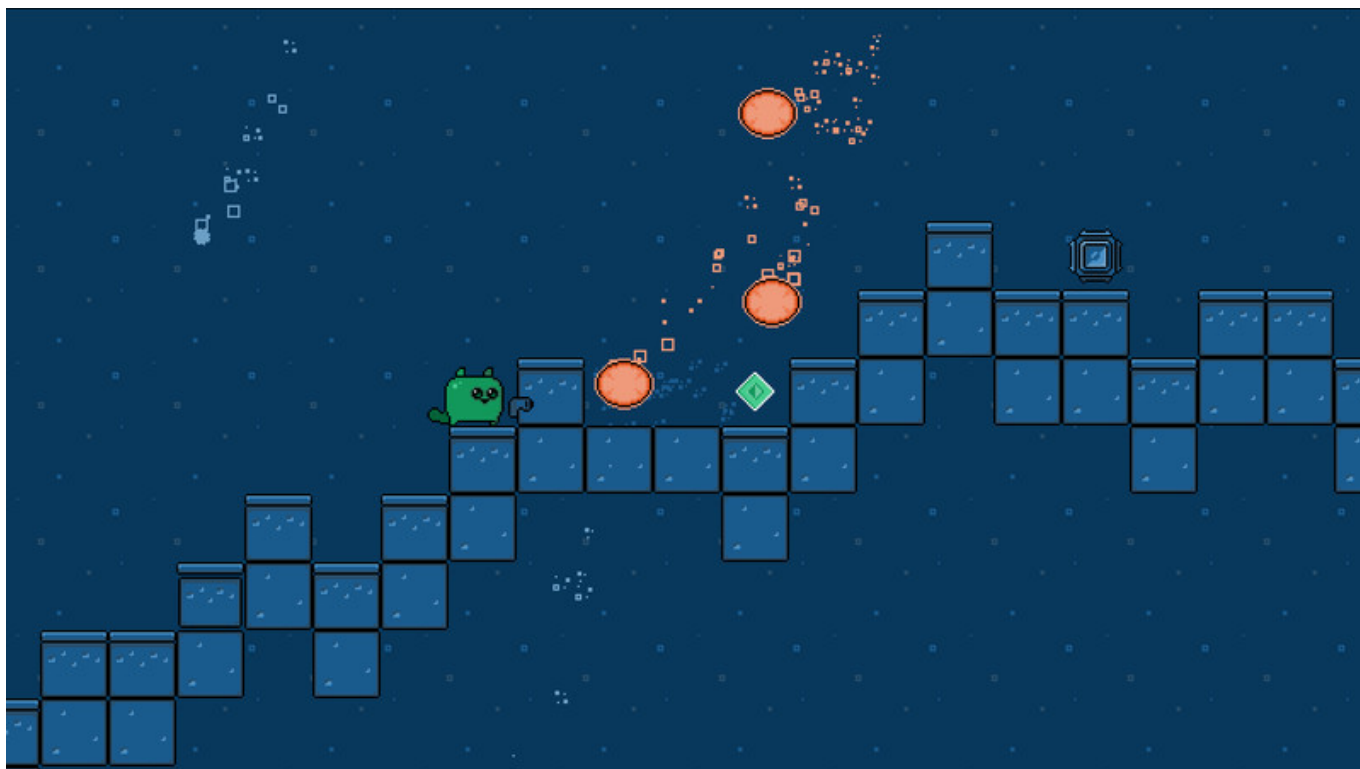

Unlimited Escape 2 Portable



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About This Game

'Unlimited escape 2' is an action / strategy game with unpredictable dynamics.

The adventure of our hero continues beyond the legend, with new scenarios and dangers!
The protagonist of the game will walk and explore endless mazes procedurally generated and will have a single mission: to save the prisoners scattered in the path leading them to the point of rescue.

The main character must also defend these prisoners from the enemies that appear in every part of the playing field. The main feature of the game is the complete procedural generation of scenarios and lighting, which allows an unlimited variety of play. With the advance of the levels, the game scenarios are becoming larger and intricate, with ever greater dangers. The number of game levels is unlimited, and the game stores statistics and many score rankings to increase the charm and challenge.

The aim of the game is to save a number of prisoners in the maze of each level, and to do this you have to group them and bring them to a save point placed randomly within the maze. In the path appear enemies that chase you and kill the prisoners who need to save. When you will shoot the enemies you have to be careful not to kill the prisoners to save. The groups of prisoners are scattered randomly in the path of each level, and to find them you'll have to explore the maze by seeking help from the map on the top screen. Enemy bases are scattered randomly in the path, and these bases are colored red. The save point instead is colored blue.

Each level is a maze that is always different, unpredictable and randomly generated, as well as lights and lighting used in the level. In this way the game dynamics are always new. The number of levels is infinite, as well as the score that can be achieved. Are stored up to 100 high scores and statistics, so we challenge everyone to become legends and heroes! With the advance of the

levels, the game gets bigger, richer and difficult. The number of enemy bases increase with advancing levels, as the number of prisoners to be saved.

Title: Unlimited Escape 2
Genre: Action, Casual, Indie
Developer:
Carlo D'Apostoli Projects
Publisher:
Strategy First
Release Date: 22 Apr, 2015

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English





TOPWATER MIDNIGHT PACK



NIGHT EDITION

Testplay1

Penetrate	Sado Maso	SS 762	LP 78	TP 9
Escape	Slah Tan	SS 488	LP 101	TP 20

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when I loading into the menu, it quit immediately and no error report . Can someone answer my question?. Such a simple yet fantastic game, although I finished it in 1 sitting it's probably the best vr puzzle game i've played to date, i'd recommed it to anybody looking for a solid puzzle game. Hopefully we start getting more vr games with this level of polish in the future. If I were to describe this game, it would be the lovechild of Audiosurf and Geometry dash (although I don't own Audiosurf, I've seen gameplay videos of it). I got a coupon for this game and thought I'd try it to see how it was.

It's not often a rhythm game feels as high-intensity as this does. With a spectacular Drum & Bass soundtrack (that's *free dlc* as of writing this review) and three buttons to control the main gameplay, this game's easy to pick up and enjoy.

The gameplay strongly caters to moving and firing your 'ship' to the rhythm of the song; it's not very apparent in earlier levels, but after level 2, the fact that the levels are based off the rhythm are what make the otherwise impossible levels a playable, enjoyable challenge. One thing to note is that the game gets pretty hard pretty fast; then again, there are only 5 levels, so each level counts for 20% of progress. Of course the first 40% of the game would be easy; at level 4, naturally one would expect a game to become very difficult towards the end of the game. One thing I enjoyed about the game is that during each level, it's easy to ask "How can it get any harder than this?", only for your mind to be obliterated into tiny little bits when you reach the next level, especially after clearing level 4; I personally believe Stage 5 is preparing me for Dark Souls. To get a feel for just how hard the game gets, I looked at the global achievement stats; 7.3% of players have cleared level 4, and 2.9% of players have clared level 5 (as of writing this review).

As stated before, there are 5 levels, and 5 achievements; one achievement for clearing each level. And like Geometry dash, there's a practice mode (complete with checkpoints) so you can practice different sections of each stage to your hearts content before attempting to clear the level in one go.

I paid just shy of \$2 with a coupon, and as of right now I feel every penny was worth it. If you like rhythm-based fast-paced gameplay that's easy to pick up yet challenging, look no further than Cosmophony.. This one is my least favorite Virtual Villagers game. The people don't do as they are told and it seems I can never get done what I am supposed to do.. While base premise is more than fine - dwarf fortress wannabe with lots of humor, I'm afraid it has neither element of dwarf fortress nor humor, pehraps short of difficulty and randomness; Expected difficult, but fair game with lots of humor with poop jokes thrown around there and there; what I got is poop based 'humor' that grew from 2 things; excrements and vulgar vocabulary; While precise F-strike is fine by me, using it as baseline for jokes and 'humor' is far from good quality; Had I wished for that level of 'humor' I'd rather go to primary school and hear the students there;

as per gameplay - while it promises difficult gameplay it does deliver; unfortunately too bad it comes down to finding and repeating the very same single pattern that will work or will not work anyway depending on random dice roll; I have nothing against randomness as long as it can make element harder by accident or easier by accident; instead of make or break the battle [in this case]. Additional issue is lack of sound control by type, it might be a little more playable if most of sound effects were not farts and sounds of releasing the excrements, without ability to turn it down or off, while keeping other 'action' sound effects intact e.g. hammers or pickaxes. In short - while game has lots of potential it is being taken to hell due to poor and immature execution. TL:DR - if you think farts are funny by themselves you won't have issue with this game's promise, but I'd rather move on and throw the cash into more mature developer; Crude humor is not reduced to 'make chars fart around all the time'

lemme elaborate on description:

Features

Survive barren deserts, frozen wastelands and ashen plains! - true; too bad random element is waaay too powerful;

Manage your dwarves physical AND emotional needs! - as in "give them place to go to the toilet or they'll soil land where they stand; as per emotional - dwarves need gems"

Build your way from stone blocks to shining steel! - most likely true

8+ hours of gameplay! - potentially true if not put off by other stuff

Bad puns, rude jokes and cheeky humour! - 'cheeky humour' is not only, or rather - should not be only about dwarves running around and farting every few steps; Puns are there, jokes - barely visible; unless as mentioned before throwing few F-bombs can be considered 'rude joke'. Bardzo dobra logiczna gra dwa swiaty w jednym 11 w drugim 10 lev w kazdym levelu 16 poziomow...

Po prostu super gra przy której można spędzić długie godziny, gorąco polecam!

Very good puzzle game two worlds in one of 11 in the second 10 lev each Level 16 levels ...

Simply great game with which you can spend long hours, highly recommended!. bought it as a joke, but the game is a joke.
would not recommend this game at all.

Seriously, what a waste of 15 dollars. Next to no one plays this online and without bot support for Crossfire matches you're stuck with a crappy tower defense mode to play offline. The gameplay is only fun when you are matched up with players of similar skill and when the game isn't lagging hella bad. Sadly, the only people who still play this trash are 200x your level, so don't expect to win often.. Last achivement broken. Finished all level but never received the achivement.. Terrible, Good, but bad. Everything is behind a paywall. A big paywall. Like Real BIG. Thanks, for reading, chicka chicka Slim Shady. this may be the one of the best games I have and will ever play. it has an incredible story with amazing art style. the ending almost made me cry, play this game, it is absolutely beautiful.. It's just a tank shooting range with bleh sound effects and basic models. However, the only reason I ever invested in VR was for any kind of crew and first person based tank sim and it's obvious from the moment you load in that's what TankVR is going for. There is quite literally nothing else that is even close to this future style of gameplay and I have been waiting for it for 2 years now. All I can say is while I'm very biased towards this game because all I've wanted for god knows how long is a VR tank sim, I think it's more than worth the dollar just for the potential this game holds in the future. Keep up the work devs, and I hope TankVR comes out exactly as you plan.

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