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## About This Game

### Are you ready to save the worlds?

Have you ever remembered something that never happened? False memories seem to be everywhere. You remember one thing, but the reports say something different. Assassinations, war, presidential elections – they all happened but not the way you remember them. The collective recall has changed, and we need to know why.

World Apart is an episodic VR adventure game for PC that draws the player into a worldwide conspiracy, spanning eons of human history. Every World Apart episode will deliver a new world to explore, each with its own unique story and interact-able environment. Delve deep into the conspiracy, uncover the secrets as you aid scientists, and save your world.

### World Apart Key Features

- Episodic VR Delivery with at least 30 minutes of game play per episode, over a total of 6 episodes.
- Explore new worlds in each episode, each with its own unique environment.
- Fully interactable environments to give a true sense of immersion.
- All new content designed and created exclusively for VR play.

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Title: World Apart  
Genre: Action, Adventure, Indie, RPG, Early Access  
Developer:  
Eutopia Studios  
Publisher:  
Eutopia Studios  
Release Date: 19 Jan, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10

**Processor:** I5 7400

**Memory:** 8 GB RAM

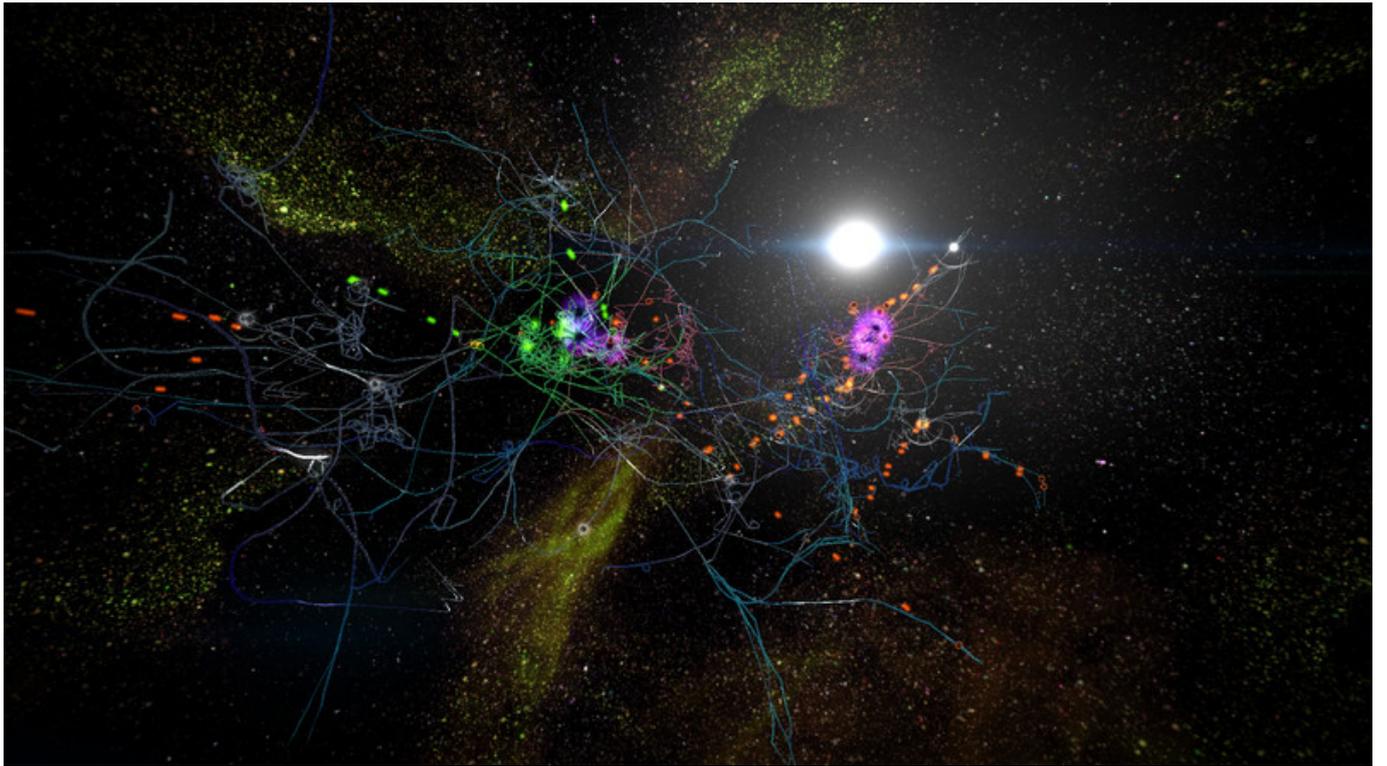
**Graphics:** GTX 1060

**Storage:** 2 GB available space

**Additional Notes:** VR Headset Required

English







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Ok where to start, A fun story with different choices which changes the story, funny dialogues, chapters are short so you shouldn't get tired and it has a good price so don't hesitate to buy it. HI all

I played it for 2 hours or more and it seems great and all the guys who made it did a good job.

I was hoping for more going and hunting building where i want to and maybe get me food from other places by getting of bushes or killing animals but it is more of survive only in a town.

i think if they take this game back and make it the way it would have been this game would be better but my opinion is No.

Maybe if it turns out more of survival and the stuff it was ment to be then i might check it again if it is better.. C'mon, it's \$2.

It's definitely worth it for the price. Tight-platforming levels, easy-to-understand-but-hard-to-master combat and jumping techniques, fun bosses, interesting story, overall good game.

(A map would've REALLY been useful though.) :)

. Ex "The Tribe" e agora "Tribe Pass", \u00e9 um jogo onde cada situa\u00e7\u00e3o realmente importa a escolha certa. \u00c9 interessante e explora a fun\u00e7\u00e3o de lideran\u00e7a por sua parte, na qual voc\u00ea emprega como um xam\u00e3 da tribo e os guia atrav\u00e9s das dificuldades de explorar o mundo em busca da sobreviv\u00eancia. Um game que para seu estilo est\u00e1 bem polido mas nada que n\u00e3o possa ser melhor e mais envolvente.

Vale a pena a compra.

Nota 6.9/10 (Sou bastante crtico vai por mim.)

;D. Well that was intense. Just finished my first game, 23 minutes of action has left me drenched in sweat and with a big grin on my face. Slow to start but by wave 16 I was constantly ducking and weaving while lobbing my shield like a maniac and laughing my\u2665\u2665\u2665\u2665off. I refunded holopoint as the constant spinning made me feel sick but the enemies seem to stick to one direction when it gets intense which I think helps. If you have a vive, buy this now.. A solid visual novel with well designed characters, an interesting premise and a fantastic sound track. I had not played too far, but I expect it to be a good story.

A bit problem: you can play all 4 chapters right from beginning, so I am affraid of "spoilers".

And another one: where is the sound tracks.

IWANTITRIGHTNOW!. Opening the ammo boxes are horrible, there is only one level. This is more of an Early Access game than a full release game.

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This game fits in a weird niche, being both hard, somehow frantic, and yet slow and relaxing. Others have already described the mechanics of the game, so I won't indulge in another long review of them: this game is just intriguing. It nails perfectly the feel of having to deal with a real vineyard, the difficulty of maintaining a little business and the delicate balance needed to make a great wine. It's a difficult balance that for some may sound too hard or slow (you don't really start to improve your Chateau before years and years of GOOD wine..And a couple of bad years may destroy everything you've built), but if you want a good simulation game and don't care about a slow growth, this game is for you.

Performance wise, i have to admit the game is still not so great. Although it is quite minimalistic and overall simple, it is \*not\* a game that manages to run on every computer. Still, the developers are listening and it appears they are tweaking and improving it. I am very pleased by the feedback I have received from them, it is not something you always get, even from small developers.. I absolutely LOVE this game! Every play through is so quick and concise, thus making it incredibly replayable. You play as Rita, one of the six survivors of an airplane crash, and getting stuck on an island forces you all to find ways to survive together.

What can I say? Each character is unique and nuanced, and there are tons of different things you can find out about them from subsequent playthroughs. I was pretty surprised by how much I didn't know a character until I went back and talked to them more, as well as get them to tag along for the daily task of survival. This could range from foraging for food, exploring the crash site for supplies, along with several ways to get off the island.

The combination of choices and outcomes seem almost limitless and you will find yourself wanting to explore the differences. And not all of them can be waited on, as there are some choices you need to make under a timer. These of course could mean life or death when your fellow survivors are about to be attacked by the island's wildlife. You'll be weighing your choices on what secret (if any) alliances you'd like to make with one or more survivors, and who to favour in your quest to survive.

What I love about the playthroughs I've done by now is wondering who to save and who to let go of. Sometimes I feel cynical and don't mind if someone dies, but then other times despite how inconvenient they can be, there are certain skills they possess that can help our group progress if I had only let that one person eat!!!

Anyways, I highly suggest this game at either full price or discounted. You can't go wrong with it. If you like choose your own adventure stories, this one has choices that matter and come up frequently!

Random sidenote: the soundtrack is BAWSS!!!. "Let There Be Life" was a wonderful relaxing game that helped me stay calm when I needed to! I recommend this game to people who enjoy relaxing strategy games and nature.. Oil enterprise is a Oil production company game, where you build up a empire and learning how to store and sell your oil on the black marked or through contracts.

The game offers to play in different regions in-game, where you choose to place your firm down. You have test drilling, pump, Refinery, Logistics, Storage, Maintain, and Safety to work with. You will also have health for your buildings and machines, and a overview for what is needed to get more barrels pr.day to sell.

The game currently d.13-08-2015, offers multiplayer which is in progress. The game is alot more fun playing agens people and fighting agens the best barrels pr.day or moste money in the current "free mode", that can take forever finish, but gives a good laugh if you play with the right people! - They are working on content for this which i see as a really good thing.

If you like building up a firm, taking care of machines, safety, and maintain what you have while selling barrels of oils on the marketet to keep your income stable with a interesting oil firm feeling and exploring in regions, then this game is for you.

Here is a demo:

[https://www.youtube.com/watch?v=TY\\_TIIJWwY](https://www.youtube.com/watch?v=TY_TIIJWwY). This game has one of the best multiplayer experiences I have seen.

Unfortunately, that multiplayer experience is all but dead. The Master Server was shut down some time ago with little hope of it returning. The Single Player campaign is still one of the best I have ever played. good game but too short.. I have mixed feelings about this game to tell the truth. It has the potential to be one of the best games out there, and I really do look forward to the end product. But for now, I decided that I don't recommend it.

When I originally bought this game, I was thinking, "Finally! A more realistic game than Minecraft with realistic looks and

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everything." It was great starting out. I love the realistic graphics. The AI is nice. It's a laid back and easy to play game, almost too easy, but there are a few challenges to keep you on your toes. Unfortunately, the bad outweighs the good.

Now for the suckfest of the game - Most early access games, it is the bugs and lack of content that really turn players off. Not here - it is the content that is the major turn off. Most of the crafted items makes the game very unrealistic, and really, to be honest - stupid. Also, the attributes of some crafted items make no sense:

1. Leather clothing should offer some protection (yes, even just leather pants without the rest of the leather armor should offer something). Military camo fatigues? Seriously? That is about as dumb as a box of rocks. And Knight Armor? Who wants to run around in that? This isn't a fantasy adventure, nor military game. There is such armor that utilizes iron and leather that's very strong, and that would make a great option and be more realistic. Denim should offer protection too, but how can denim be made in a survival situation?
2. As mentioned in the last paragraph (the military camo fatigues), most of the clothes are stupid as they could never be produced if you are stranded in the wilderness. A fez and a fedora? Get real. Santa uniform? Biking helmet and reflective safety construction vest and HEPA suits? Hello - there is no petroleum which plastic is made from.
3. The Workstation2 is totally unrealistic as a vice and making things that require mechanical parts that could no way be made in a survival situation. There are other tools that could not possibly be made in such a situation.
4. Building material like red brick with white mortar... Need clay. There are a bunch of others that can't exist like the various wood choices when birch and willow are the only 2 trees around. Even Minecraft offers different trees so the wood is correct and they also have clay.
5. I want my T-shirt white, not blue. In fact, I'd prefer to choose the colors of my clothing or just stay with their natural color. How can you have colors when you offer no dye? You even need dye to color bricks. Even Minecraft thought of that to keep it real.
6. Vehicles? I can see coming across one and using tools and aptitude to repair, but to craft from scratch, and how would you fuel with it no oil production? SO unreal. Out of Reach offers a glider - glider, made of wood and animal skin - nothing metal and no technical mechanical parts. I think there's an upgraded version now that has a propeller operated by pedals with a rope for the chain, but that's as mechanical as it gets. Oh, and I forgot about the boats that have paddle wheels operated by a basic steam engine.
7. I can see being able to make firearms, but only musket type as others have too many small, precision mechanical parts that couldn't be made in a survival situation. Also you would need to mine zinc in order to mix with copper to make the brass shells, where musket fires and iron ball. Then you need to make the gun powder - as in mining sulfur and making the potassium nitrate. You also need to mine flint, which should be very easy as it is a stone (mineral quartz to be precise, but still very abundant.) You already have the charcoal. In Minecraft, gun powder is dropped by the creeper, if you can manage to kill it before it explodes.

Anyway, it's due to the anti-realism that I don't recommend this game. There are 2 ways that I see in which to make that work:

1. Offer DLCs in which you could make more money, but also possibly alienate some players,
2. Do like ARK, Out of Reach, Emperion, and many others on Steam like them, and utilize the Workshop so people can create and download any imaginative and crazy stuff they want by choice.

But it would also be advantageous to have dedicated servers. The game does offer multiplayer, but it seems to be for co-op play.

In conclusion, the realistic graphics and the AI are great, but get the Workshop up and running for the crazy and unrealistic stuff, and offer dedicated servers, then all of your unrealistic stuff would work. Like I said, this really could be a great game. I do look forward to the end product, especially if they fix the mentioned issues.

Edit: Very funny. I contacted JIW-Games support about my review. What was their response? "This is not intended to be a survival game." Yet, what is the tag on it? Survival? I know, I know, there are bears, bandits, and other things you have to fight against, plus you have to eat, drink, and survive the elements. So that does qualify it as survival. But imho, I think it's more of an action or adventure build game.. Solid and stylish indie twin-stick shooter. Where you escort your mothership through hostile space. I did find the aiming controls/scheme to be awkward.

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