
Construct: Escape The System Full Crack [Torrent]



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About This Game

Construct: Escape the System is a sci-fi themed first person platformer that sees you trapped in a computer system, trying to escape.

Explore the system and locate the 8 empowering 'ability orbs'. Find and download the 5 'player upgrades'. Seek out and extract the 16 'system core power orbs'. Do all this and maybe you can escape.

Key features

- 4-6 hours of first person platforming gameplay with puzzle elements.
- Gameplay is a combination of exploration, platforming and careful thinking.
- 8 unique ability orbs to locate.
- Puzzle gameplay e.g. power inactive machinery with 'machine orbs' and light up dark areas with 'sun orbs'.
- Action gameplay e.g. change gravity direction with 'gravity switch orbs' and move rapidly around areas with 'teleport orbs'.
- 5 player upgrades to download.
- Action platforming e.g. upgrade your abilities to allow advanced jumping and boosting.
- 16 system core power orbs to extract.
- Unlock the various areas of the computer system to find and extract the power orbs from the dangerous system core areas.

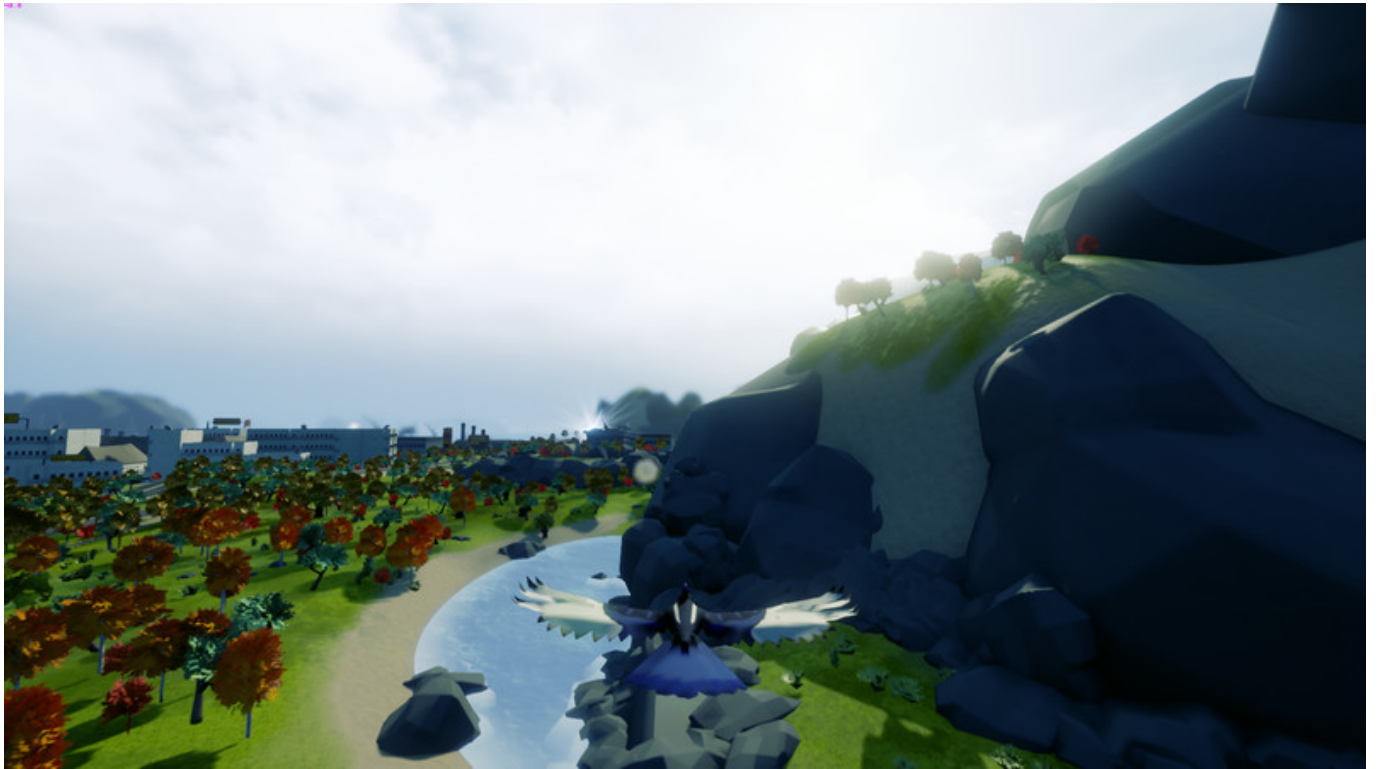
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- 57 unique gameplay areas split between 4 different zones, standard areas, system core areas and upgrade areas.
 - 4 unique zone themes: Zone A (City), Zone B (Landscape), Zone C (Abstract) and Zone D (Spherical).
 - Multiple render modes: Default, Negative, Monochrome Default and Monochrome Negative.
 - Adjustable graphics options: Bloom, Depth of Field, Sun Shafts, Camera Motion Blur, Camera Noise, Chromatic Aberration and Water Quality.
 - Keyboard and mouse support (3 button mouse required).
 - Xbox 360 controller support.
 - Excellent sci-fi soundtrack by Imphenzia.
 - Built with Unity 5.

Title: Construct: Escape the System
Genre: Action, Adventure, Indie
Developer:
Oliver Boyce
Publisher:
Immanitas Entertainment
Release Date: 2 Dec, 2016

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English,French,Italian,German,Simplified Chinese,Dutch,Russian







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Exhilarating. Beautiful. Smooth as all hell. This game is pure hidden gem material.. Let's be honest. The only bad thing about this game is the poor optimization. It's more ressource intensive than some AAA titles.

This said, this game so far is a masterpiece of atmosphere, storytelling and horror. The school is probably one of the creepiest places I've visited in a horror game, and slowly learning what happened there bluilt such a climate of tension and dread, it's pretty amazing actually. I can't wait for chapter 2, this game is definitely worth every single penny.. This should be a screensaver.. Spent many hours playing this at school instead of doing work. Highly recommend.. A bit hard for me to be honest, but honestly, it's fun falling down into the words

this is a good game buy it , you will decide to keep it before the refund time runs out.. The style and tokyo music dragged me in. Even with the (somehow, somehow) difficult controls of wallrun and walljump. The fighting parts are separated from the platformer parts. I liked the level design. getting a key and then going thru the same screens, only backwards. If you go for all achievements this game needs time and dedication. The game demands 100% timing and precision.

I can recommend because

Flying kicks RULE. Look Out! This game is only for the very strong-minded. Chicken Little radiates so much bigdick energy that it is almost too much to handle. I could barely even play this game, and I'm a level 33 DM with a campaign going on for the 62nd consecutive hour now (I am currently rolling for perception while I'm writing this). In conclusion, be prepared to nut your pants at the sight of Chicken Little wielding a yoyo in this epic 3D Platformer.. Zuma is one of those games that can be played in those 10 minutes you have before to go somewhere, while you wait for your pizza to arrive or when you just want to play something simple and fun without do complex missions or play online; It's fun adictive and simple. Is not an easy game, though; the adventure mode last missions are quite challenging, and it has another cool game modes that helps to replay it. I strongly recomend it.. Good Point-and-Click Adventure game offering a classic experience with some quite challlenging mini-game puzzles. Playing as the legendary spy who was actually a dancer by profession means you will be doing some fliriting, object-combination and item fetching throughout. Mata's mission are varied and interesting, even though the actual story progression is happening at a decent pacing.

Overall this one is a recommendable adventure game with some replayability as there are different endings to get, depending on three values (Wealth, Spycraft, Skills).. Like crunchy neoretro? How about swords and sorcery? Tongue-in-cheek humor too? Then this leathery tough pixel platformer is just for you! Tiny Barbarian is a bit much for most of the kids in the crowd, but all you aging NES brats who burn a candle for Robert E. Howard will cop a stuzzy high from it.

LOVE IT!. Stiff controls, bad animations and poor performance. It seems that no one plays it, which also detracts from the experience since it's meant to be a PvP game. Another complaint is I can't rebind a good amount of the combat binds. I mean, really?

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