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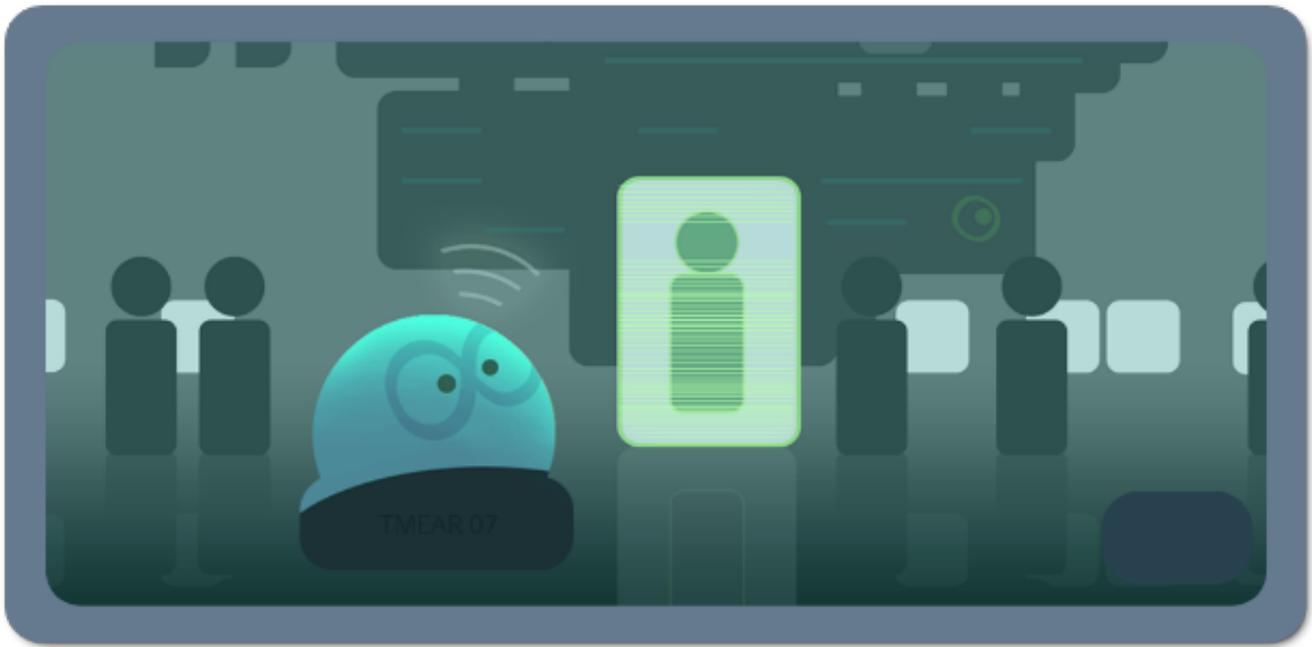
About This Game

InCell is an action/racing game with a bit of strategy and science thrown into the mix in a rare and highly unusual microworld of the carefully recreated human cell. This is the right project to start your acquaintance with VR or receive new VR impressions.

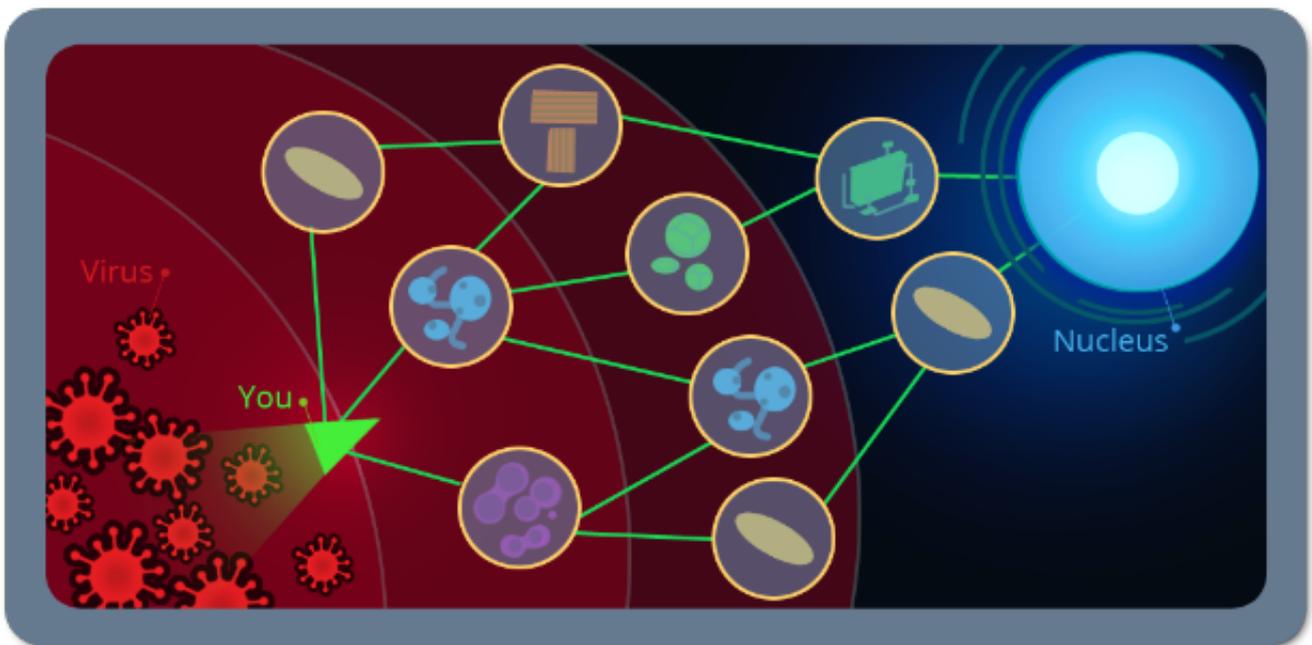
The game is focused on Virtual Reality but you can play just fine without a set.

Ready steady go!

Thanks to all robot-gods out there we will not take this journey alone - our humble (with a tiny control-everyone mania) assistant is waiting for us (she is so sweet, isn't she?). **The Most Excellent Assistant Zero-Seven** (she said that humans may refer to her simply as 'Your Highness'). So the player's task is to impress TMEAR07 with experiment on volunteer to unlock new healing technology for humanity. The problem is she doesn't believe in that possibility because humans are simple and illogical (and she is genius... as always).



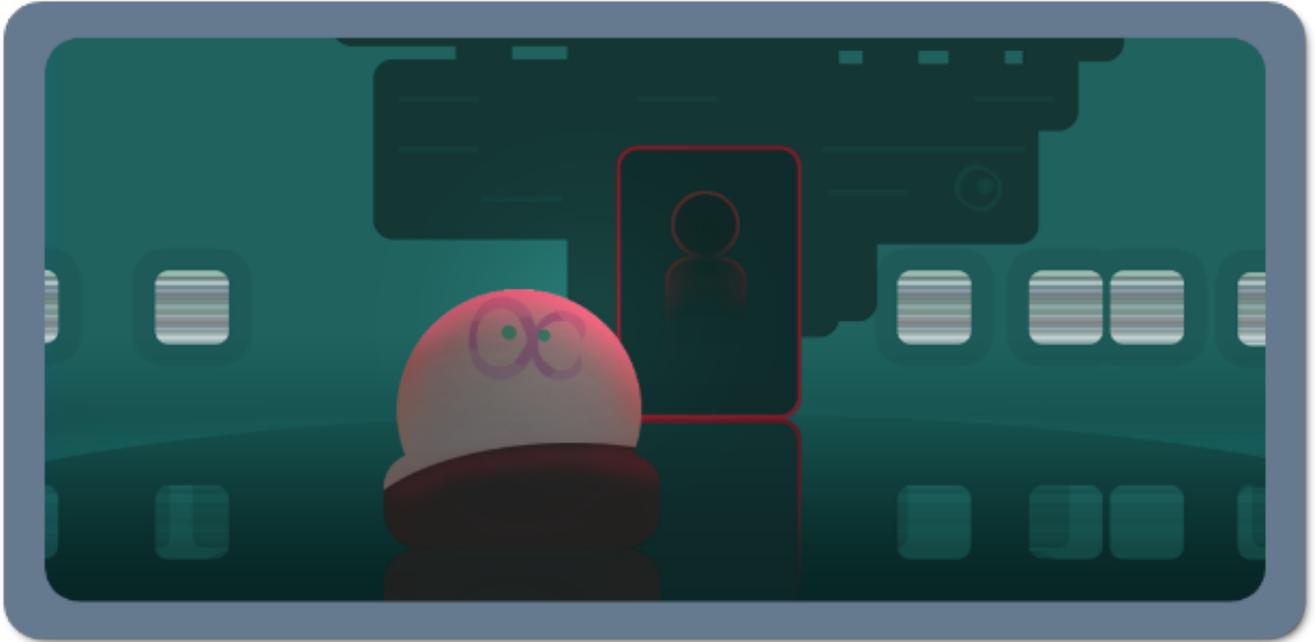
To cure our volunteer Mrs. Jane Smith and impress TMEAR07 players must select the right way through the objects (organelles) to the cell's nucleus and do their best in innovative radial racings between selected objects. Each object provides unique abilities to improve racing params or to protect cell with different strategies.



How is it going inside the cell?

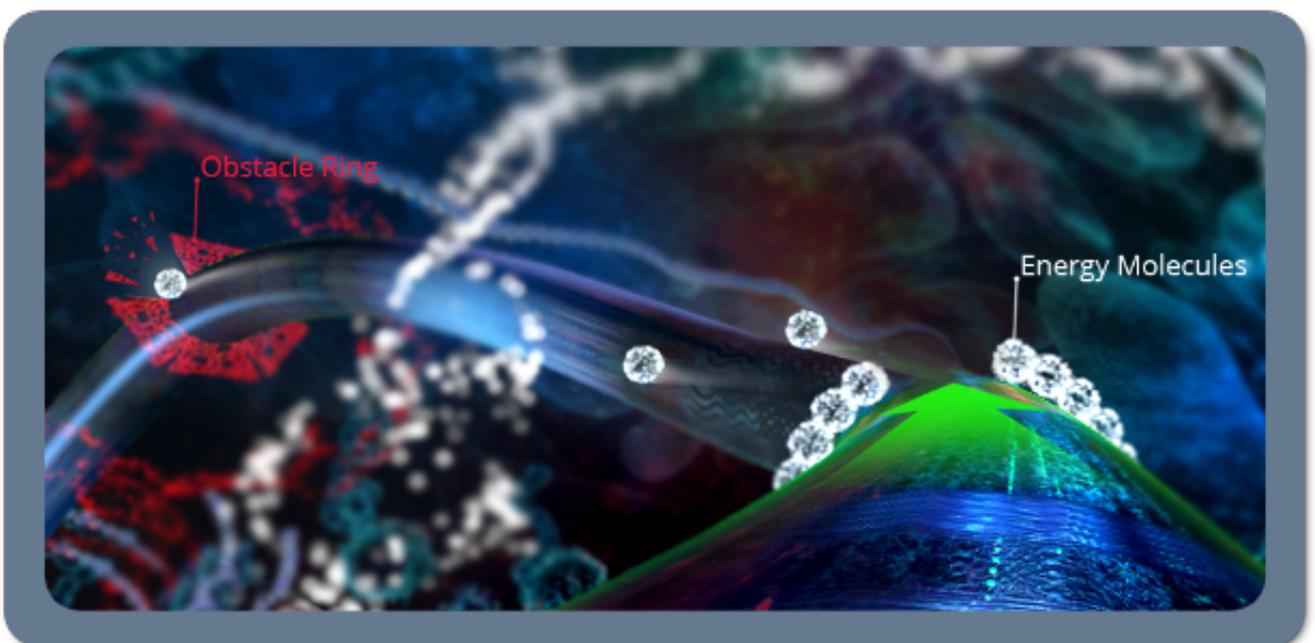
Getting closer to understanding cell structure and organelles functions (which are similar to the real functionality of the organelles) players will improve their skills and will have a chance to impress completely suspicious The Most Excellent Assistant Zero-Seven (who knows why is she so much aware of the other six Excellent Assistant Robots disassembling...).

One old and wise robot (he is still remember his 386 childhood) said that it's a bad idea to make this kind of girl-robot sad...



Features

- Playable with VR (control the movement with your head only, or use keyboard and joystick).
- Solve the riddle of TMEAR07, find out why doesn't she believe in the humanity (may be it is just robot's bad today or some silicon stuff inside your PC makes she sad)?
- With each new start the cell structure will be generated anew placing the organelles in different locations.
- This game is a perfect opportunity to learn more about cell microstructure, different organelles and their roles in cell vital activity.
- Unlock harder difficulties where the true challenge awaits.



Hot keys

-
- Space - recenter camera position in VR mode
 - M - switch mirroring VR picture on monitor
 - Esc - pause and options menu
 - F5 - hide or show UI
 - F6 - hide or show bathyscaphe
 - F1 - graphics for recommended hardware
 - F2 - graphics for older hardware
 - F3 - decrease rotation speed (highly not recommended, only for experienced VR players)
 - F4 - increase rotation speed (highly not recommended, only for experienced VR players)
 - F7 - reset rotation speed to default

Known issues

- VR on Linux is not yet implemented
- If you are not using gamepad you may want to plug it off to switch game in mouse/keyboard control mode.

Other games by Luden.io

<https://store.steampowered.com/app/619150/>

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<https://store.steampowered.com/app/588560/>

<https://store.steampowered.com/app/343740/>

Title: InCell VR
Genre: Free to Play, Indie, Racing, Strategy
Developer:
Luden.io
Publisher:
Nival
Release Date: 3 Sep, 2015

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English



Laugh because God is dead.

Stammer because there IS no God.





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Worth \$2 and an hour of your time. Props to the developer for:

- 1) Releasing a full game, and not going the Early Access route.
- 2) Making it last longer than an hour

Already worth the price, even better than SOME GAMES (coughsuperhotvrcough)

Okay so actually, it lasted 90 minutes.

Here's the gist: You're a trainee on a ship, and you go in this CHAMBER to train, but then your ship is attacked and you're locked inside the CHAMBER and forced to train until you "graduate" before you can let yourself out.

The "training missions" are basically a bunch of arenas where you have to kill 30-50 enemies in a variety of different scenarios. Sometimes you'll have AI teammates, and it'll be like a TDM. Sometimes you'll be locked in a room with windows while weak enemies with pistols swarm you, and you'll only have one life.

But it's mostly just the TDM thing.

Every so often you'll get a killstreak, which either slows down time, gives you a crossbow grenade launcher, or a turret.

So after you do a bunch of those and level up to 17, you can finally leave the CHAMBER, go through about three hallways, kill some of the REAL enemies, press a button, and then the game is over.

But you can still go back and level up all the weapons (through use), get a three-star rank on all the arenas, and unlock all the attachments and paints. I probably won't, but I appreciate the effort a lot more than SOME GAMES.

It's pretty simple, and not that great, but that's what you'd expect from a dev team of 1, using a bunch of pre-made assets and the free version of Unity.. Love it! I wasn't expecting it to be a rogue-like at all and was most pleasantly surprised! The voice acting is on point, the backgrounds are detailed and interesting and the game play... suffice to say, it's very, very challenging! I got the game by donating to the Jingle Jam (<https://www.humblebundle.com/yogscast-jingle-jam>).

Here's my review of Toy Odyssey:

<https://www.youtube.com/watch?v=qve9RQFNG1k&index=7&list=PLySWIe9ZKHfHwj6O1PfH3hapbIV1e7MII>. Very charming game full of atmosphere and nice little touches, rustling leaves and long swaying grass. Despite the obvious Dark souls influence, things such as Wonderboy in Monster world, Shadow of the beast and Rastan come through. The music is very nice

as well and doesn't outstay it's welcome; giving the excellent sfx and sound design time to do their magic.

The developers' passion really comes through. If not for the pixels this could be some kind of a watercolor, which I think would have suited it well but the graphics will win you over, trust me, don't underestimate the charm.

I'm not a major fan of the first boss (I left the game a year after my first encounter) but the second one had me on the edge of my seat and was pretty inventive... and then it turns into an open world and there are other islands, wha !! There is easily over 8 hours of content.

I have only scratched the surface.. *Voodoo Vince: Remastered* gets all the nostalgia quite perfectly. I can tell you that this game for the original Xbox was one of my favorite things back in my childhood years and, really, the team that brought us this remaster didn't have much work ahead of them other than bringing the original graphics to a more modern standard.

The platforming is awesome, the characters very original and charismatic, the story is fun but simple and the worlds are varied and unfolding. This game can be enjoyed by the old players, like me, who have loved this game since the prehistoric times of the original Xbox and for the new players who want to give *Vince* a try for the first time.

The only thing I wish the developers had done was adding some sort of extra content. Although the game is great fun, it is quite short and the "remaster" refers only to the graphics and (at least at the date this review was written) no new content has been given to *Voodoo Vince*. Other remastered games like *Age of Empires II* gave us some new content here on Steam and I really do wish these guys are able to do just that.

As the final note, I'd like to add that the soundtrack to this game is one of the best videogame soundtracks ever written. Jazz, Blues and Rock all mix together in this perfect New Orleans vibe that gets all the whimsical, satirical and witty fun this game has perfectly. I really do wish they release a soundtrack soon.. Fun little timewaster. The goal of the game is to get a high score by blasting rocks and other ships ala *Asteroids*. With a twist of different weaponry you can get, and an out of bound system where you cannot loop (like you could in *Asteroids*). While the game may seem simplistic at first it ramps up in difficulty and a great pace and becomes more challenging. Adding to the addictiveness. There is leaderboard support as well.

Have a buck to burn? and need to kill some time?, this will do just fine.. Really simple and good game, been playing it since it used to be paid. Now what used to be fine is for free and that is really awesome. It reminds me of the old NES Tengen games, from a period when games weren't that pretentious and were made focused on what really matters, which is having fun. Play it solo or along with friends, this is an underrated gem.

Pretty good and pretty scary. But it's still much better and scary Amnesia The Dark Descent.

The value for this game: 6.5 / 10.. Wrong. 30Rock - Jack Donaghy. I do know Jack television.. A fun little platformer presented with nice graphics style and calming music. The concept is this: you are a Moon Spirit (or something along those line) and you have to get back to the moon. The 6 solutions are unique and entertaining. The game does not overstay it's welcome and if you want plus challenge there's a seventh way to get to the moon which requires precise and high platforming skills. Definitely recommended.. Good:

Better players (not less toxic, just better, mostly with mics) compared to MM, sometimes faceit.

Less cheaters (still some, as you see by users banned recently on esea pages)

Decent servers

Bad:

Paid service

Longer queue times compared to competitors

Buggy client (bugs usually occur when joining, so you get cooldowns..)

Not synced with steam updates (takes hours usually till synced with game updates)

Some people experience issues with other software or devices. (alt tab is usually a common crash with esea).

No true elo algo - hard to judge where your skill lies, several different hardly explained, confusing metrics.

Also, ESEA prevents team from recording time spent. So I had to create a dummy exe to idle for a few minutes just to write this post - that annoyed me.

I advise trying esea at least once. I have been subbed and unsubbed to esea numerous times as and when it annoyed me. At the moment, it is annoying me more than pleasing me.

I cannot recommend this product given my recent experience. Probably not sub again after this month is over. Maybe it is better for serious league type players, can't comment though.. I really think this a great game, i really do, but not many people are going to buy it if its on pc. this game would be a lot better on a mobile device.. It's a nice little escape room. The puzzles are not too easy and not too hard. Beat it in around 45min. The game has also a timelimit of 1h.

It's definitely worth the money, but could be a bit longer/multiple rooms.. gfdasddafdsd. It would be nice to see an actual Fortnite competitor. As it is, though, it feels more like a mobile game and not a proper PC title.

There are a few good ideas but overall, it falls a bit short. The movement feels a bit clunky and heavy and building is not as precise as it is in Fortnite.

It's free, so give it a shot. However, don't expect much of it

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