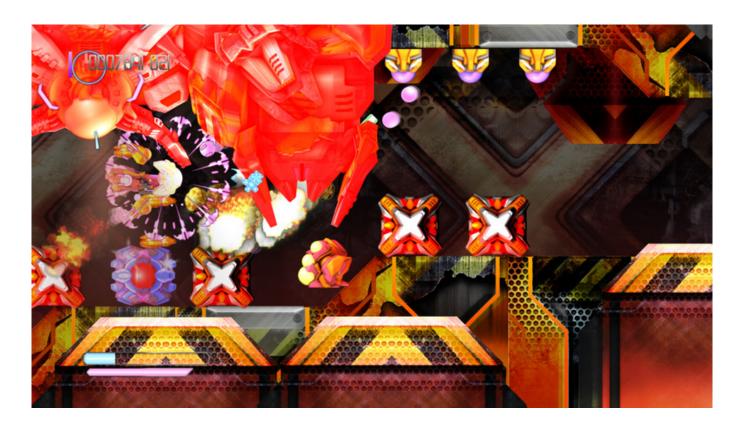
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About This Game

DoubleTap is an arcade pistol shooter built for VR. Players enter Stages where they race to complete various missions and tested on their accuracy, speed, judgement, and precision bullet shooting provesses.

Title: DoubleTap Genre: Action, Indie, Simulation, Early Access Developer: EasterEgg Workshop Publisher: EasterEgg Workshop Release Date: 17 Dec, 2017

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Minimum:

OS: Windows 7

Processor: Intel i5 or greater

Memory: 8 GB RAM

Graphics: NVIDIA GTX 970 / AMD equivalent or greater

DirectX: Version 11

Storage: 800 MB available space

Sound Card: Integrated

Additional Notes: HTC Vive Hardware Required

English







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One of the best mini golf games to play with friends!

really challenging and will keep you on your toes (get ready to rage out some times hahah)

looking forward to see how the game turns out!

keep it up devs!

A+. Swarm Arena is a great concept for a simple 1-on-1 battle arena game that is rather unique. You control a swarm of flying pixel thingies that when in range of your ship can be used defensively or offensively. Defense, forces the swarm to hold its position, providing you with some cover against incoming attacks, where Offensive has a number of modes (shoot, circle) used to push your swarm out to attack your opponent. The first person to hit the other ship wins.

The biggest issue I have is the lack of control you feel over your swarm. Despite any tactics you may try, such as seeing an opening to quickly attack your foe, your swarm doesn't move in to attack as you may expect making your chance to hit seem very random. Wrongly timed attacks can result in almost instant loss of your entire swarm leaving you very frustrated and likely to loose the round.

There are only a few different game modes to play, and with the age of this title now there is no-one playing online anymore. Unless you have friends who want to play you are stuck with the AI or score challenge modes. Talking AI, this has to be a strong point of the game. AI is tough (very tough!) and smart which is rare to find in a Triple-A title let alone a small indie game, but again due to the poor control system over your swarm this ultimately turns to frustration and not a legitimate challenge. This had great potential but simply doesn't pull it off!

This may keep you entertained for an hour or two, but would be unlikely to get much more out of it. I would only recommend grabbing this if you find it on a 75-90% off sale.

If you enjoyed reading this review, please follow True Blue Reviews for more recommendations!. Driftmoon - Very interesting ARPG.

If you like an ARPG that there is no need to rush, and "it is" worth looking around to find all those little hidden things in each area, then Driftmoon is for you. I have not had such fun in an RPG game for sometime. But I must say for a two person team Driftmoon is excellent fun indeed. Some of the NPC's are rather unique and have some interesting story interaction, querky comments, and the oddest of vendors you find here and there.

I have had a great time already playing through Driftmoon, and some fun looking around trying to find everything I can on each and every area. I recommend reading al the comments from the NPC's (As I know a lot of us skip through the conversations quickly in most rpg's) read the books and notes you find, they give you a lot of clues to your quests, and lore of monsters around the world.

The quests though not brain taxing to work out, fit into the gameworld well, make you think just enough so not to get yourself flustered about how to complete the quests and I have had a good chuckle or two reading some of the dialogue from the npc's that assist and also attack you.

Skill system is rudamentary, but works really well, you also have a stats section for Strength, Constitution, Intel, Dexterity and Agility. A talent system with passive and activated skills to use on your travels. A basic crafting system to make potions, arrows etc - which is made from found bits and pieces around the world and from creatures.

It also comes with a mod toolset - not looked into much yet, but does seem to be interesting. There is already some mods out and I am sure many more to come.

For the price on Steam, Driftmoon is a great addition to anyone who enjoys RPG games.

Well done to the Two person Dev Team to bring a great little title out to the RPG gaming community.. This baby popped into my library with a bundle I recently picked up. I only popped in for a few minutes, but had a good time with it! The mechanics and physics seem realistic, graphics are good, the whole thing ran smooth and stable... and dare I say I learned something about fireworks from playing this!? Right now, it's just sandbox, so you set up light individual poppers, set up mortar sequences, or be like me and make the whole warehouse go up in flames... but it doesn't give you any objectives, or things to do other than tinker. I look forward to the career more, with objectives/missions! At it's current state, I'd say it's worth picking up on sale, and once the career mode arrives, it'll be worth the asked \$9.. This game is **VVVV** in trash.....

If this writer doesn't write more games for CoG I'll be disappointed.

Replayed all romances again several times after completing them just because I realized you can have a second *ahem* intimate moment with your person of choice.. Amazing Puzzle Game !!

Easy at the beggining, it becomes really difficult. Over 300 level, your brain will melt it's sure!. Not bad its okay i like the game good job creator. Neat little platformer where you play as a donut who has to avoid sharks, oil cans, and other obstacles.

+ Challenging

+ Nice art

+ Good music. Too complicated my eyes go crosseyed, takes all the fun away.. A cute puzzle game XD. This one was an unexpectedly cool iteration in the Secret Files saga! Having played the first three, starring Nina (and Max) I got bored (and frustrated) easily with the over-the-top plot elements and nonsensical puzzles.

Now, Sam was likewise irritating in her appearance in the second game (Secret Files: Puritas Cordis) and I was oh-so-dreadful before starting a game starring solely her. And it was, indeed, a rocky start with some cringy lines that sounded a bit pseudo-feminist, and a few utterly vain remarks about blondes and whatnot, but the introductory puzzle made, curiously, so much sense!

I must admit I was skeptical, I thought it was a random coincidence. But surprisingly the game continued on that note. The plot seemed well thought of, the puzzle solutions were logical and Sam was quite likeable. Technically the game is quite alright, with highly detailed scenes, and running smoothly throughout.

But why is it just 2 hours long?! Right when the story was getting interesting, the game ended. Real bummer! It could have been near exceptional but now it's just a very good afternoon delight! :D

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Quite Good.. This is an appropriately priced game for casuals and younger folk. It's a bit too simple to excite us experienced gamers.

Took me 90 minutes to beat all levels. Would have been closer to 60 minutes if it didn't crash around five times.. No matter how well you do at the beginning of a race, the competition will catch up and make it frustrating. Deus ex Machina to the max - don't bother.. fun take on tower defense, more like castle defense. for the price point you cant go wrong if you like the genre. what i was most impressed about was the developers attenion to the controls, it feels really easy and fluid to command all of your troops, and the command to save all your troops in position and then another button to return them to their saved position are so nice to have!

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