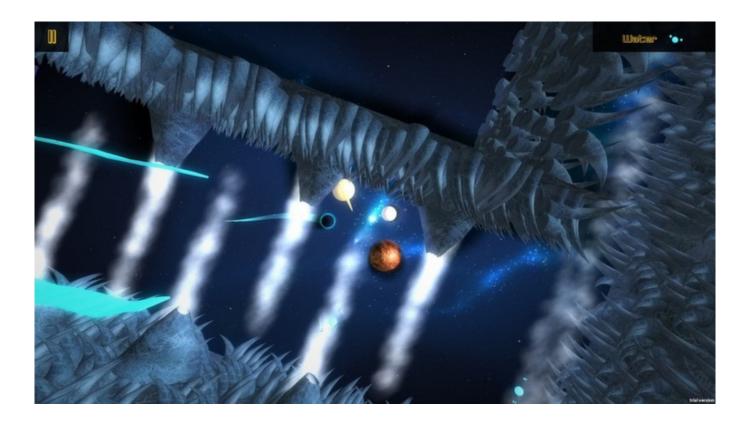
Amazon Odyssey Key Serial Number



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About This Game

Journey through the incredible Amazon Rainforest in this interactive eco-tour of the world's most famous jungle river. You will explore a lush environment teeming with unique Amazon wildlife, while using the camera on your eco-tablet to capture the most captivating encounters to relive afterwards.

Highlights include:

- Parachute down to your campsite, taking in breathtaking views of the Amazon Rainforest canopy from thousands of feet above.
- Under dense forest growth, surrounded by inquisitive jungle creatures, you will build a fire to stay warm as rain pours from the sky and day transitions to night.
- Navigate a boat down an Amazonian river and take a moment to feed the piranha and sneak glimpses of panthers, gators and the elusive pink Amazon dolphins.
- Control a paraglider over awe-inspiring cataracts formed by centuries of erosion from some of the tallest waterfalls in the world.

Experience the Amazon Rainforest up close and personal in the comfort of your virtual reality headset. You will learn facts about more than a dozen animal species living on the land, flying in the air and swimming in the water. Just don't forget to bring

your mosquito repellent!

Title: Amazon Odyssey Genre: Adventure Developer:

Heavy Iron Studios

Publisher: Vive Studios

Release Date: 26 Oct, 2017

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Minimum:

Requires a 64-bit processor and operating system

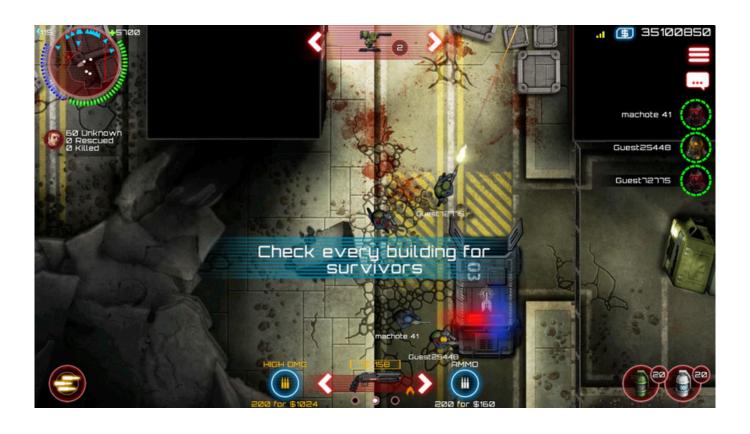
OS: Windows 7 SP1 or newer

Processor: CPU: Intel Core i5 4590 or AMD FX 8350 or greater

Memory: 4 GB RAM

Graphics: GeForce GTX 970 or AMD Radeon R9 290 or better

English







Hinata <3. Firstly, this escape room is extremely buggy, you cant interact with 90% of items around you, controls are just terrible, things are getting stuck and if you drop them on floor you cant pick them up anymore, graphics are ehm not even funny. Puzzles are super boring.

I dont know what else should I write in this quick review... if it would be for free, I would say dont waste your time anyway. For 0.79×0.03 ? hell no

(refunded). I wasted a \$1. The puzzle mechanic here is so simple and requires more luck than skill. There are so many better puzzlers out there.. Can't get into a game... The Lobby keeps on closeing... It freezes up (not in game of course).... Can't play the story line, it just sits there and thinks.... Tried changeing the video settings, it just freezes up when I click on a diffrent setting... Spent an hour rebooting and makeing sure my files are legit... Got knowhere... Was really excited to get this.. Really sad I can't play...: (BTW, I spent \$100.00 and it won't work.... A cool Geometry Wars style game. Fun to play, good level of challenge, great for short spells of action. Driven by the Unity engine, graphics are OK. Worth picking up.

I like rythm games, hard platformers and twitchy skill-based games, but this is just a chore. I played this until I beat the Fallen Angel boss on the "how it's meant to be played" difficulty.

My impressions:

- game starts up and recognizeses my 144 Hz monitor. <u>Tells me to turn it down to 60 Hz</u>... on operating system... I'm no tech expert, but why doesn't it just offer a fps cap in the settings? No understanding from me. I kept on with 144 Hz and I did not encounter serious errors, just one or to lags.
- plays intro cinematic Me: "...Dude, wtf just happened? Who is this Zeus with headphones guy? And who is THIS guy? And THAT guy? And... why did we want to go into a portal in the first place?"
- During every other cinematic: "Dude, seriously? WTF is this supposed to be???"
- Controls/gameplay:

Left stick: move left and right Left shoulder button: Jump

Right stick: hit incoming note (cardinal and ordinal directions)

Right shoulder button: Duck (not the quack quack, but the ducking under)

You jump and run through a level while defending incoming note-bullets by hitting the direction they are coming from and on the right beat. This is visualized by a raising cone near you. You press when it reaches its top. Next notes are meanwhile raising of other directions. But if the next note is from the same direction you cannot rely on this visualisation, the only way you could know is by scanning the screen for bullets of the same direction. It's a bit unfair, because there are many things you need to take care of at the same time. Just saying. Visualisation is failing a bit to deliver the input. On one extra pirate level there were so many flashy-flashy bling-bling lights, that I didn't even notice, that I stood in a hurting laser beam. The levels before needed you often to stay where you are, so I did that here too. The information, that I must NOT touch that laser beam was too subtle, as well as the information that I stood in it being HURT.

Awful are the levels with the bots looking for you and if they see you, you're instantly dead by an uber laser. Restart from the beginning. I happened many times where the level failed to deliver me enough information for me to be able to know what I need to know to not die. So I died and did it again memorizing what I need to know. I find this to be bad level design. E.g. A beam off-screen not seen before I'm pushed into by a stream whirl, killing and forcing me to restart. The end of constantly appearing and disappearing platforms hidden by flashy beams, so I fall down.

Yeah, I like the idea of a rythm platformer, but this is not executed well. I have high hopes for Soundfall to get a similar crossover done well.. Very cute and not overly easy to win. With the various achievements its a fun little game at the price.. I'm pretty sure the game is broken. Says WMR is supported but there's no hands so you quickly reach a part where are competely stuck .. Overall great loco. The only complaint I have is how the dynamic brake system works. You have to switch the handle in the cab from PWR to DYM. Now if you drive using only cab controls then thats no problem, but if you use HUD controls (or a raildriver like me) it gets pretty annoying. I give this Loco 7V10, but the DLC I'll give 8.5 because of the rolling stock selection too.. Excellent fourth wall breaking narrative and a highly atmospheric experience to boot. Highly recommended to fans of 'left-field' games.

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