
Free Download Uncanny Islands .rar



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About This Game

You crash on a small island, where you need to get your first food and build shelter. Beware, there are many dangers on the islands.

Build, explore, and survive.

The world of the game is quite vast. A few islands surrounding the beginning, including those that are extremely unfriendly to you, but with some benefits that you will not find on others.

Not every plant and every animal is positive towards you.

Your statistics are growing by practice. The more often we cut a tree, the faster we cut it. The more often we receive injuries, the more we become resistant to them over time. Animals and "Others" also have such a possibility. Keep this in mind and be careful of decisions.

Title: Uncanny Islands
Genre: Action, Indie, Simulation, Early Access
Developer:
Qucheza
Publisher:
Qucheza
Release Date: 2 Mar, 2018

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Minimum:

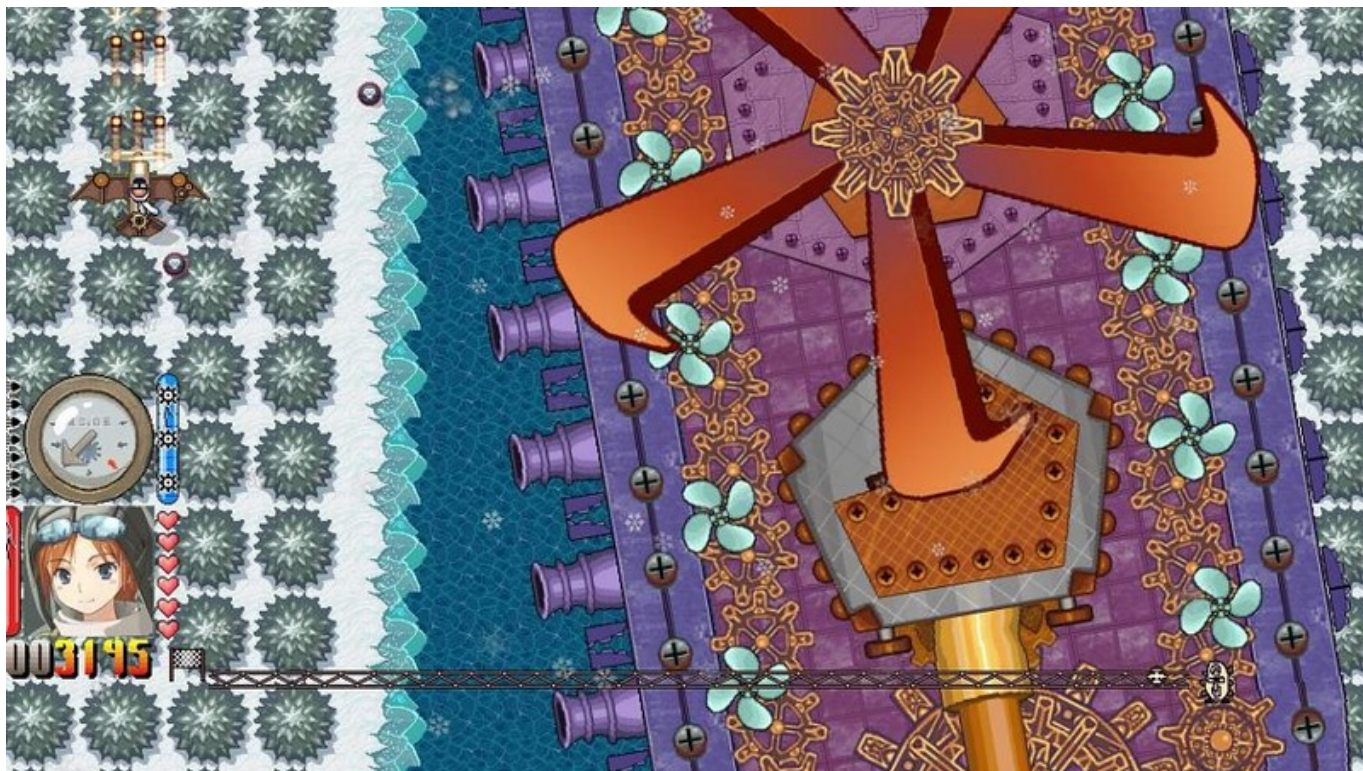
OS: Windows 7

Processor: Dual-Core 2.4 GHz

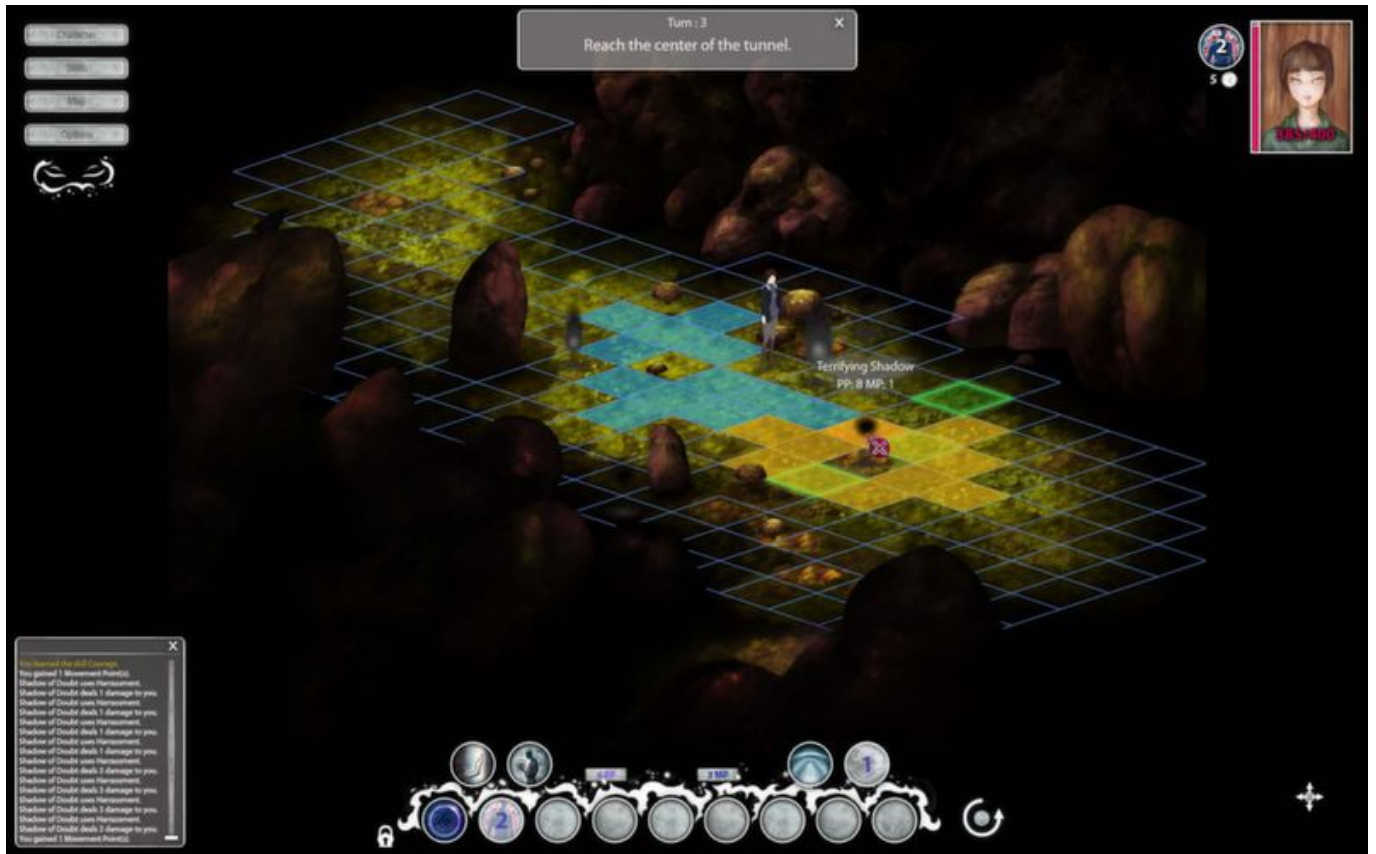
Memory: 4 GB RAM

Storage: 300 MB available space

English







Very good game. Vicious, entertaining and funny. And the best cheap!. Sounds are naff but it looks like the lovely old EPB's I used to work on. This game feels a lot like Bomberman 64 and that's a good thing! It works with the keyboard fine but a controller in this instance is much recommended.. TL;DR - it's a cheap asset flip game that lasts for 5 or 6 unmemorable levels, and the game gives you no reason to explore any of them.

There are a few collectibles to grab - 3 stars in each level, coins, and gems. All of these only earn you points, which doesn't matter since the game doesn't save high scores. The game also doesn't save what you've collected, or what levels you've completed, or anything at all. You have to start the game over from scratch each time you choose to play.

There's some janky stuff, and it's all pointless, but somehow I came away almost feeling neutral about the game. That may be because I only spent 50 cents.. The suns shining the radios playing, looks like another good day for zombie slaying!

A pretty solid game and easy to pick.

It's cartoon aesthetic is really nice in vr and it doesn't try to scare the pants off you like other zombie games.

The crows foot skill test has been a favorite for a lot of my friends, and makes for a good first vr shooter experience as you can jump straight in try out a bunch of guns, shoot some zombies, all without crapping yourself.

. Laba manta!. Found this game thanks to HarshlyCritical, pretty ok dude. (Don't watch his streams, his mods are whiny and \u2665\u2665\u2665\u2665 a lot.)

Anyways, the game has a good idea going, but ultimately you get mad when you bump in the wall 300 times then die and have to listen to the same cutscene over and over.

I made it to the part when you need to get past 2 guards walking around and then I just kept going up in flames... so yeah.

Try it out.

Music is a thing that divides peoples opinions a lot, but - I for one like the soundtrack and would definitely recommend it (obviously, this is just my person opinion, so take it for what it's worth): there are a variety of different vibes to the soundtrack ranging from the kind of Nightwish-esque theme song to fantasy music.. new update makes it really good. Lot of bugs. Doesn't stop to crash on a iMac 5K/El Capitan. Unplayable. I do not understand that this game is still on sale... Good prototype of mech action game. This would be stellar with a campaign or online multiplayer. As it stands now is good for like an hour of good fun and figuring out the controls. Going forward is a bit of a challenge sometimes.. Very Easy Low budget game with Good story.

Well, as I try to criticize this game we have to start like this.. It is a low budget game from a company that uses to publish low budget games in general so...

In graphics the things are like a little older from the starting 3D games. At least you'll see curves. The sketches are alright and the photos very good. The game does NOT support widescreen resolutions and actually NOT HD quality. Moving around is in good motion, not perfect but good and now the actions are common to the most adventure games, like things taking etc. Few videos will be seen and their quality is very low even for the of 2010 year that Steam published it. But anyway it's an adventure.

The sounds and music are good. At least they used a studio for making it. It is not the greatest quality in music but still sounds good and it matches in the scenes. Though you'll see sometimes a little bit time difference between music and motion or the dialogues. Always remember that is very low budget game.

The story plot is good but NOT for children or early teens. You should try this game as older. It is a very short game that in solving time I would compare it to the Blackwell series, still not to their complexity and better story plot. It is a very interesting story that includes themes like what about the soul afterlife, egyptian prophecies and rituals covered by classic mystery of a detective's investigation through a murder case. Really interesting and the only thing that will keep you playing this game because...

The riddles are very simple and the things to take and use from the scenes the ONLY interaction. You'll not get frustrated by this game. It's very easy. It's just someone tells you the story but to learn it simply interact with it like asking the questions how things happened.

So... If you want some free time listening to a story to clear your mind or take it easy this will be a great escape. BUT if you want more from a game of this kind(at least in the riddles thing and complexity) don't even think to buy it. I am an adventure fan that I play games depending of my mood so... I found it like reading a lite book.

I hope I was helpful!. Whiles't I wasn't expecting a Terraria experience, I find the game too slow, and the userface far less intuitive than necessary to make the game enjoyable. If you've played enough crafting games to become jaded in this respect, I would not recommend you purchase this product. If it's your first go at it, I say go for it.. Changing my review to a Positive as the Dev's and Help Desk has been Helpful in Solving some issues.

The Positives.

-
1. Nice Graphics and Smoothness with Loading my recent saved Maps.
 2. Importing my older Maps from the TRS-2006 was fairly easy, and 90% of the older parts Worked.
 3. The Interface Options are Clean and easy to work with compared to the older Versions

The Negatives.

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1. No ability to Repair the Broken built in content!
 2. Does have serious issues with the Sounds, Steam Engine, Steam Sounds have Looping Pops.

Farm Animal Sounds not Smooth, Looping Pops. sent in a help Desk Request for a hoping fix, and was told that it was the Content Creators errors, then why is the sound perfect in the older Versions of Trainz.

-
3. Content Manger only works part of the time, spent way to many hours waiting of it to work correctly, fails constantly.
 4. Stereo Sound not working, all Boring Mono Doppler type Sound.
 5. Purchased DLC Steam Locomotives have many Graphical errors and you can not Repair them, your Rights to fix broken Content has been evoked.

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