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About This Game

The only good office worker is a good office worker. - Sun Tzu

Play through the career of an office worker, and enjoy the thrills and chills that only an office can offer. The point of the game is to figure out the point of the game, so only the most diligent employee will thrive in this harsh world...
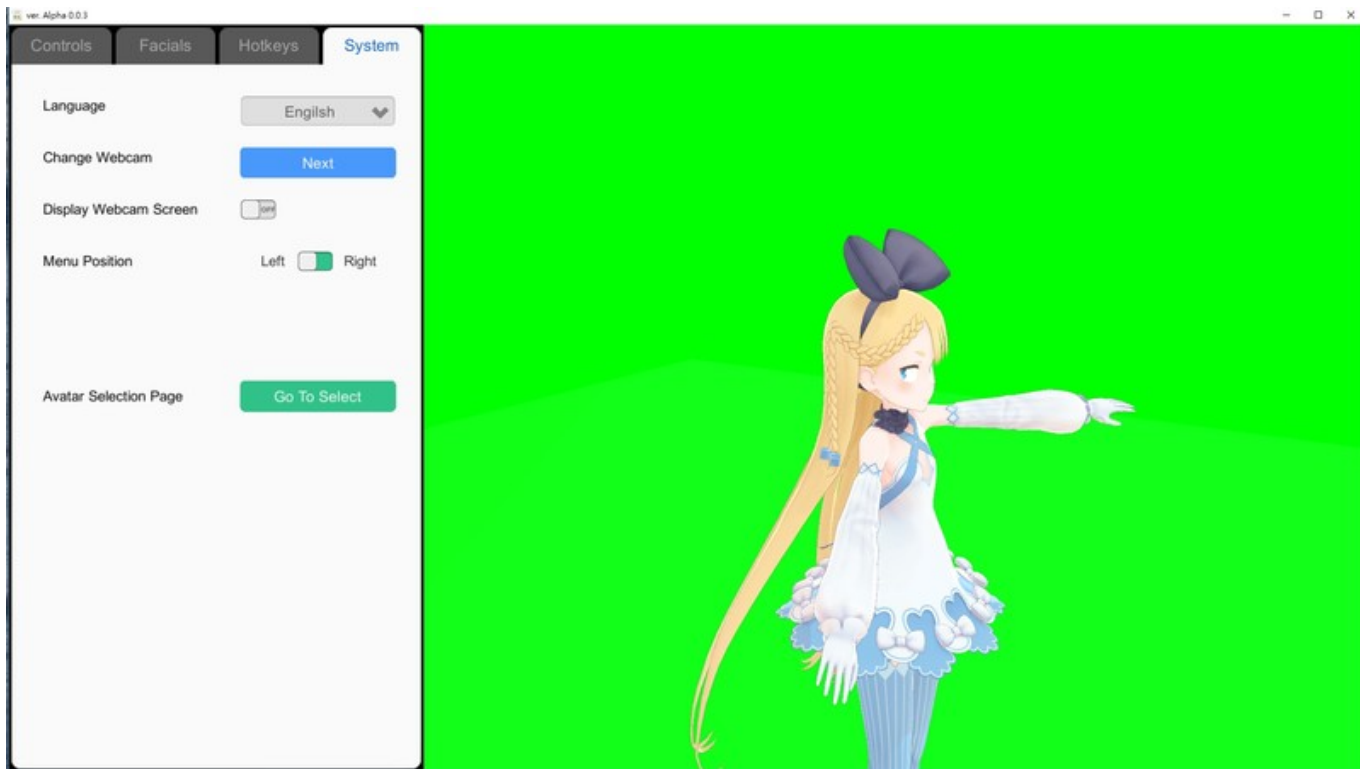
Features:

- MIDI music.

- 640x480px resolution.

- 256 colors.

- Adlib sound effects.

- Daily missions (with a real progression)

- Exploration.

- Easter eggs and secrets.

- No TPS reports.

- Achievements.

Title: Payroll
Genre: Adventure, Casual, Indie, Simulation
Developer:
GZ Storm, Astrojone
Publisher:
Astrojone
Release Date: 10 Nov, 2015

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English

| Controls | Facials | Hotkeys | System |

Language   Engilsh ▾

Change Webcam   Next

Display Webcam Screen   OFF

Menu Position   Left ◯ Right

Avatar Selection Page   Go To Select

Sexy white liveries, but wasn't this supposed to be a pre-order only DLC?

whatever. If you like Breakout with RPG/Adventure-like twist to it, I would recommend it 100%. I got it during a sale.. This game is a simulator. If you play this game like R6 Vegas you are doing completely wrong.

If you don't know how to enjoy this game, try the following steps:

1. Load the default planning file and watch it as a spectator.
2. Try to modify it and see how it goes. Join in the AI team and see how much you suck.
3. Make a plan by yourself. Good Go Codes are the key for winning.
4. Try to win only by AI with your plan.
5. Then, join in the AI team and try to contribute them. But you will realise you suck most among them.
6. Try to win and feel that you are also useful.. It has a hilarious concept, as well as some somewhat fun gameplay, although I have one major complaint.

It's way too laggy! Games like this don't need a full 6 GB of RAM to run, and I urge the developers to fix that as soon as possible.. Sporty n ＣＨＡＯＴＩＣ. It sounds like you're getting story DLC, but you're not. Just maps for survival mode. The story DLC isn't included, and this was a total waste of money.

In fact, this is one of the many reasons why I refuse to support season passes these days.. Light hearted fun game, partner and I both love it - need more like it!. https:\/\/www.youtube.com\/watch?v=6BS7LJ8GHCI
This is a fantastic MS-DOS Classic from my Childhood days!

If Duke Nukem has a twin separated at birth, it's got to be Halloween Harry! But don't let his name fool you, he's no Pumpkin Head. In Fact, the Earth is in Big Trouble & on the verge of a hostile takeover by aliens intent on turning humans into mindless slave zombies, who can be used in their conquest of the universe.

Harry's called into action to Space Station Liberty, Standing Tall and given orders by Diane to penetrate the alien ship which has burrowed itself underneath New York City (Halloween Harry 1.1 Version) or Attaching itself to a Skyscraper Antenna (Alien Carnage Version).

With 4 Different Missions to play & Arsenal of 5 Different Weapons (Flamethrower, Photon Blaster, Thermal Grenades, Heat Seeking Missiles, Micro-Nukes and The Awesome Omega Smart Bomb), you'll be able to save the planet again and again!

In addition, I've found a way to switch between Alien Carnage & Halloween Harry 1.1 by means of a Custom Installation. See my Alien Carnage\/Halloween Harry Codes & Secrets Guide for more Details.

On 1-1-2016, the 3D Realms Anthology has been discontinued. We'll miss you, Apogee Software!. i just paid for this game and it wont start up i want my ♥♥♥♥in money back

Review code was supplied by developer/publisher free of charge.

Video: https://www.youtube.com/watch?v=4_-hOy8PbH8

Plot/Overview: Just drive. You're the getaway driver for a string of robberies. This is an arcade driving game still in early access. The driving is mixed with twin stick shooting elements. Earn money to upgrade and buy new rides.

Menus: The menus are laid out pretty nicely. Settings has your standard options, sliders for sfx and music. The video options are lacking however, only three quality levels, an option for full-screen, resolutions that go up to 4k, and an FPS lock, which is locked to 30 or 60 frames. The garage screen lets you customize your rides and upgrade their turbo, armor, and firepower, as well as equip perks. The car shop is self explainatory, you buy new cars here. The statistics show your stats on each map. There is no ability to rebind keys at this time.

Music/Sound: The music provided by DKSTR is amazing and fits the game great. My problem with the music, is there isn't a lot of it in the game yet, and it tends to be overly loud even with the settings turned down. The sound effects are also really well done and fit the game. Get used to hearing sirens and gunfire.

Gameplay: This is where the game shines, each vehicle controls differently, the heavy cars like the van and truck are clunky on purpose and are heavily armored, while the more lighter weight sports cars can't take too many hits but move and control crisply. The shooting mechanic is well implemented but can be tricky when you're trying to dodge traffic and officers. At the time of this review, there are only two maps available, Test Drive and Martins Valley. I strongly suggest playing with a controller.

Controls: I highly suggest playing with a controller. While playing with a keyboard and mouse is perfectly functional, you get more precision with a controller. Also, no ability to rebind any of the keys.

TLDR

Pros:
Great controls
Great music and sound
Solid gameplay
Nearly weekly updates
Simple, but effective art style

Cons:
Limited content at time of review.
Music tends to be overly loud.
Lack of rebindable keys
Overly simplistic graphics settings
. Despite what my Steam account shows, I have an unhealthy number of hours in this game. I've played through it several times, reseting the main campaign twice. But, before I get into why this game is so amazing, lemme break it down for you.

The Context: Rockfish Games is a studio made up of the same developers who worked on Galaxy on Fire 1 and 2. These games were some of the best space combat games I've ever played on mobile, pushing the graphics of phones to the limits, at the time, with excellent gameplay to back it up. These games aren't perfect however, as the voice acting, while non-existent in the first game, is mediocre at best in the second, with high highs, and lots of low lows. The story, at least the first act of the second game, wasn't amazing, but passable. The DLC's greatly impoved on both of these aspects, but not enough to be "good."

The Gameplay: Everspace is a "rogue-lite" game, in which you traverse through a sector, fighting enemies and collecting materials and currency, to get to the next sector. Materials are gathered within the sector by shooting rocks, ice, containers, etc... These materials and (to a lesser extent) currency are used to craft upgrades, weapons, and components for your ship during your

run. There are 7 sectors in the game that you will traverse, though I can't say much more without revealing spoilers. Once you die, you will be sent back to the hanger, where the majority of your credits will be spent, though all your materials will be dropped. You have 1 ship to start, though 2 others are available for 10,000 credits each (and another ship instantly accessible with the DLC). You can also buy upgrades, some for your pilot, which apply to all ships, and some are ship specific. After that, if you reached far enough, you can chose between loadouts on the ship, and set off again. Combat and movement feels less like a traditional space sim like Elite Dangerous, and more akin to a combat racing game, just with 6 axis' of movement. There are a decent amount of enemy types (though the DLC adds more), with a few challenging "mini-bosses" which appear if you don't move ahead to the next sector quickly enough, acting as a seudo timer. Overall, combat is arcadey, which may turn some folks off, but I quite enjoy. The one complaint that I, and many others have agreed more or less universally upon, is Everspace's "energy management." Almost all space flight games have a sort of energy system, often involving shifting power between systems like weapons and shields. Everspace, however, had this energ bar underneath your cross-heirs. This energy is drained by using your boost (which without, makes your ship feel rather sluggish), by firing your weapons, activating equipment like cloaks, and is passively used by things like shield, cutting into your total energy available on a full recharge. This system can be rather infuriating, as one sits and waits for energy to recharge whilst being shot at, and unable to maneuver or fire back.

Voice: While Rockfish has made leaps and bounds from the days of Galaxy on Fire 2, the story and voice acting is still the weakest link in this game. The voice acting is passible, especially for an indy game like this.

Sound: Let's start with the weakest part of the sound package, the music. It's fairly generic and repetitive, and can be overbearing at times. Though, there are options to tone it down\/off in the settings. The sounds of the ships are also rather weak, as the 4 ships don't have a very distinctive sound from one another. The weapons and equipment however, have a really excellent sound design, each sounding unique, from the flamethrower to the homing lasers. Overall, it's alright sounding.

Performance: The game has had little\/no performance issues or game breaking bugs since its 1.0 release. With draw distances as far as they are in this game, I have failed to notice any pop in. While the graphical options menu is rather crude, it does what it needs to do, and has plenty of ways to tweak graphics settings, along side an FOV slider for first and third person. Considering the buggy state of the last few EA games, this runs buttery smooth.

Story: I'm not going to go too much into spoilers (though some spoilers for the first 30 minutes of the game are present). You play as a Clone, named Adam Roslin. Your on-board AI, HIVE, is guiding you towards a waypoint at the end of the 7th sector. You are suffering from amnesia, and don't remember much, but as your progress through the sectors, more of your memory comes back to you, as you follow the waypoint, looking for answers. It's a passible story, though not great. Still, compared to the current lack of cohesive story in games like Anthem or Fallout 76, this still feels like a breathe of fresh air.

Graphics: Last, and most definitely not least, the graphics. Easily one of the most eye-catching games I've ever seen, Everspace really does push graphically fidelity to a-whole-nother level. These devs have a fantastic history of beautiful space games, and this is no exception. If nothing else, this is a $30 sci-fi screenshot program. At its best, it's provided some of the most immersive and mind-blowing visual effects I've seen in a video game to date. From the variety of environment types and sunlight, in tandem with beautiful explosions off enemy spacecraft, I'm awestruck more often than I should be at this point. My only knock here is that the player ship models are a bit low quality, but this is an otherwise amazing looking game.

Conclusion: This is not a perfect game. Far from it, it has a fair few issues. However, for a game that started as a Kickstarter project, and is sold for 1\/2 the price of these broken "Games as a Service" junk we get from AAA devs, this is worth every penny. The "Encounters" DLC, while not continuing more on the story, adds a lot more to the main gameplay, which can become repetitive over long sessions. While I do wish Rockfish would continue to add more content to the game, I understand they are working on a new project. If this new product is half as good as Everspace is, I will be buying a copy for all platforms I have available to me, and be recommending it to my friends as much as I recommend Everspace. Thank you, to the devs at Rockfish, for this incredible product.. Would have loved to have kept playing, but you start a "shift" you then have about 5 minutes before it's over (regardless of what you do), and another minute to get back to your bed before you fall asleep and have a nightmare, rinse and repeat. Like many others have said, this game could be so much better if the developer was at all interested in refining the game, but they don't give that impression in fact it doesn't look like the developer has visited the forums in the last 8 months.

The deciding factor.. the control scheme just doesnt feel natural on a mouse and keyboard. I am picking up video tapes and have no idea what to do with them. Open ended puzzles reset themselves as you attempt to solve them unless you choose the hidden,

correct path with no mistakes.. So far, So good.

I'm in love with the concept of an VR SCP game, and this game is exactly what I was hoping for. Sure, it doesn't really have a lot to offer for now, but I have high hopes for the future, and even the current version as well as the staircase is pretty enjoyable. The damn atmosphere paired with, well, SCP 087, is just absolutely terrifying.

Money well spent, I'd say.

As I am in close contact with the dev (a really cool guy), I'm really looking forward to the updates that will come soon.

Until then, I'll go and have another heart attack in the stairwell mode.. It took a minute to adjust to some of the controls, and while it's not entirely intuitive yet, I can see this getting -really- awesome if the devs keep at it. There are obvious parallels to Virtual Desktop, but there's enough unique content to separate itself. And it's free! Though I'd definitely have paid for it, even in its current state. The large, open environments like the temple and dungeon open the doors for some fun easter eggs. Interactive environments and such.

I have been having trouble loading images and videos though. There's some discussion going on in the forums about it, so hopefully it'll be addressed.. Dead game, dont be fooled and buy it.. R.O.T.Y.
refound . of . the . year .. This is a short VN (<1 hr) with a story about a guy who spends everything he has to get this one console, the only one of its kind on the planet.. A few chuckles here and there, otherwise pretty standard fare.

But, for 1.99 USD, not a bad way to spend an hour.

If more episodes come out, I will likely buy them.

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