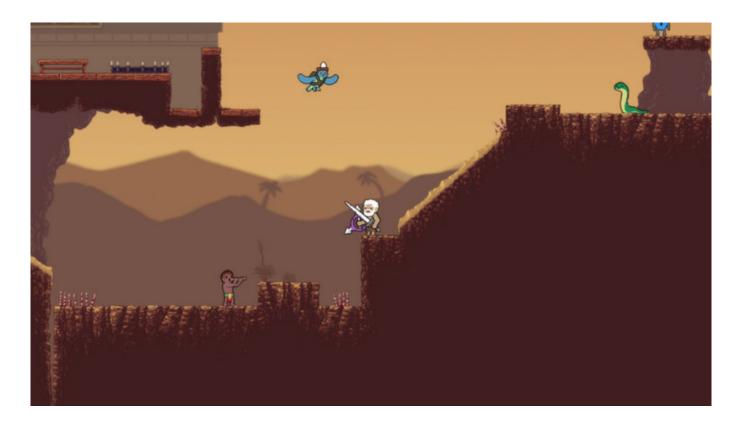
NeoCube Download Code



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About This Game

About the game:

Neocube is the puzzle game in which you try to find a way to pass a number of test chambers by using the unique features of a cube.

Features:

- Neocube is created for testing the Artificial Intellect developed by OZOSTU Labs.
 - 30 test chambers to pass and wreck your brains in the process

Story:

OZOSTU Labs created the new kind of Artificial Intelligence. Lab 23 tests the AI through the special test-chambers by using the unusual cube.

Title: NeoCube Genre: Casual Developer:

Vyacheslav Ozolnieks, Georgy Studenikin

Publisher: Madgobbler

Release Date: 15 Nov, 2017

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English,Russian







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This train is not very good, Sounds are so bad that they could just have left it without sound. Model is not very good at all.. I got this game as a part of a Humble Bundle. The game looked enough like the sort of retro platformer I would like, and in that aspect, it did not at all disappoint.

It is a short game and even if you are really slow in figuring out all puzzles (only two or three of which are really challenging) it would not last beyond 10 hours.

I completed the game in a shade under 4hrs.

The only gripe I have with this game is that that there is no save in between the levels. If you exit the game somewhere in between, you will have to replay it from the last checkpoint. While it is not always a problem, some puzzles which require timing to see you through can pose problems if you have to redo them.

Barring that one minor and entirely forgiveable flaw, I thoroughly enjoyed the game and how the time bending / stalling mechanics have been used to create puzzles.

The art is colourful, lively, and relaxing.

Is the game worth the asking price? Definitely!. Its a mess, where the only people that could possibly think to use it to justify anything are its deranged developer cough*derek*cough* and people that for a reason I will never understand fan boy the $\u2665\u26$

+Trading cards. It's really short, but very well done. The game is well written and the characters feel real and the voice acting is excellent. The gameplay consists of walking around using WASD and taking pictures with your camera and interacting with objects and people. QTEs are also thrown in there for the relatively action oriented sections.

Because of the length, sometimes the story might feel a little rushed and it seems like the characters could have used a little more development.

As pointed out by other reviewers, the choices presented to you do not really matter THAT much. Some things might play out differently, albeit leading to the same conclusion.

Overall, it's a decent game, however it's really short. Can be finished within 2 hours. Considering this, it truly deserves a sequel, or at least another episode.. this game has potential but needs ALOT of work. Considering the age of the game: This game is just AMAZING. The atmosphere is dense, graphics still ok and sound is fantastic. Even compared with some just recently released games of same type this game is still great. I bought this game on sale for about 1 EUR. I guess I never in my life got so much fun after spending same amount of money.. Dead game, dont buy it. Had potential.. Pixelated apollo got me into this game, and it is fun

i would have loved to play this but it wouldnt let me sign in sadly.. Spent hours to get the game to start up. Played through both storylines. Fixed game won't count track play time on steam so that's why hour count is low but just putting that out there so you know this is a review from someone who's beaten the game let alone gotten it to start.

First: Running on Windows 10 is possible, but is the only "new nightmare" you'll be experiencing. Would recommend playing on an older OS if possible as it will save you a lot of headache. Window's 10 is possible but you'll need to apply a half dozen workarounds and hope they work. I can't remember the combination of fixes I used but if you're determined to find them it is doable.

Story: Doesn't relate to previous games whatsoever. The story was alright but about 1\/3 of the way through one characters story I just wanted it to be over. If you buy this game play Carnby's storyline first because a majority of your time is spent wandering around the mansion to the point where you're sick of it. There is a spot where you can farm charms of saving during the storyline (detailed on pcgamingwiki page) that you'll want to take advantage of. The mansion hallways are so tight and health is so limited that you'll want to save through every door and there's simply not enough charms of saving that early on to accomadate without exploiting the glitch. Aline's story feels much shorter which is why I said too play her second because you'll just want to be done with this game. Aline is much more enjoyable and the story moves faster as well. There's not a charm of saving glitch on hers but you can be much more frugal with them through her plot as it's easier. If you are just going to play one character still just play Carnby though because Aline's doesn't make as much sense without the knowledge of what's happening on Carnby's side.

Gameplay: I found the game to be impossible to play without using a walkthrough guide. Controls are clunky on keyboard and mouse so it may be better to play with controller. It is doable though if you don't have access to one.

Final thought: Won't stop you from playing, as it's not a waste of money if you're prepared to spend a lot of time on dumb things, but definetely buy with that in full consideration. Story was weak and there are a few references to it in the 2008 game so I played for completeness. Proud to say this is my least favorite game I've ever played but it changed my perspective on how \u2665\u26

.5\/10

p.s. The Game Boy Color version of the game is much better and can be beaten without a guide. Storyline is mostly different and you only play Carnby but you still hit a lot of the same locations. It's not a full replacement by any means but it's cheap and easy if you want to skip this game but still want to know what happened. Typical tower defense game (load of crap).

Around the 3rd or 4th map, the last wave had a single enemy with massive amounts of armor, that prevented it from receiving very much damage. Thus, it simply goes for a Sunday stroll right to the target and, instead of picking it up and going back through all of the towers again, it eats its target and you get defeated.

And if you do get past this part of the game, eventually you will get to a map that has no room for any more than 4 towers that when attacking, will be able to actually reach the target enemy. Upgrading them would help, howeveer you NEVER have enough money to actually do so. Also, you need twooers for ground and air, so that makes it two towers each, unless you try to use the tower that is supposed to hit land and air target, but again, you never have enough money to but this!

Game developers are totally clueless these days. Why bother making a game with difficulty levels, if the easy level is so hard that you lose casual players. You may as well just have hard mode and label it as such for HARD CORE PALYERS ONLY, that way the casual players will not waste time and more importantly money!

If you really must buy this crap, ensure you check out the youtube videos on how to complete the levels. Showing such tactics as selling towers to make money and room for different types of towers, only to sell these to go back to the original type of towers. If you have to resort to this type of tactic when playing in easy mode, then the game is just pathetic.

So, as for me, the developers can stick this stupid game up their rear end sideways!

DO NOT BUY!!!!. Forest Fury is broken for many players. That's one of two decks in this DLC. Unlocked cards will reset to 0V20 when ending the game session and reloading the game. I guess they want you to pay extra for the full deck unlock? Let's not pretend as if this will ever be fixed.. really fun and exciting game. Every ****Zeal game gets better and better with each sequel. 3 credit play still, still a little annoying, but at least there is an easy setting for us casual shmup fans. Most definitely bullet hell and does a pretty good job with it too. Looks and plays great on my ultrawide, scaling is perfect, huge plus in my books. This one may only be 720P, but it does a really nice job of it. The graphics and game style reminds me so much of Raystorm for the PS1 or Raiden III, for myself, thats nice trip down memory lane. Very interesting concept of being able to choose your shot style, lasers, wide bullets or guided missiles, with just a press of a button. But like all shmups like this one, you still have to pick up powerups to level up your shot. Its not ground breaking, but its got good value if you love shmups, well worth the asking price. Super easy and fun game! Even got outplayed by the AI:D. Turd, won't run on new machine and after trying all the compatabiluty modes, crashes when trying to play mission or campaign. Save your money and get a newer game. Having played as far and as much as I have, I've quietly become more and more dissatisfied with the weapon selection of this game.

I find the weapons in this game to be underwhelming in one aspect or another. They are either boring in execution or painfully lacking in effectiveness. I've played a great variety of shmups of different sorts and I really expect the weapons to be more impressive in general. For the weapons in this game to do the job I need them to do requires excessive grinding which I don't appreciate in a single player game.

Without weapons being retuned I can't see myself playing anymore, let alone completing the game.

Edit: Just a quick note for anyone wondering. My personal preference for a really good shmup would be something like R-Type Final if you've had the chance to play it. Really good replayability, and plenty of options for unique ship choices. That's the yardstick by which I measure my side scrollin' shooters.

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