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## About This Game

Monster Maze VR is a virtual reality maze with monsters that you can shoot. You will be teleported in spooky scenes, where you will need to find your way out of the mazes.

You will have to face your fears of height, monsters, giant spiders, snakes, death and much more.

### Key Features:

- The game is approximately 25 minutes long.
- To navigate you need to hold the left touch pad while swinging your arms in a walking motion. To stop moving release the left touch pad.
- To change directions, your headset and controllers need to point in the same direction you want to go.
  - Just follow the instructions in the game.
  - A HTC Vive is required to play this game.

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Title: Monster Maze VR  
Genre: Adventure, Casual, Indie  
Developer:  
4 Fun Studio  
Publisher:  
4 Fun Studio  
Release Date: 24 Oct, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7+

**Processor:** Intel Core i7

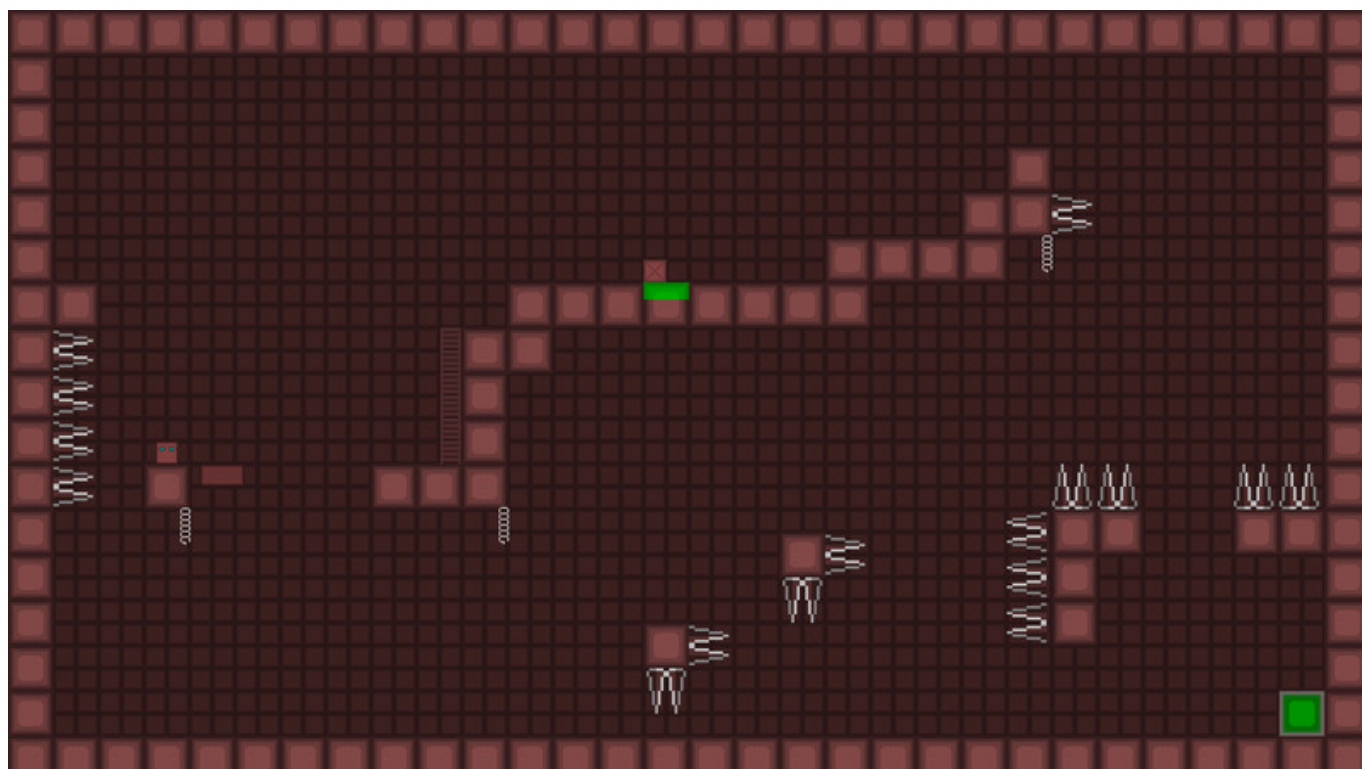
**Memory:** 8 GB RAM

**Graphics:** Nvidia GeForce GTX 970 equivalent or higher

**DirectX:** Version 11

**Storage:** 3 GB available space

English







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Tato hra ma od svojich predchodzich verzii trosku dalej, da sa sice volne pohybovat po mape, ktora je pomerne velka, ale nic vam to neda. Okrem toho mozte zbierat rozne casopisy a ine somariny, co ale na priebeh hry nema vplyv....Co sa tyka samotnej hry, ciste GTA....

- + priebeh
- + grafika
- + hrateľnosť
- + dost vedľajších úloh

- strasne, ale strasne vela bugov. Existujú, ale nie, ale nevynikajú hidden-object adventura. Potrebujú silu, variabilitu, veľa se skrýva pľach, inak je ale veľmi technicky, ako v desť obdobia her. Na zabitie pľachu, ale stále.. Love these sort of games.. Even though I have played this games for hours now, it's a rather disappointing game:

- \* No manual - no documentation of planes, fuel efficiency, nor route recommendations
- \* Useless tutorial - to be fair, this game has probably the most useless tutorial ever
- \* Broken - I am currently the only airline who is not in debt. All the others are \$200,000-\$400,000 in debt, yet they are still able to continue to play? What's the point in being profitable? Due to this, the other airlines still dominate certain continents/areas with their hubs (and flying to a competitor's hub costs quite a lot)

Overall, this game is plane bad (pun intended). As the miserable person I am, I played this game too long to refund it, but please, until this game gets updated (in the good way), spare your pennies, and save it for something more useful, as this game will disappoint you.. **What is Orcs Must Die 2 - Are We There Yeti?**

**A DLC for the Tower Defense-Action game Orcs Must Die! 2 by Robot Entertainment.**

**Did you like it?**

**Yes, I did.**

**Why should I buy it?**

**The DLC gives you 3 new well designed levels with 2 new interesting enemies. There also are some new weapons and endless versions of the new levels.**

**Are there any flaws?**

**The price is probably too high for just 3 new levels and 2 new enemies. I would recommend to buy the Orcs Must Die! 2 Bundle or when there is a sale.**

**. Great game, but this needs 32-bit support!! I gifted my friends these games only to find out that some cannot even run the game. PLEASE make this 32-bit OS compatible!!. Great game! It's pretty addictive and the art is nice too! :). Veni, Vidi ,Vici. This game while in early access shows a fair amount of promise.**

**Pros:**

**Developers can be found in game and seem to be open with community.**

**Selection of games with more on the way.**

**Friendly community.**

**Leaderboards. (If you like that sort of thing)**

**Will become free to play after launch so if not interesting in paying at the moment can still play later on.**

**Feels like a casino.**

**Cons:**

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Needs more players.

Feels like a casino.

Overall it seems like the game will do well, has the casino feel down (bit lifeless however might be good to see some staff. Be prepared to praise it for being a casino then curse it for being a casino (remember casinos are design so the house always wins in the long run). Avatar design is basic but prefer it over the other option of their not being one. I mainly got this game due to searching for casino based game on steam to feel a gap from test drive unlimited 2's casino (which I played on console) and I am not disappointed. Sure it still needs tweaking and more options but overall seems like it will do well if it can get the player base.



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The only reason that I would recommend this game is that I see the potential in this game. The visual design of this game, environment and characters, is obviously, dedicated. I can feel the passion and anger of the game producer from the indulging color and lines of the heroes and the battlefield. The designer, or lead artist of this game is clearly a nervous and fussy kind of a nerd.

However, the intention to attract customers with the exquisite visual art is apparently a failure. The sound effect of each attack is incredibly boring, keeps reminding me of every dinner time when my mom was grinding the kitchen knife. What is dreadfully sad is that I had to play alone, and nobody was there. Perhaps it will be more fun if players could fill at least a room. Even the PVE is extremely disappointing, I had to GUESS what to do. With NO guidelines AT ALL when I first try this game. Holly Christ! I am not the game developer! What on earth makes them think I could figure it out what the \*\* is going here? Come on, the two-laned battlefield is extremely large and one can easily get lost. I do hope that next time, there will be a guideline GUIDING me to do step-by-step when I first jump into this game.

Another point that i cannot bear is that there is no rewarding or developing system of each character. Why am I trying to defeat those dragons and monsters if I cannot get a single reward or point from it? Especially when I was playing alone. It could be more interesting if I could get some reward such as a new map or outfit by killing those giant monsters.

If this game could be refined with rewarding system, Freshbirds guidelines and better special effects, I would like to recommend it to my friends.

That is all I want to say so far. I will keep playing this game and come back in a few days.. I did enjoy this game, It's definitely worth the sale price, probably not the full price as a lot of stock images are used. Still it's a fun short game. Kind of wish more had been done with the gender bender aspects, but there was at least an attempt made.. More characters :). This game is a joy to play through. It has that mix of cute characters, as well as a rewarding difficulty that makes me come back for more. I would recommend this for people who are into platformers. ^v^. I'm a little biased, I love this kind of game, and I love this kind of music style. I loved the ending it was perfect. I am not done unlocking everything, yet but it seems to have some good replay ability. I've heard some people complain about the music not being all that great, but I thoroughly enjoy heavy viper's work. I think he is very very underrated, and deserves credit for making one of the best sound tracks, I have heard in recent history. It's very yamaha sound engine\sega genesis feeling. If you didn't enjoy sega genesis, or games of that similar vein in the 90s you probably won't enjoy this soundtrack. You know, in reality the snes and genesis had very similar sound engine chips... so if you enjoyed either of those you are likely to enjoy this, if you like 16 bit tunes. Or whatever it is. I'm really in love with the sound of this game. I don't hear it often enough these days in new or um, indie titles? That's just my jam I guess, and I'm very glad I found this game. I'm not often the type to fall in love with a game. Like I've said before in my life though, when I do... I really really enjoy the hell out of it. I happen to be very into furry stuff right now, which is another reason why I like this game. IT came out just around the same time that I got into that more? maybe not more, but just yeah. I would say art style though, could probably in my opinion use some shading in the facial areas of the characters, or maybe just some detail enhancements or style improvements? SO, for that I give them a 4V5 or a 9V10. I love the characters, but I do feel like this artist, has a long way to go in terms of improvement. To me, it feels like this artist who design these characters is mid tier fairly new to art? That's not an insult at all. I'm not sure what exactly I'm trying to say here or point out, but maybe you're looking for a certain style to draw more like? And I get this feeling that it's semi-uninspired and bland generic furry art. I feel like, I'm looking at a my little pony poster circa 2012. Oh, you know what is actually wrong with it I've just now noticed. Um, it's proportions. The art is very nicely thought out, and drawn quite detailed and maybe my shading comment earlier was inappropriate and unnecessary. So, what I really think is needed, perhaps is to... focus on your proportion skills. Like, arm thickness, leg length, breast size, face size. They just need to match up a slight bit more. and then it would be just perfect i think. Anyway sorry for the harsh art criticism. I loved the game and the art very much, thank you for a great product. Would buy again. 9V10. Will keep an eye on your game releases. For in the future. Again though(here's my fairly biased opinion or review of this product), Art stylings 4V5; Music 5V5; Gameplay 5V5; Character selection\store asepects 5V5 cool idea. Difficulty and or ease of playing. Good amount of casual and hardcore aspects. Good balance, makes you feel welcome, as a noob and also satisfies the elitist in you. I like it a lot. One downside, I don't have enough money now to go see battle angel alita. : (. A fun module in the logistical game world and a couple of really cool easter egg puzzles.

Otherwise pretty straight forward for a newer player. 9V10. \u2b50\u2b50\u2b50\u2b50\u2b50



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