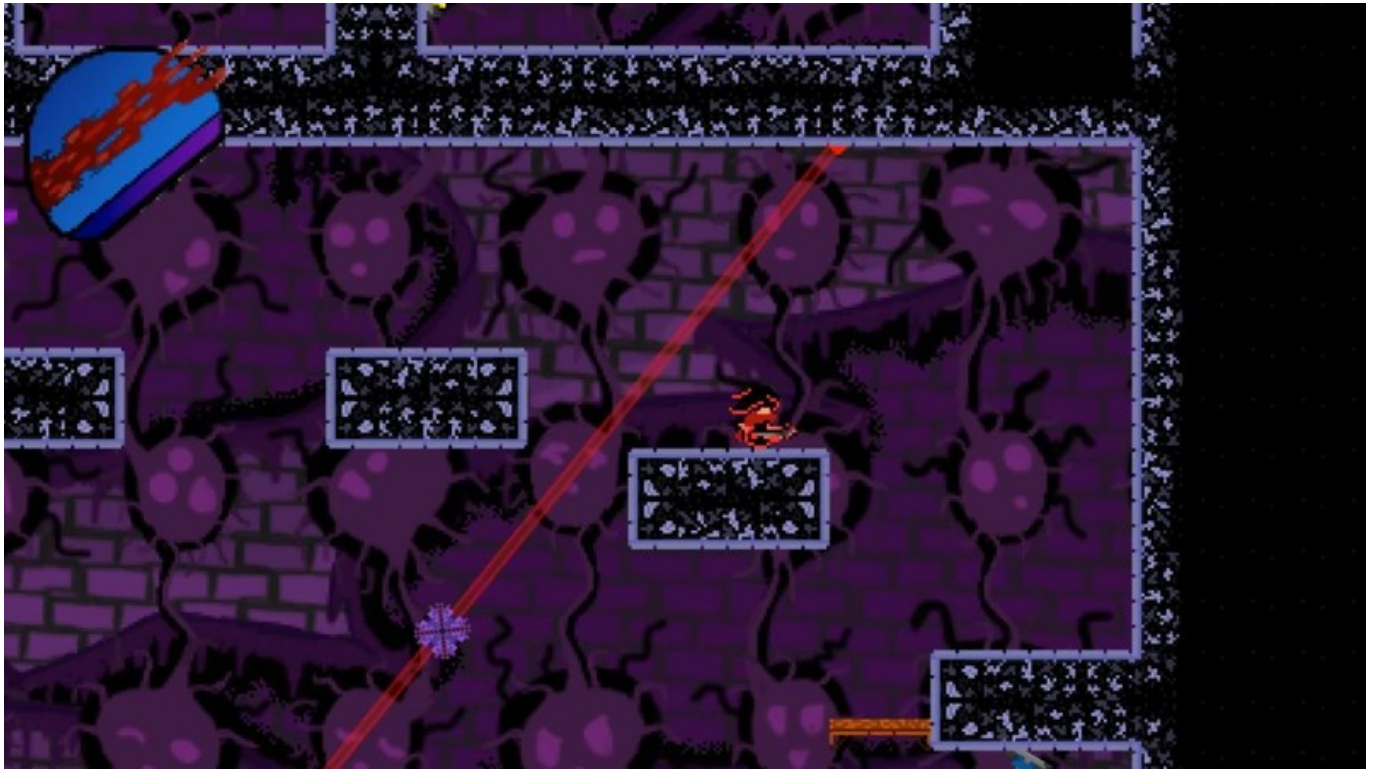Collect the three pieces of the letter to discover who you are.

Title: Escape The Past
Genre: Adventure, Casual
Developer:
3DDUO
Publisher:
Fun4Family, Plug In Digital
Release Date: 14 Sep, 2016

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English,French,Italian,German

cube escape the past is never dead. escape in past. escaping the past essay. escape definition past tense. escape past tense. the past you can't escape book. the past of the verb escape. escape from tarkov delivery from the past guide. escape past sins. escape from the past southern maryland. delivery of the past escape from tarkov. the past you can't escape daddy's girl. escaping the past tammy falkner. escape to the country past presenters. nts escape the past. escape w past simple. escape past hali. escape from tarkov delivery from the past key. escape in past perfect simple. escape past tense spanish. escape en past simple

Malfunction is a serious game.
This action adventure game has atmosphere that can not be easily described.Hard, oppressive, intense atmosphere.Plot and storyline is amazing and i really hope that the game will have a sequel.It has to be noted that it is made entirely by one person.Sound effects are basic but the music is excellent.The greatest value of Malfunction lies within the depth of it's storyline and interesting ever changing gameplay that contains exploration, puzzle-solving and combat.Tarantino's way of presenting story is another plus.

Includes Obstruction mode that consists of several mini-missions based mostly on combat.

Achievments are interesting and obtainable.

Game has serious support, personally i will always support this developer for his commitment to his product and customers.. This is a fun tower defense game with loads of options for designing your own units. Plenty of fun, especially if you like to customize your forces. Buy on sale!. \u2b50\u2b50\u2b50\u2b50. Whether it's starting off the level being damaged, enemies coming out of thin air and dealing massive damage in a second, or crashing animations and the game itself the game is just unplayable. I haven't even mentioned the low res and absence of options so you have to hit enter to use anything. This could have been a pretty enjoyable game, but can't be since it just doesn't run.. Laggy, janky software mouse cursor and terrible, non-configurable controls ruin any chance of actually playing the game.. Fun game, cool atmosphere and good climbing mechanic!. Please tell me everything that you think that I should know about all the plans we made when I was never to be found.

Once again we're paying off emotions Wich one of us will burn untill the end!

No more long rides home no more of your station.. I didn't like it anywaaaayyyyy!. WOW, when is the next part out, These movie volumetric video's, need to be supported, the future of movies is astonishing. I can't wait till they produce full blockbuster movies in these formats. The immersion level is something else. Loved it, can't wait for more.

A very well written visual novel where your choices matter. it is good and it isnt waste of money getting it. It also have a form of New game +. As you play the game you unlock various clothing, these clothing gives you various bonuses for what skills you want to train in.

The only annoying feature i have come across however is the wandering the desert feature, there are many secrets hiding in the desert but you can easily die so save before heading out into the desert.. Wow... what a bizarre game (and I mean that in a good way). First impressions go a long way and so far I like what I see. It's like a Tim Burton movie come to life. Vibrant colors, unique NPCs, nice ambient bgm, the whole thing evokes an Alice in Wonderland, Willy Wonka, Nightmare Before Christmas, Beetlejuice, etc. vibe. Definitely impressed with the art design and overall aesthetics. Will update more as I progress.

Update: Ranalong city, wow. Never seen such a unique backdrop before. Teeming with quirky aliens bustling to and fro, it reminded me of Luc Besson's Fifth Element. There is definite attention to detail.

Combat consists of skirmish type encounters where you square off against multiple waves of enemies. Your basic attacks for the most part seem to be generally weaker than the monster's default attacks but you make up for this with a greater health pool and the ability to use skills. Boss fights are fun and somewhat challenging requiring you to manage your cooldowns and healing items. All in all combat seems rather well thought out balance-wise.. This game was amazing when it was out, I never really liked playing in public servers because eventually it turned into just nonstop KOS or "Kill On Sight" with little to no interaction with other survivors/players which made public servers boring or just plain unbearable to play.

But there was a private RP server that you could apply for and get whitelisted called NGTzombies, later renamed to The Last Survivors, and later renamed again after that to RP Survivors which still stands as it's current name today since the RP community is still running now but has shifted to SCUM after JS closed down.

But roleplaying on their server on JS was the most fun I ever had on this game and was the reason I loved it so much, so much great characters on that server with great backstories and personalities. like Barry the guy who was a pothead and always sounded high on marijuana and often brought it up in conversation, or Coach the guy who ran the racetrack or sometimes the demolition derby arena which I myself participated in and had lotsa fun. There was also this guy named Tyrone who hired my character Harley as a hitman to take out someone named Justin and Tyrone also offered Harley to become a member of his gang named the Legion (I don't remember if "the" was officially part of the name or not). But being a hitman and joining Tyrone's gang was the last moments of the RP server I had before it came to an end.

My best friend had also whitelisted with me with his character named Ryuma who was with Harley at all times, I'm too shy to play by myself so you'd very rarely see Harley on his own and if you did and tried to talk to him he'd be full of anxiety since I have bad social anxiety in real life but I just played it into Harley's personality of not trusting everyone on first sight during the apocalypse.

My wishes for whenever JS returns since they told us that it is in fact returning in the future at an unknown date, please give full support for private servers like our old RP server and give us the option to either play legacy JS which would be JS before the Badwater Canyon update and the option to play JS post-Badwater Canyon. Because me and the RP server would rather stay on Badwater Canyon for RP purposes because the map was decent for roleplaying, the base building had so much potential for creativity that it always played a role in RP, and all the weapon variants and food varieties. It made JS so good for RP.

And not only do I wish to have full private server support I want them to also support us roleplayers as a whole, like add new free emotes, new actions, etc that would improve the RP experience since JS did eventually become stale for RP because of the lack of variety of things to do. Since there is currently no actions to do or anything we just had to imagine that our characters were doing the actions for the current RP scenario.

An example of actions would be: Dragging someone's unconscious body, picking up bodies, doing stuff to handcuffed players, sitting down on chairs, putting your hands behind your head, etc. Just make the game feel more lively with tons of variety for RPers.

It is very well possible to support RPers at the same time as those toxic KOSer people, just have a pattern of 1 update for RPers

and 1 update for KOSers or something like that. or maybe just use the legacy branch for KOSers and the Badwater Canyon branch for RPers since it seems like RPers are the only people who want Badwater Canyon to stay while KOSers just want legacy JS.

Every member of RP Survivors wants JS to continue, we all miss it greatly. and our SCUM server isn't doing too well because it's just not the same laid back experience as JS was and everyone just wants the experience of JS back so we're all waiting for it's return. Just please do the right thing for all of us.

And one last note: When you continue to support private servers and RPers do not ditch us again, one issue we had was the developers ditched our server a few months before JS shut down, and they stopped generating new whitelist codes for the admins to hand out to new members which meant we couldn't recruit new players into the RP server and everyone who wanted to join was forced to sit back and cross their fingers that we'd get new codes, which never happened. So don't you ever ditch us like that ever again. Please.

and I hope Daybreak actually reads this whole review because i'm speaking for the whole JS RP community when I say we also exist and need you guys's support for our JS RP server. Thank you for your time and I'm keeping my hopes up for JS's return in the near future.. Deep and engaging, remarkably well-written, strongly-conceived. There were a few flaws here and there, but only a few. I was thoroughly drawn-in and absorbed by the writing and the scenario itself. Strong recommendation if you understand what type of game this is and are comfortable with the strengths and limitations of the format (text-based COYA).. ICY is a cool game *pun intended* particularly for the discounted price I got it at. It's set in a post apocalyptic scenario and by the middle of the game's storyline you get somewhat of an idea of what happened to set off the apocalypse, though I would argue that that isn't really the point of the game's narrative. IMO, the point of the narattive is to make you playthrough the scenario and that the game does pretty well with moderately good engagement in terms of storyline as well as character development.

The game has a semi-RPGish feel to it, never going all the way - frankly because it doesn't need to. You aren't going to be playing this game for weeks, you aren't going to be replaying it - most likely, you'll be playing the story once and that's the end of it. The story progresses based on missions and the random events for character storylines (which I must admit are kind of tightly written). You get skill points based on mission completion which you can invest in your character's attributes and the other characters seem to auto-level as you progress on the main storyline.

The loot system is pretty standard. However, the combat system is kind of unique, where one combines cards to create 'actions' that dictate the damage to the enemy's morale, health and effects such as cover or increased damage. The cards themselves increase in quality based on the gear you wear, making the triggered actions more powerful. It kept the seemingly monotonous battles from getting boring and was quite enjoyable. Overall, I would recommend this game. Maybe not at full price but if it's part of a Steam sale, I would recommend you pick it up for a few hours of entertainment.. The game is enjoyable, but the leveling system force you to do side quests which are too repetitive and boring. The ending is a bit rushed. Micro-transactions locked you out from most of the game contents. It's not worth it.. Fun and Original, but short.
At least here in Brazil the price is really low compared to the US price.. Rating: 3/10]
I found that the camera implementation in this game rendered the whole thing almost impossible to play.
Rather than a chase camera positioned directly behind the marble at all times, the camera distance and perspective remain fixed and the camera is rotated and zoomed separately. Very unintuitive.
I also had difficulty getting my xbox controller to work correctly in the game, and had to remap the controller myself - the first time I have ever had to do this in a game purchased from Steam.
Too much frustration here - I'm out.. Perhaps overly simplistic, the completely random nature of the game removes any skill or learning from the game. Additionally, the game doesn't clearly convey the rules or the meaning of your actions.

The only driving force while playing this is to unlock the next contending gunslinger. If you're down to roll dice over and over until you finally get to see another pixelated sprite, this game is for you.