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## About This Game

"The reporter said she would also like a sort of short documentary with me on this island, how I live here, all alone..."

Oracle is a single player, open world experience with dozens of locations ready to be explored with a great story ready to be unraveled. Discover the secrets of the Island and find out the truth about Quijana and what's happening around the world, why you are alone, living on an island, hiding from your past.

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KEY FEATURES:

- Experience a unique story with randomly generated audio
  - Brilliant soundtrack made by seasoned musicians
  - Voice overs made by Brynjar Gunnarsson
- Time of Day, experience different weather systems throughout the gameplay
  - A 5 sq miles map
  - Over 30 locations ready to be explored
  - Steam Trading Cards
  - ACHIEVEMENTS

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Title: Oracle  
Genre: Adventure, Casual, Indie, Simulation  
Developer:  
Watercolor Games  
Publisher:  
Watercolor Games  
Release Date: 28 Feb, 2017

a09c17d780

**Minimum:**

**OS:** Microsoft Windows 7 / 8 / 10

**Processor:** Quad core 2.4GHz

**Memory:** 4 GB RAM

**Graphics:** NVidia GTX 660 or Radeon 7970

**DirectX:** Version 11

**Storage:** 3 GB available space

**Sound Card:** DirectX 11 compatible sound card

English, German, Russian, Simplified Chinese

Blazing Cast Iron



Hiro  
HP 2696  
SP 150

Mimyu  
HP 180  
SP 95

Miruka  
HP 2925  
SP 65

Aquamaryann  
HP 0  
SP 180

[Paralyzed]

[Drunk]

[Normal]

[Knockout]



VIDEOGAME  
MUSIC

VIDEOGAME MUSIC

# CASTLE OF NO ESCAPE™ 2

REMASTERED SOUNDTRACK

REMASTERED  
BY ESDEER HOLYBELL  
SOUNDTRACK



## TRACKLIST

- 1. DEX**  
DEX logo
- 2. COULD ANYONE OF THEM STOP IT?**  
Intro & Title
- 3. NIGHT CRAWLER**  
Character select
- 4. A CHOIR FOR HERO**  
Entering the castle
- 5. SEE THE TRUTH**  
Game
- 6. EVER EVEN**  
Game 2
- 7. TIME TO BANISH THE EVIL**  
Gems/fragments are collected
- 8. ETERNAL DAWN**  
Game 3
- 9. ARMOR 2.0**  
Anvil screen
- 10. FASTER THAN WIND**  
Game 4
- 11. THREE SIXES**  
Mini-boss
- 12. REMEMBER US**  
Game 5
- 13. NIKOLAI JUST LAUGHS AT YOU**  
Boss 1
- 14. DEATH DRIFT**  
Boss 2
- 15. YOU'RE NEXT**  
Defeating mini-boss
- 16. IT IS NOT OVER YET**  
Ending
- 17. [NO] ESCAPE**  
Credits

1. DEX 2. Could anyone of them stop it? 3. Night crawler 4. A choir for hero 5. See the truth 6. Ever even
7. Time to banish the evil 8. Eternal dawn 9. Armor 2.0 10. Faster than wind 11. Three sixes
12. Remember us 13. Nikolai just laughs at you 14. Death drift 15. You're next
16. It is not over yet 17. [NO] escape

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Disappointed in how poorly this game runs. It's so laggy I can't play at all. I even bought a new computer with a better graphics card and I still can't play on the lowest settings. I'll likely play when it's fully released on when it comes to console.. Fart Simulator 2018 is a surprisingly fun game. It's also rich on game industry references and self-irony.

Don't be frightened by the farts \u2013 Fart Simulator 2018 will provide you much more.

If you enjoy indie stuff with weird humor, try this game.. Very enjoyable indie game, took approx. 15 hours on easy mode (there's a visual novel mode for those who just want story, and harder mode for those looking for challenge), lots of different skills to unlock for each girl, vanity gear to equip, found the yuri relationships charming, plus replay value as multiple romance options with both lesbian and straight to unlock.

Ending hints towards a sequel or spin off, I would love if this were the case.

UPDATE:

Having now played Loren: Amazon Princess, made by the same company and set in the same world, I understand why a number of other reviews have rather harshly compared the two.

#### WORLD SCALE

Loren was intended as this massive epic where you venture across an entire continent, fight dozens of different enemy types, and recruit a sizable party during your adventure (13 characters I think it was). Queen of Thieves (QoT) is a lot smaller scale, never leaving town - so rather than swamps, mountains, demon hellsapes, forests, and deserts that we see in Loren, QoT only has you raiding the houses of nobles and a single multi-level dungeon.

For this reason, QoT not only doesn't feel as epic as Loren, but its very grindy with limited variety to the battles as you raid house after house for gold to advance the plot, while in Loren you are always moving around the world map, killing new things.

#### BATTLE

That's said, I found the battles in QoT a lot more strategic. In Loren you have a party of 6, and I found myself easily overwhelming the enemies with a back row of mages defended by a front row of warriors - every battle was curb stomp. In QoT you only have 3 characters (a tank, rogue, and mage), and because of this, I found myself actually having to use tactics, buffs, healing potions and aiming to take out certain enemies first. I never once came close to dying in Loren, but QoT almost got me several times.

The only downside to QoT's combat was that you only have a few dozen enemy types (undead, giant insects, cultists, guards) compared to Loren's hordes (undead, elves, dark elves, guards, dragons, lizard men, ogres, demons, etc).

#### PLAYER CHARACTERS

Honestly, I preferred QoT in terms of character development. Loren had a massive support cast, but many of them just felt as if they were there in case you need another tank or dps (there was a monk character, Shauzer or something, who looked like Ken from Street Fighter and I pretty much forgot he existed unless I was on the camp screen). Loren had a variety of characters, but some were very much underdeveloped.

QoT however has only 3 player characters, so we get to know them really well. We're with them start to finish, and unlike Loren there's no party members who felt tacked on to ensure you can field a full party of 6 if your main party was heavily injured from the last battle

#### ROMANCE AND DIALOGUE OPTIONS

I admit, this is why I play these games. For Loren, I went for the Elinor and Loren romance, and I enjoyed it. But the dialogue options are very simplistic - literally a drop down menu of joking/friendly/firm/romance response. Keep hitting romance, and you'll end in that relationship, easy.

QoT instead provides you with the actual lines your character will say not just a one word summary of her tone. It meant I had to work at guessing what line will make someone like you or alienate them (granted, sometimes its not clear which will do what). And you can have ups and downs in the relationship as a result.

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If enemy diversity is the big step back from Loren for QoT, then at least I can say dialogue and romance are a big step forward.

Also, as each of the 3 girls in QoT can date someone during a playthrough, there were simply more relationships to get invested in, which as someone who's interested more in the story than the combat, I was grateful for. And I actually had to struggle at times over which npc to pursue for each girl; I eventually went with Thalia / Mary-Ann, Kira / Moirgane, and Joanne / Therjalla, but there was moment when I felt I may just have to let Thalia and Joanne brawl it out for the elf's attention.

## OVERALL

Loren definitely has more content. But I think whether it's a better game depends on what you are looking for. If like me, you mainly play these games for the relationships I think QoB wins hands down, but if you are more interested in battle variety then it's Loren (although in hard mode, because normal is easy when you have 3 mages).

If QoT gets a sequel, then I think the makers should look at giving us more enemy variety, and not rely on the grind mechanic as much to save the game from negative comparisons with its sister series.. I haven't really played any of the MP maps and I never will, you should never buy this solely for MP even on console. Don't be dumb and give them \$49.99 for a bunch of MP maps that should be free.

This season pass features 4 maps for Infinite Warfare Zombies. Rave in the Redwoods, Shaolin Shuffle, Attack of the Radioactive Thing and The Beast from Beyond.

I will mainly talk about the gameplay of the maps and the easter eggs. I am not a high rounds player, but from what I've heard pretty much all maps in this game are pretty abysmal when it comes to high round gameplay.

### Rave in the Redwoods

**Starting off we have a slightly larger map than Spaceland set in an abandoned Summer camp. It still has the souvenir system from the previous map as well as the special grenades (rewind, etc.), but for those you need to complete little challenges first. You can find those on wooden signs all over the map. It also introduces rave mode that changes the colors and theme of the map, you can get into rave mode via pouch drops from zombies. During rave mode you gain more points, but later on you will also get chased by the slasher for as long as you're in delirium. The map has some ziplines for fast travel and 4 unique wonder weapons. The soundtrack is alright and the easter egg is around the same length and difficulty as ZiS. Easiest map for high rounds and casual play.**

### Shaolin Shuffle

**Set in New York in 1972 and with a kung fu theme, this map is pretty gorgeous. It's smaller than Rave, but it still features a bunch of quick ways to get around the map. It has dropped the souvenir system, but you can still get buildables via mahjong tables and finding parts throughout the map. This map's gimmick is kung fu which you can get after round 5 by speaking to the dojo owner Pam. Four different styles are available and you can get more abilities with each of them by leveling them up. There's a variety of wall weapons in this map as well as a killer soundtrack. It also has a longer easter egg this time, involving around triple the steps compared to ZiS or Rave. The easter egg is subpar though, because of 1-2 time wasting steps (rat follow step and eye/symbols step) as well as the downright broken second to last disco fever step.**

**The boss fight is challenging, but not that bad. Even if you go down you can grab free perks every now and then from special crates. Pan is there to revive you as well in case you go down. This map is bad for high rounds because it introduces those ninja zombies. Basically if you sprint, they will teleport near you. Their melee attacks are somewhat strong and once you reach round 31 the melee wonder weapons of this map stop being 1 hit kills. Visually and theme wise (including soundtrack) the best map in IW.**

### Attack of the Radioactive Thing

**This time Willard has sent you to the 50s, California no less and it's your job to get rid of a giant monster. Sonova Beach is a pretty big map again. When you start out it's going to be black and white, but you will regain color once you**



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open the map up more. This time there's no real gimmick. The music in this map is fitting for the time period and the colors are slightly washed out to give it a more retro feel. This map has once again a couple of buildables and 1 special wonder weapon you can get from the magic wheel and later upgrade by finding parts hidden across the map. The easter egg has you basically do a lot of math and chemistry to build a nuke that you later catapult into the beast's mouth. The easter egg steps are less tedious than Shaolin and you can do them at your own pace. The boss fight is pretty easy if you choose to use bombstoppers as one of your perks. All in all probably the best all-around in visuals, gameplay and EE steps compared to every map so far.

The \u2665\u2665\u2665\u2665\u2665tain from Beyond

I meant to say Beast excuse me. Anyway this time we're inside a research facility on an icy planet and this is also the fourth and final map of this season. Unlike Rave or even Shaolin, Beast is a very small map. It only features a few rooms and hallways as well as a very small outdoors area and the now destroyed theater. There's also no music whatsoever and wall guns kinda suck in this one. There are no buildables and no side quests to speak off except the Venom X\Y a returning weapon from Extinction mode. There really isn't anything good to say about this map. All other maps were fun to play and had interesting things in them, but Beast just lacks any of that. Add insult to injury the easter egg is literally just 2 steps and you can easily get into the boss fight before round 7. I wouldn't advise that though, because the cryptid boss fight is utter garbage. Similarly to Shaolin you can get your perks back if you happen to get downed, but that doesn't help much with how utterly unbalanced and bad this fight is. They didn't consider rebalancing anything so now you're stuck with cheap downs and deaths. It took me 20 tries in boss battle mode just to get to the blue rhinos\mammoth part and those alone took me around 13 minutes to kill. To put that into perspective, I put around 3000 Mauler bullets as well as 550+ shots from the DCM-8 into those 2 enemies. Of course not all of them hit them or even their weakspots, but it's just insane. There's no way to get Deadeye back and you are also forced to waste ammunition on a couple of scouts (and even a phantom sometimes) that spawn every 30ish seconds and the blue rhinos drop special blue fire on the ground every time you hurt them, have fun!

Oh and I almost forgot. The map runs horribly. All other maps run pretty much fine, I never have stutter on them only frame drops whenever I happen to be CPU limited, but Beast will stutter even without full CPU and GPU usage. It's a constant mess of frame times, at least for me. And during high rounds you will have ninja zombies, clowns, the slasher and phantoms on your\u2665\u2665\u2665\u2665\u2665 Avoid this map at all cost unless you want Director's Cut.

Bottom line, the season pass is well worth it if you want to play zombies though try to buy it on sale for 50% off.. Ashes of Immortality is a RPG maker game with an easy entry point of satisfaction with some dispensarie flaws!

The graphics are pure kindling hot stepping gold!

The music is primed into a solitude effort!

You get a few side quests and some other milligrams transportation to use!

Now lets talk about the bad the bosses and enemies are copied rehash novelty garbage disposals and its not recommended for that teensy bit!

But if you like a game and a challenging secret optional boss that gains you the best reward ever then check this one out in customer-wise decisions

I give this game a 8.6/10

cause the story is what makes this a diming piece of vampire knowledge love the burrito master



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should be non-existent. The 10 euro price is also too much for it, my opinion is that 5 euro would suffice. I bought it for 0.99 euro at -90% so it was worth it.

#### 7V10. IMPORTANT NEWS:

Arrow keys work again! Change driving controls from WASD to Arrows in the Game Options! (So glad to be playing this game again). Really fun game. Simple to learn, but gives plenty of replay value with community made maps.. Hard and tons of fun. Master Levels is a worthy expansion pack.

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