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3/10 waste of space

Got it in a bundle and lost interest after 10 minutes. Maybe it's because I own a dozen 1000 pcs puzzles that I have each done a couple of times with the family.. waw i like this game.... I can confirm this works with Windows 10 x64, I run it no problem. Great game. Brings back good memories!. Too many instadeaths to really get into a good flow like in the best platformers. Very frustrating when I die because my character gets stuck on a platform. Seems like maybe it wasn't playtested very much or just bad level design. Sound fx and animation could also use some work.

On the positive side the graphics are very nice and when it's not glitching it provides a nice challenge. Aiming System sucks. Wanted to like this. I tried, I really did, but the controls are awful and when trying to jump, Ophelia hardly ever bloody jumps correctly leading to death and having to start over, and over, and over again until I feel like throwing things. It's clunky and not enjoyable. It's a frustrating waste of money.

I may give it a go again but frankly, I'm tired of turning into shattered glass and repetitive motions.

Good Game I love It =). ICE COOL FREEZE. A short little game (~1 hour) about time travel. Play as Spike, the clock repairman, who has arrived on Tick Tock Isle to repair an old clocktower. However, not all is as it seems... jump through different time periods to solve everyone's problems and get the clock up and working, as well as back to your own time!

Overall, an interesting game that felt more like a point-and-click even though it's all played with the keyboard. Typical problems with it that I have with most games of this genre - lots of back and forth. Run across the map for one item, and then back across for another that you have now unlocked. Only made worse by the jumping between timezones: P Overall, though, it's a small area, so nothing too bad. Definitely a fun little game to try out:). Sadly, I thought this game would be a lot more fun than it's turned out to be. I tried the demo first and since it was on sale, I bought it - big mistake. I have to agree with the people who didn't recommend this game. Not only does this game not work very well, the controls (WASD for powers, arrow keys for moving) are messed up, making protecting items and characters nearly impossible and recharging powers a constant inconvenience and the beat is a bit off. Recharging "quite often" is an understatement in this game since one's powers last for only seconds before having to recharge and since recharging depends on the beat, which is out of sync with the controls and seems to depend more on watching the recharge bar and ignoring the beat, it takes much longer than using powers. One might as well forget using the powers. It would work out better if the powers lasted longer or recharging them worked better. When the level requires one to use 2 powers simultaneously, ie. shielding and jumping, the combos rarely work and that throws the entire level off and makes one lose the level. What happens is that the character jumps off of or away from whatever one's protecting since using the shield doesn't move objects like the game claims it does, leaving items and characters unprotected. Also, when shielding an obfect and trying to move forward doesn't work either, it just moves your character and shield away from objects.. Turn back and look for somthing else. Theres not much in the game and whats there is not worth the buy in. Devs quit or something.. Many will be surprised, but I don't hate this game. I know nothing of it's history, or how evil the company is or anything, and I judge it only by the gameplay I've played so far, which has only been a few minutes. So far, it's... well, read on.

The game makes no sense really. I couldn't even figure out how to beat the tutorials, which never seemed to give me a winstate, or give any information on how to play. There is a "Help" section, but this just tells you that you use the arrow keys to move and shift to go 2 fast 2 furious. You can't rebind this, but that's the least of the games problems.

The game is ugly, which you could probably already tell, though it's semi colourful and everythings easy enough too see, so I can't complain. I enjoy the visuals personally, but I'm the kind of person who enjoys jagged edges and would prefer games to be made to look like ps2 games rather than crysis or whatever. As for music, I hope you enjoy the one song it comes with! You probably won't though, it's terrible. It sounds like someone made it in a few minutes using samples from a music making program. Good thing you can mute it! (Watch the trailer to hear it)

As for the gameplay, I've only played a few minutes, but it's decently enjoyable driving around and racing. The car feels quite difficult to control sometimes, but in more of what I would describe a fun way, rather then an annoying way. It turns really quickly and has good traction, like a remote control car. The AI is pretty much impossible to beat. They are always using turbo and can follow the road perfectly. So, yeah, you can't really win at all, or even see your opponents most of the time. The neat thing is, the game has a decent sense of motion. You feel like you're going fast (if you use turbo). I like driving games, but I'm awful at them, mainly because I can't drift worth a damn. Well, that doesn't exist here. There is no drifting. There's only a turbo button, which as mentioned, makes you go Sanic speed. The game is pretty much broken though, considering how impossible it is to control the car with any sense of being precise, and have the AI is incredible.

There really is nothing to this game. I've played for such a short time and really have experienced everything the game has to offer. To be honest, after reading another review of this game, I got scared it might be removed off steam and decided to buy it right away, as it still looked interesting to me, and it sort of is. I like this game, but I know perfectly well it's awful, and not worth the money in the slightest. It's ugly, it's only got 1 terrible piece of music, you basically can't win, and there's nothing substantial to it. I really wish steam allowed a middle thumbs option here, because while it is fun in it's own way, it really is terrible, and only 1% of the people who play it will get any enjoyment from this game.

Oh, and it doesn't have any sort of multiplayer at all, so, you know, 97% of the driving game audience gone right there.. No update in almost 5 months. Appears dead.. I have 35+ hours playing this game. It is a funstrategy game that has active developers. They chose fun factor over high end grap[hics. Thats not to say they will not update them in the future. But for right now it is a very fun game for anyone that likes naval games.. One of the funnest games I ever played! Will put a huge smile on your face!

https://youtu.be/PWq5o3LWFzM. A neat little Rogue-like, I like the bosses, though the combat against normal enemies does get repetitive after a while. The game remediates to that by adding more enemies as you get stronger, which makes sense. The soundtrack is amazing and so is the art style, some proportions are sometimes weird, but it still looks good. I definitely recommend this game to anyone who wants to start playing Rogue-likes, as Vile is a pretty easy Rogue-like.

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