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About This Game

An archaeologist has been evolved in a series of unexpected events during a casual dig. The player is going to act as an archaeologist and enter the tomb. By using variety of tools player will go through several stages and figure out the truth. Chinese tomb story is an action type puzzle game based on VR stage. By combining the exquisite triggers, grim monsters and beautiful love story with fine design together, the player will experience a brand new taste.

Any problem or advise can send to yuanpu@yuan-gem.com

Title: Tomb Exploration VR
Genre: Action, Adventure, Indie, RPG
Developer:
Epotech
Publisher:
Epotech
Release Date: 9 Mar, 2018

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Minimum:

OS: 64bit Windows 7, Windows 8.1 ,Windows 10

Processor: Intel Core i3-2100 / AMD® FX-6300

Memory: 4 GB RAM

Graphics: NVIDIA® GeForce GTX 970 4GB

DirectX: Version 11

Network: Broadband Internet connection
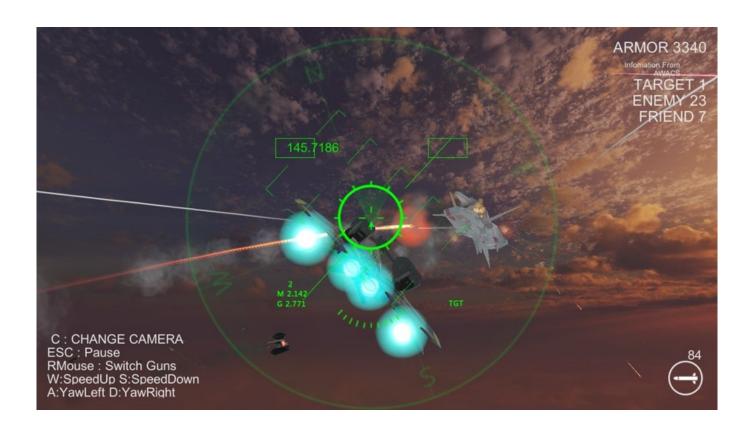
Storage: 2 GB available space

Sound Card: DirectX 11 sound device

Additional Notes: Internet connection required for achievements

English,Simplified Chinese

Nice, minimalist designs but not much else here. You click, and click, and click some more, and then the story's over.. Just... no. I usually like seeing a game's history of how they looked like in the past, but to pay 5$ for an unfinished version is too much, there's not much to take out of it anyway. Doesn't help that the mines have this horrible screeching sound.. Muy bueno, realmente bueno, sobretodo para aquellos que les gustan los Wargames al mas puro estilo Total war, con el añadido de los componentes de rol como la subida de niveles, Quest muy entretenidas y administracion de tu reino, como asi Items para los heroes y montones de skills, ademas de un sistema estilo Karma que te hara desbloquear unidaes y hechizos dependiendo de para que lado tires.

Lo unico malo: esta en ingles y el rendimiento es pesimo. mind twisting puzzle.. eazy first 4 lvl then use brain :P. Fun tetris-type game, but as with most games like this, after a couple of hours it gets repetitive. Good in short sessions and hunting for cheevos nonetheless.. Bought it as a steam special and well worth the money! The gameplay is tight and concise and the pixelated graphics give it quite a bit of charm.. I bought this for the zero G mechanic and to experience the earth from a space station, but it's been severely watered down (there is no transfer of kinetic energy to angular velocity when you touch something - you just stop!) and they have annoying flaps on each side (helmet I suppose) which restrict peripheral vision.

The FoV is already insufficient on the first gen HMDs and the last thing I want is a further reduction.

I understand some people may need this to avoid motion sickness, but there should be a non-hobbled option for those who wish to experience a realistic zero G experience, in which one rotates when touching or throwing things, and which may cause the player to float upside down.

I'll most likely be refunding this one unless I find some redeeming quality that makes it more than just another rails shooter.. Love driving alongside the mountains and with a range of fast and stopper services, you can't go wrong with this DLC. Optimisation could be improved but other than that it's a really nice route.

Definitely a wonderful game. I was an avid fan of the first installment, and am happy to see the many improvements put into this one. My complaint is the menu is a little buggy with the wait popping up sometimes not to go away. After every song at that. Other than this current issue, I am very happy so far.. Thank you. Great CARS. Brilliant DLC. Lovely price.. This is a blast from the past! I really enjoyed it years and years ago, and am enjoying it now. in HD, nice graphics and ....

I AM PLAYING ON WINDOWS 10 with NO Problems (I followed the Win 10 guide)

Its a real gameplay over Graphics winner. The graphics are poor (20 yrs old) but with the mods they are much, much better. But forget that because the the game play is superb. Its challenging and fun.

Great Tutorials and the manual is great too!

.... found in \\Steam\\steamapps\\common\\Star Trek Starfleet Command Gold Edition\\Manuals

there's an HD mod too

https:\/\/hotandspicyforums.com\/sfc-1-hd-patch-t24716.html#p249851

Back in 1999 it even sold more than the previous years Interplay Blockbuster Baldur's Gate.

With a couple of mods installed this looks pretty good, plays smoothly at 1920X1080 and even with the SFC launcher downloaded from Hot and Spicy will play MUltiplayer.

Really what are you waiting for ..... Very much like the original XCOM, but with good improvements:
You can do airstrikes. Eventually you can nuke sites. Although as far as I can tell I need a 1/2 billion dollars to get that option.
You can choose from several options when looking at a mission.
The landing zone for your troops is selectable; I always hated the transport in Xcom's positioning for starting a mission.
The strategic map is great.

Things I would like to see improved:
Movement in the real time tactical battles; The guys get stuck sometimes, especially the people being rescued.
More troops on the ground. Four really isn't enough.
A little more variety in the missions.
Knowing how much the mission is worth, before you do it.
Reduced price on some of the equipment.
You find new scientists, doctors and such useful people in rescue missions. The missions don't tell you the likelihood of finding a particular troop.
These are just suggestions. The game is pretty fun.

Overall, well worth the 12.99. I can see myself wasting a lot of my time on this game.. It's a simple game, but very funny is an arcade with action, adventure and remember some retro game like Sonic, Mario and Crash Bandicot.

The graphs are decent, nice 3D with simple textures and some polygons that can be better but works well anyway.
The sound is nice, and the control is smooth and fast, great for some casual playing anytime.

I can recommend this, have trading cards, and I catched it on a bundle for some cents.. This is a very promising Terrain editor for Indie game developers that has every potential to be a really great product when it gets more Editing features and . At the moment you get what you see. I don't know if Indie teams and studios will be entirely happy with this software in its current state. This software would improve immensely with their input and feedback so that it can have the features and functionality they need for their games. There is ALOT of potential from this software and from this company.

At the moment it creates what you see in the images above. Its a bit like Minecraft meets Skyrim, which is great for a Skyrim fan. The software generates a world like you see in the images and you can freely roam around it and make changes to it. Here are my impressions of some of the features:

The Brush Tool:

This is the tool that let's you sculpt the terrain. Adding mountains or valleys to the terrain.
The Brush tool is something like the Sculpt Geometry Tool of Maya that lets you push and pull on the terrain. Unlike Maya, there isn't a way to adjust the amount of "displacement", how far the terrain is pushed or pulled for every mouse-click. And it doesn't seem to have the brushes available in Axis Game Factory Voxel Add-on, but hopefully fyuture versions of GeoVox will have these types of editing features.

Textures:

These are very nice textures. And there's a nice selection to choose from, too. Hopefully future releases will have even more as well as the ability to import your own texture images. It's only when you get really really up-close that you might see some pixelation, and only for some textures. But at most distances except super upclose they are very good textures. I don't think there's a way to import textures at the moment. Or to change to different resolution textures. I say this only becaue texture quality in games get more and more HD, but again, look at the videos and images and you'll see these textures are very very high quality textures that would work for probably 99% of all indie game needs.

Terrain:

As I said at the start, this is like Minecraft meets Skyrim, so if you need a mountainous landscape then you are set with this tool. Think DayZ or any other open world wilderness. At the moment the Terrain is randomly generated from the start, giving you a fullly realized 3D world as seen in the images above. If you want to start from scratch on a terrain, and build a very specific level design, you may have to wait for future releases.

This is amazing software in the way it does create these high quality Terrains with voxels. That being said, you do notice some "voxel" attributes to slopes where you see terrace upon terrace of voxels. So the terrain isn't 100% smooth. Obviously it could be made more smooth with smaller and smaller voxels, but that might just give you smaller and smaller terrraces. If the software was able to create mountains as triangles and cones with ability to adjust number of subdivisions, so it's not 100% voxel based but polygon based, that might make for different quality terrains. As it seems the Brush tool can be changed between 2 different polygons, maybe the algorithm and toolset for creating Terrain can be expanded in future releases.

Trees:

At the moment there are 1 Tree model, as you see in the images above. When this thing has maybe 10 different tree types, with 4-5 different models of each Tree type, that would really be what a Level Designer for an indie RPG would appreciate. With different trees to populate the terrain, that will make this 1000% better. If there was also a way to turn off Trees, and export just the Terrain, to add Trees in other software would still make this Software worth the money.

Grass:

Excellent. Next up would be flowers. Because who doesn't like wild flowers in their RPG game worlds.

. Game is so strange.. Imagine Battlefield 1 set in an RTS setting

1918/10 would recommend. I hope the next Beat Hazard 2 update will have offline saving like the original Beat Hazard.. Awesome game. Never heard of it until now, very addicting. Bought it knowing multiplayer will be out soon. At first, I thought just another risk game, move your numbers around the map but it's so much more. Knowing you have 2 nukes at your disposal when things get bleak is comforting. I hope they keep adding to the game.

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