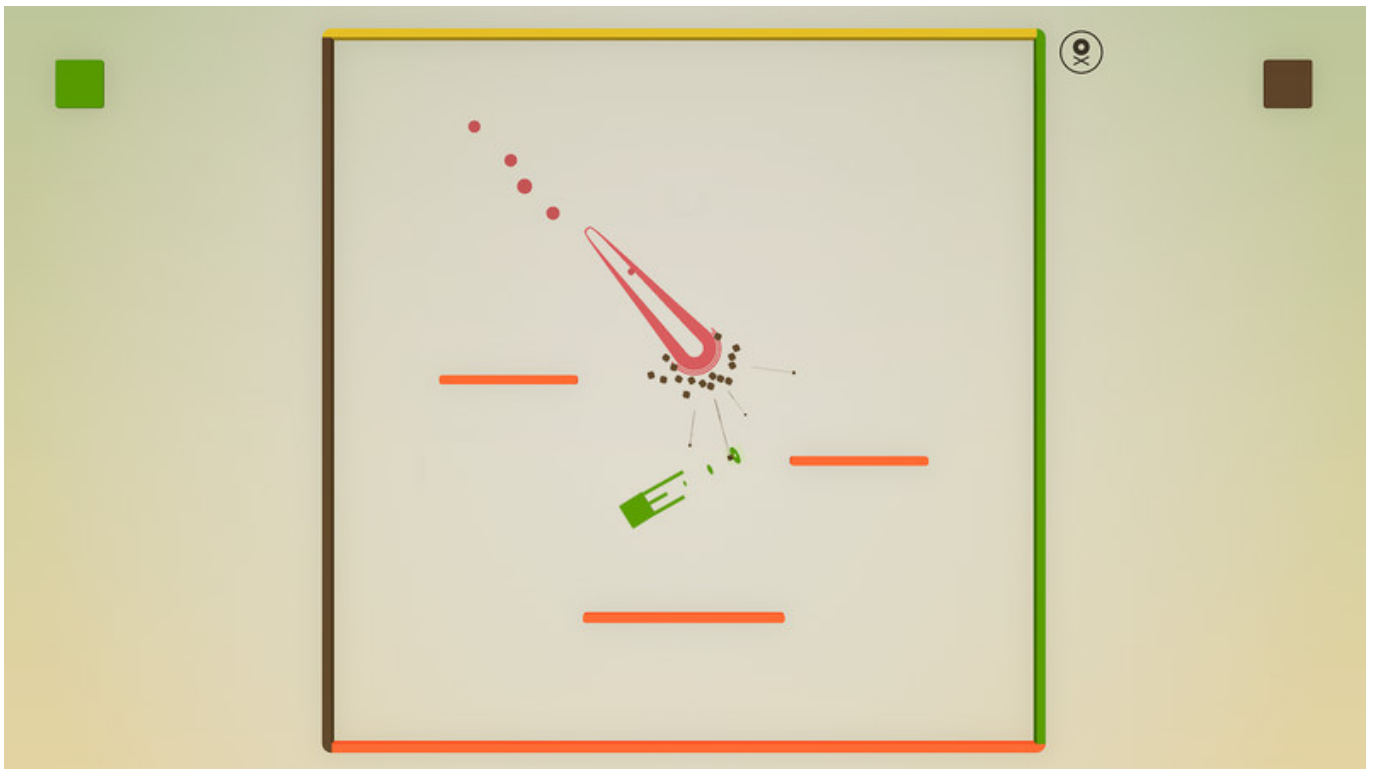

Fugue In Void Android Apk Download



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About This Game

Fugue in Void is a walking sim where you explore all kinds of mysterious places and dive into a world full of atmosphere. This simulation focuses on stunning architectural spaces and texture transitions.

The perfect break from all those action packed games out there.

Warning: This game purposely has no saving system. The experience should be done in one walk-through. Take your time. Close the curtains and use headphones.

Gameplay

The game starts with a 10 minute intro. After the intro you are given control and able to start moving around in the environment. Take your time in exploring the various spaces and music.

Title: Fugue in Void
Genre: Casual, Indie, Simulation
Developer:
Moshe Linke
Publisher:
Sedoc LLC
Release Date: 3 Aug, 2018

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English







The game does crash often and doesn't save often enough. The puzzles are random non-sense and don't always work like they should. I ran into a wall literally, and fell out of the map. The game feels and looks half done and half made. I have never wanted my money back with any game I didn't like after purchasing but this is the first. Hostile creators or objects in the game have large hit boxes and are unnecessarily hard to get past. I just don't like this game...

I would NOT recommend this game to anyone. If you do end up buying this game then just don't go over two hours so you can get your money back.. Fun, fun story and eminently replayable. Surprisingly educational and good on the history. Give Jeff Vogel all your money.. if you had a 386 Computer you owned this game.

All 3 episodes are included.

Love you Apogee :P. Game is fun..

. terrible game units voices sound horrible there's no single player and it looks like a dumb downed command and conquer game the old ones. Good tutorial if you want some quick method to blend your colors. Is not for the "very beginners" I think, but help a lot for some folks who don't have a clue how to paint over your lines and it is a cheap tutorial who worth every penny spent on it

I really really love this game, but there's just one mech that is simply too hard to fight for me to be able to progress, Wall-4. I think he is poorly designed in the way that it's very hard to figure out how you're supposed to fight him. If you try to teleport behind him, he turns too fast to get even a couple of punches in, and his body moves way too fast for an enemy that should be clunky and heavy with two giant shields. I've tried a lot of things against him, throwing things, low punches, blocking, and after dying to him 5 times I've kinda just given up, which is a damn shame. However i still recommend this game, it's smashingly awesome and if you care to read some guides or just try to figure him out, you won't have a problem. Even without getting further than that i find the game to be incredible, and just what i've been wanting in VR.. This is quite easily the greatest game ever to be made by any company, ever.. You can pick up back the shurikens that you throw Such realism.. 11/10 Wow much. This is a weak thumbs up. A modern take on old catridge game difficulty platformers. 1 hit deaths with difficult platforming. This game is quite difficult, and unfortunately has some flaws in that regard, the later levels being ridiculously harder to the point of frustration

Pro:

Good art

Enjoyable gameplay

Cons:

Offscreen projectiles

Difficulty spikes. This is and always will be my favorite game on pc. I think I uninstalled it like three times before I learned the management system but there really is nothing like it. One game germany wins and you're holding out as Australia, the last free country as the axis bear down on you. The next game with the exact same settings you watch in awe a Canada intervenes in WW2 early and defeats germany and italy and becomes a superpower by 1955. I love this game.. I picked up Vampire of the Sands while it was a part of the Black Shell Media roguelike bundle and finally got around to giving it a try. Unfortunately, it's one of the games in my library that I wish I never played. Even more unfortunate is that I want to like this game, but some frustrating design choices and bugs made the learning process not fun.

Pros:

+Art style is unique and engaging

+Skill-based combat with varied weapon styles and a dodge mechanic

+Several visually unique zones, and dozens of enemies

+Rune system is interesting and serves as a form of overall account progression usually not seen in traditional roguelikes

+Relatively short game lengths coupled with the boosts you get from runes mean that deaths don't set you back too much in terms of time spent playing, and the permadeath mechanic seems fair (or it would if the other game mechanics worked, but more on that below)

Cons:

-The hunger clock (or Soul clock if you're so inclined) is poorly implemented. It's a pretty standard and straightfoward clock: your Soul bar will deplete gradually as you play the game, and defeating enemies gives you a small number of souls. There are also soul "container" items similar to those in Dark Souls that provide you with a chunk of Souls immediately, and defeating branch bosses will always reward you with Souls. With the wealth of other difficulty mechanics at play (as well as the fact that VotS is a real-time game as opposed to a turn-based one where this particular type of clock tends to work better) I find it a little baffling that the devs decided to include a hunger clock at all. There are a lot of other directions the devs could have gone in when designing it, but unfortunately they played it safe and went with a relatively genre-standard variation that ends up not jiving well with the real-time pacing.

-The combat is clunky. To name a few gripes I have with it: weapon hitboxes can be very hit-or-miss with multiple enemies on screen, some weapon effects fail to trigger at all in combat (such as the Mace's knockback effect), and the dodge/tumble is just as likely to get you killed in combat as it is to save your life. The controls in general feel kind of clunky, especially movement.

-Difficulty. I'm no stranger to the roguelike genre (5 DCSS ascensions, 2 ADoM ascensions, thousands of combined hours in Brogue, ToME, IVAN, FTL, etc.) and games with steep learning curves can be some of the most rewarding to learn how to play. I don't really get that feeling with VotS though, mostly because it's hard to tell when you're playing well. This is a blanket problem with a lot of 1HP roguelikes due to the difficulty that comes along with balancing them, and when I was attempting to learn VotS I found myself being killed so often with so little explanation that it was hard to gauge if I was making any real progress. There were several times that I was killed by a mid-flight projectile the instant I loaded into a new branch, or a unique

enemy would pop up onscreen and I would die a second later.

-Bugs with combat. Enemies would very frequently shoot off projectiles after they had disappeared from the screen, weapon hitboxes would phase through enemies seemingly randomly, weapons would occasionally only hit objects underneath enemies (monster spawns, traps, decorations, etc.) and deal no damage to the creature on top...the list goes on.

To summarize my above points, Vampire of the Sands is a conceptually interesting game that unfortunately is marred by a host of design and technical issues. If, despite all of this, you still want to give VotS a shot, I would highly recommend waiting until it drops under \$1 again, because it just isn't worth \$5 in its current state.

*NOTE: Review was edited for grammar and to expand on some of the listed cons. I was expecting something wholly different than what I got. So, I exited stage left and uninstalled it.

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