
Countless Rooms Of Death Torrent Download



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About This Game

You open your eyes, slowly and painfully, as a dull throb pounds inside your skull. All around you is darkness accompanied by an overwhelming silence. There is a weight in your lap as you squint into the darkness revealing nothing but what seems to be the hospital bed you are lying in and the cold, metallic glint of a flashlight's metal casing.

You reach down anxiously, taking the flashlight in hand and trying to take comfort in its ambient glow. Your surroundings reveal nothing. A room. Cold. Dark. Lonely.

"Caution: This bunker has been evacuated. All occupants are instructed to make their way to their nearest assigned exit and to follow the instructions of security. Caution..."

It repeats its soulless instruction and the sickly feeling of dread coils in your stomach as you take your first steps forward. Your thoughts struggle to make sense in your head but instinct tells you that things are about to get worse...

Finding your way out of the bunker will not be as easy as you think; defended by numerous security systems, your journey is going to be a dangerous one. Sure, you could try to activate the shutdown sequences... As long as you can solve the puzzles required to do so.

You are alone. Defenseless. Confused. But then, for you, it was always this way...

About Countless Rooms of Death:

Countless Rooms of Death is a puzzle / adventure game with a horror atmosphere. There are no weapons or real enemies; instead, we aim to bully your mind. All you, the player, have is a flashlight with which to find your way through a dark labyrinth, solving puzzles to acquire keys which will allow you to enter the next level.

There are strange happenings and whispered voices to investigate, and several ways to meet your demise within the labyrinth. Strange lights and shapes will try to distract you from your path to freedom. The story unfolds in the form of medical records which, with the passage of time, will help you to remember how you got here in the first place.

- A dark, lonely labyrinth with a history waiting to be uncovered.
- Many challenging puzzles.
- An obscure story which will be revealed as you continue to progress.
- Your biggest enemy? Your own mind.

Title: Countless Rooms of Death

Genre: Adventure, Indie

Developer:

HCP Games

Publisher:

HCPGames

Release Date: 20 Feb, 2014

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English





21,448

BODY



GLIDER

MAX LEVEL

LAUNCHER



COIL

LEVEL 5

STAGES



BALLOON

MAX LEVEL



ROCKET

LEVEL 4



CRUISE MISSILE

LEVEL 1

- LOCKED -

BOOSTS



AUXILIARY ROCKET

LEVEL 1



FINS

LEVEL 1



FUEL CANISTER

LEVEL 1

- LOCKED -

TOTAL WEIGHT: 35.1



SIZE
SOMETIMES
MATTERS

CRUISE MISSILE

LEVEL 1

NOSTALGIA IS A HUGE
ROCKET.

WEIGHT	15
POWER	4
FUEL	620
MAX LIFT	60



BACK

SELL



I usually don't bother to recommend any game at all, but this game has a special meaning for me. I have played back in the time when I was 11 years younger. And it hits you. Even harder if you establish a kind of parallelism because you didn't finish in that moment and you do it now, older and wiser, as Kiryu himself. For all the time that I genuinely smiled like a kid playing it, I truly recommend this masterpiece.

10 V 10. Retro gamers, it is exactly what you think it is.

Currently, there is no joystick support for the x360 controller, despite the setup splash screen before starting the game...

Mouse control: moving left or right from a fixed point where you hold down the L-mouse button, which also fires your weapon.

Space: jump back away from the grid. (consumes energy)

L-Ctrl: fires beam weapon. (consumes more energy)

The lack of controls is annoying, ATM, but hopefully joystick support will be added. The game itself is wonderfully frantic, disorienting, and twitchy... exactly what a tube-shooter should be!. One the most entertaining and exciting multiplayer games in VR!. Nice, simple, casual game. It really seems to take the tension off, sometimes :P. Interesting game. I just started to play it, but it looks like i like it.

One think. I would like to change key binding.

In Oculus there are special key for grab, in this game it is trigger. I want to change this.

But i do not know how.

Terrible controls is a terrible choice, dev.

Your game is bad and you should feel bad!. TLDR

Any group of friends can have fun playing this if you don't mind setting your PC up on the living room TV. Since you only need one copy of the game, the \$10 price goes a long way.

Very fun co-op twin-stick shooter. I've played a few hours with friends, and 30 minutes of single-player on my own. This best played with two or more players, as the cooperative (or not-so-cooperative) help of teammates will help you get the best experience from the game. Accidentally falling off a cliff is funny, but it's hilarious if your teammate facilitated the matter. Fortunately, the game is very forgiving of death since there are infinite lives for the players, and you can be revived quickly.

PROS:

- ∩
- Infinite lives (as long as everyone doesn't die at once)
- ∩
- Teammates can revive you near instantly
- ∩
- Gun cool-down system means infinite ammo and no reloading
- ∩
- Various gun upgrades makes the progression feel good
- ∩
- Simple controls and flat learning curve makes the game approachable to new and seasoned gamers alike

CONS:

- ∩
- All instructions are given using xbox controls. I played this with a PS4 controller and it was very confusing at first. If automatically detecting the controller is too difficult, at least allow me to manually switch the controller type in the options menu.
- ∩
- No melee attack?
- ∩
- The core weapons are balanced well (machine gun, sniper, shotgun), but most of the cool weapons (fire and explosive) feel inferior and weak. Especially considering how expensive they are.
- ∩
- I know this is a smaller complaint, but it's amazing how frustrating it can be at times. Rolling and shooting doesn't quite flow together. If I press and hold the fire in the middle of a roll, I would expect my player to fire a shot as soon as the roll completes. Instead, the fire button must be fully released, and pressed again to continue firing. This is most noticeable when using the machine gun.
- ∩
- This one is more subjective, but I personally didn't care for the limited number of missions before getting a "game over." It makes me second guess every new purchase of missions and guns, and it feels like one bad purchase or a couple failed missions can ruin the play-through, which then requires grinding out the first few missions again. I would have preferred to see a slower linear progression through each of the levels. Later levels could be more difficult, and the top-tier weapons could be buffed to offset the difficulty.

The following did not necessarily detract from my personal gaming experience, but I feel it severely limits the game's accessibility.

This game feels like it was built for console. Steam (and PC in general) is simply not the ideal platform for couch co-op games that require controllers. Most people's desktop setups are designed to accommodate one or two players at most. The game would be much more accessible to a wider audience if released on the PS4 and xbox markets. Alternatively, implementing network connectivity would also be nice, but I imagine that would be a more difficult task.

Overall, the game exceeded my expectations. I would love to see additional content, and would happily purchase DLC's for more maps, weapons and features.. I've always wanted to play this boardgame so I bought this earlier for the low price of 10\$. I've been complaining for years that they don't do more computer-ports of boardgames so this feels very welcome indeed.

I've only played for just over 2 hours but I'm starting to get the hang of it and can't wait to play it some more.

So far I haven't had any bugs or issues whatsoever. The tutorial could be better yet it worked like a charm and the 2 games I played against the AI (first 2 then 1) worked perfectly.

. I am deeply saddened by the fact that no one I know owns the best prophunt game within all of existence.. I usually like the Choice of Games/Hosted Games style of choose-your-own-adventure games, but I could barely bring myself into the second chapter of this one. It's a painfully generic fantasy world piled high with cliches and irritating characters. The dialogue is uninteresting at best, and the "what gender are you" choice is rendered as a question about whether you just got smacked in the balls or the breasts (and I'm relatively sure the game actually does describe a female MC as having "sensitive teats" which is a really weird thing to read). The writing switches between being dull and uncomfortable, and in the end I was tasked with deciding whether I should try to tough it out to the end, or write this review and uninstall a half-finished game.

I think I made the right choice.

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