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I enjoyed my first play-through of the game quite a bit. It does feel a lot like Papers Please only without the time crunch factor (which, to be honest, I enjoyed because I'm terrible at making quick decisions). I look forward to playing again with a less moderated newspaper to see how the world changes. It made me laugh that writing about celebrities actually influenced their marriages. I can understand the mixed reviews but it IS enjoyable and I didn't mind paying full price because I intend to play through a few more times.

If you're not a fan of reading or trying to figure out if you're inadvertently going to start a riot by talking about an apartment fire - this game is not for you.. Great, very challenging platformer with tons of contents!

If you only want to finish the game, it's actually not that difficult.

But if you want to collect all gems and magic potions, and unlock No Dash achievement for every gem, prepare yourself to meet nightmare-inducing puzzles that will eat away at your heart.

The game introduces a unique gameplay mechanic in every level, and it contains SIXTY THREE levels. That's a huge variety! Many of them will really surprise you and make you go, "Oooohh..." when you figure it out. The developer is also very dedicated and always respond quickly to issues (such as bugs and balancing).

If you like a platformer that requires both reflex and wit, get this game.. this game is one of the best games i've ever played.. A relaxing, chilled game that is just perfect for when you're not really sure of what to play and don't want a game that's too intense but also not too boring or mundane.

It has a very basic concept with skills leveling etc so it's decent in its development and it's VERY pretty, so many colours :D

I would recommend this game based on its simplistic calming effect and even just the pretty colours.. I think if the price were much more I'd not have bought the game though..

. This is the third and final game in the Human Tanks series. With the fuel of the human tanks running out, the era is drawing to a close. And as such, you are leading some of the last Human Tanks in existence to subjugate some last remaining issues. Gameplay is fun, and the story is nice.

Play the titles in order for the best experience.

And perhaps by them all in the bundle.. Early access review, so take it that way. OK been in game for 13 hours and did some missions and part of the storyline. it has a few bugs but nothing Earthshaking. Good graphics and decent fights to mess with, some really serious ones too. lots of upgrades for ships and a few new ones out so far, but not a big selection. IMO not a bad game for the price so try it and see what you think, just remember its in Early Access so dont expect perfection.. Bought it on sale. Worth it.. This is a good game; there appears to be a fair amount of enjoyable content.

"So, Y U No recommend?!?"

I can't play it; I've managed 8 minutes, but every time you shoot the screen judders like a toddler in a trampoline factory and I simply can't look at the screen while it's shaking around like that. I emailed the developer some months ago asking them to add an option to disable the screen juddering but didn't receive any reply. :(

Worthwhile pack if you enjoy the game and want some extra character spots and goodies.. SCS Garbage. This game was true SCS, back before ETS and ATS. The game has terrible controls, same graphics engine as their followup games (honestly? unfortunately so.) However, this game serves as an example how SCS has grown. From a "Small company" to a "Small company with over 60 employees". This is the best they could do back then, and they poured their hearts into it--and that is commendable, but somewhere along the line they decided to bring their current games' development to a crawl and charge as much money as they can on every little DLC from rims to paint jobs to a god damned trio of bobbleheads for your dashboard (ETS2). If you get this game for free as part of a bundle or something, consider donating to a child in Africa, as I'm sure they'd be more than happy with this pathetic excuse of a game.

This review provoked by **Timmy The Thief**, a developer who is "too lazy" to go through complaints, so he just bans anybody who has something to say other than "YOU ROCK SCS". Boycott facist game developers and improve the gaming community for everyone.. People are seriously complaining about 6-5 which takes like 5-10 minutes max to beat?

Give this game a try , if you've played some other platformers before (or played the first one) it will take you 30-40 minutes i believe , it has some extra levels at the far right at the end and a level editor as well if you're into that kind of stuff.

Overall a nice small game like the first one but with more "obstacles" and level designs.. Oh my God. Another great idea very poorly implemented. I could just say don't bother and you could trust me on this one and really do not bother but I will expound further.

1. You are not within the game space itself. You are floating beyond it like watching a 360 video but a little better.
2. Your hands are not yours but they are floating out in front of you.
3. You can't walk around the dance floor which definately would have been nice. No locomotion.
4. The girls are large looking. Not a bad thing but just doesn't look right.
5. This seems like it was made for smart phones or GearVR at best.
6. It would have been nice to actually dance with the girls by holding their hands, thighs, and doing twists and turns and then taking their hand again on the return but that is not this game. You touch circles with floating hands.
7. If people like this game then more power to them but for VIVE it really does not use much of its capabilities nor make use of the Virtual World itself.
8. Tha game looks good in screenshots but is not crisp in the game maybe because of blur or bloom\lighting effects.

Pass on this. My rating is, well, a 2/10 just because I guess it is a working game for what it does but not good for room scale VR users who want to make use of their hardware in games. I refunded this and hate doing that.. Obvious Mobile Port without Microtransactions (that I'm aware of)

Controls are subpar, the interface is terrible, anything you can buy with coins is just different skins etc.

Avoid at all costs.

I'm gonna be refunding this game straight away.. 80s murder simulator.

. This game is a joy. I had it open for less than 5 minutes and the first level got me cracking a smile, and again every time they reveal a new mechanic. Intuitively satisfying. The interface is elegant and the gameplay is rewarding. Wear headphones for some intense ASMR: you will feel like you've entered a sacred realm of pure blissful geometry. Looking forward to user submitted content or DLC. I can't believe The Witness costs \$40 compared to this.

A steal at \$5. Get it or regret it.. I bought this slightly on sale for \$4.24. And for a game that price, I was actually pretty impressed.

TL;DR: 8/10. Would buy again.

Pros:

Pretty simple to learn

Good overall story and well done storytelling without being too intrusive

Fun and well designed

Challenging (depending on difficulty level)

Cheap (did I say I got it for \$4.24?)

Cons:

The graphics make it hard to differentiate units sometimes

Placing new units (riflemen) near old units (bowmen) means the bowmen will never earn enough kills to be able to upgrade. I mean, it's probably possible, but unlikely. I guess I could have balanced that better myself, but just something worth noting

Two fairly short campaigns, but also includes arcade mode and multiplayer (which I haven't used)

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