## Void Torrent Full



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## **About This Game**

## Void

There is not enough air nor enough to fuel to recover from mistakes, or to explore every facet of the ruins in orbit. Jump from wreck to wreck as your life expires, and find what you are looking for - or breath your last breath under the beautiful light of a dying star.

Badges :





Void is a slow paced scenic suffocation simulator with painterly graphics, creepily tense breathing, and haunting music. Maybe you'll contemplate dedication, risk, goals, and meaning in your real life. What would you give your life for? Would you give it even if you might not succeed?



## Gameplay

Race against the clock of your depleting air supply, spending fuel to add force vectors to yourself - physics students might enjoy this. Optimize your style between spending more fuel to move quickly or conserving fuel to change directions more times to navigate the agoraphobic field of space junk. Select your path wisely to collect more air and fuel resources floating in the environment.

Play two missions, each key moments of the life of the protagonist. The player realizes the meaning in the protagonist's life to win the game.

The pace of the puzzle is controlled by the player's knowledge and ability - although a "speed run" player might finish the game in a few minutes, the ruins will take many hours to learn and master.

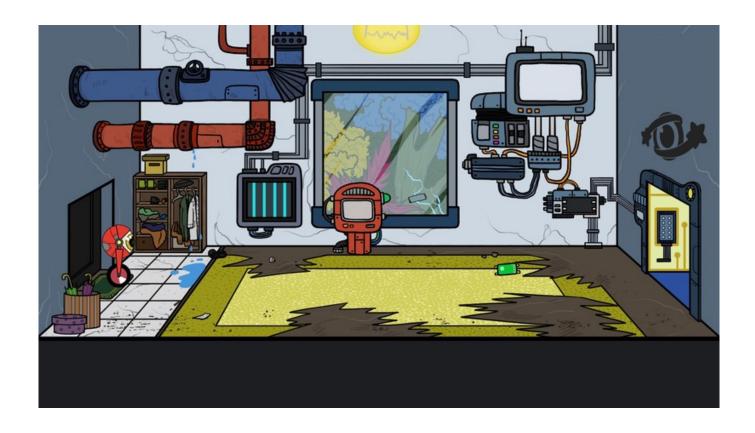
Title: Void Genre: Action, Adventure, Casual, Indie, Simulation, Strategy Developer: Pathless Games Release Date: 16 Aug, 2016

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English







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more drawful more fun. it seems they made the prompts even weirder and harder!

BIG PLUS: user generated prompts.

two colors are also somehow even funner than just using one color. :). Epic Manager is a fun game, what there is of the game still needs polishing, and you'll run across bugs that may force you to reload your game, but that's pretty standard in any Early Access title. Primarily some minor balancing issues and things that the team needs feedback to nail down are what Epic Manager needs to feel like a very unique and enjoyable experience. Despite a few rough edges, I've been impressed with the frequency of updates since the game launched into Early Access for Kickstarter backers. Updates every day that I've paid attention, including one that is queued to download for me right now.

It's perhaps a bit more punishing at this stage than it may be in later iterations in some ways, leading your league generates a lot of ill will that causes other agencies to target you for all their shenanigans. I feel like that's an interesting aspect of the game, but I feel like in the lowest league you feel like you're being punished for doing well. Those sorts of issues will be sorted out, but at the moment it seems like there may be merit in trying to maintain a good to middling rating and jump out in the lead after most of the dross has been eliminated from the first league. Renegotiating contracts also seems too regular an occurrance to me, I contract my units for the longest contract I can and then a year is over so quickly that I seem to be going back, again and again, before I even make it into Silver league. This is a little troubling because adventurers seem to multiply their salary demands by their level. Again, these are all things I expect to be addressed to the satisfaction of the general consensus. Maybe I'm personally just placing my portals in bad locations, or have been too willing to do quests that require weeks of walking to destinations, but I was spending 500 a turn on salaries between two parties and bringing in 1000-2000 a mission, while only being able to do missions every 2-3 turns. I'd have barely been treading water, if I wasn't constantly being robbed by my fellow agencies.

Still this game is quite promising and I highly recommend it, with the usual caveats that Early Access titles tend to have. There will be bugs, you might run across Lorem Ipsum instead of an actual description, but despite all of that Manavoid has managed to insert a pry bar into JRPG combat and pull it apart long enough to cram a whole host of interesting possibilities into Epic Manager.. it was a fun 42 minutes. I have really enjoyed this point'n'click detective game. It is very atmosperic, if somewhat clichéd. The puzzles are logical and entertaining, and they are not frustratingly difficult. I would really recommend this game for fans of puzzle/pnc games and PI stories.

Pros Story Atmosphere Humor Music Voice Acting- if you watch a 1940s movine thats how they talks Graphics Steam trading cards

Cons

Screen resolution. I was skeptical of this title, but I'm glad I bought it. While not perfect, this absolutely feels like a return to form. The dialogue is funny, the graphics are stylized very nicely. A few "moon logic" puzzles got me stuck, but was absolutely enjoyable.

If you like the "Benny Hill"/bawdy style humor and miss classic "Sierra" games, this is definitely worth checking out. I'd be interested if they tried a follow up.. This game seems to use the 2 hour timelimit to make it so you finish the game right around where you wouldn't be able to return it.

Played it for about an hour, the game had multiple bugs, somewhat shoddy controls, the voice chat in-game was so low we had to use a third party app in order to talk to each other. At one point a EAR PIERCING screech from someone onfire shreaks in the one players ear trying to be horror but more just a way to damage your ear drums.

I like the fact that they're trying to be a horror "We Were There" type of game, but dislike the fact that it doesn't feel like a finished, polished product like the original We Were There (Which is free) was. Along with the puzzles were glitchy/broken.

For example, the second puzzle, after solving it can be re-activated and inavertly breaks, which ruins the game until you restart. The puzzle afterwords seems to not follow the clue it gives, then shoves the other player in an almost empty room aside from an extremely loud wailling body on fire that chases you, which can be thwarted by positioning yourself inbetween 2 garbage barrels.

Overall, good attempt at something that could be a worthwhile co-op game. However the many game breaking bugs and overall unfinished feeling of the game makes this game fall short of being something I can recommend to people.. I like the Game idea and i have somethings i would like to say

1. Ground/Wall textures glitch out

2. reminds me to much of csgo

3. Skins glitch out

4. plz add a more decorative home screen

I would play this game so much if more people played

P.S Keep up the good work Devs ;). Good game. You can earn achievements. And you can get trading cards. The movement is a bit hard to control. Omg, IVVVVVV my pants .... I think this is the most amazing game ive seen in a while ..... Heads up, GET DA GAME!!!!. Game is great so far!. Never thought I would see DLC for this song, if you've somehow came across this DLC and never heard of Funkadelic's Maggot Brain, stop what you are doing and take a listen.. Seriously? I thought I had exclusive items for preordering, and now i can buy it for 1\$?. Best game wish that they would release the soundtrack for it. Nice little game to past the time in my opinion however I still feel that the first game will always be the better choice purely for the fact of the soundtrack on the first game. It was the best, nevertheless, I would recommend this game if you can't get your hands on the first one.

Some improvements that would be nice to see; Adjustable video resoultion Less repetitive soundtrack

Also for me it only comes out of one ear which makes me sad.. I bought a dozen Meerkats and they all died of Tuberculosis. Screw this game.. Do not get this game. This game is nothing but a money grab. Seriously, it really is just like.... Microtransactions: The Game. STAY AWAY IF YOU VALUE YOUR WALLET

When the game actually stops you from progressing with a timer, unles syou want to pay them money to continue playing.... yeah, it's bad.. Not worth the 0.50 cents I paied for it. Could have bought some candy and had a better experience.

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