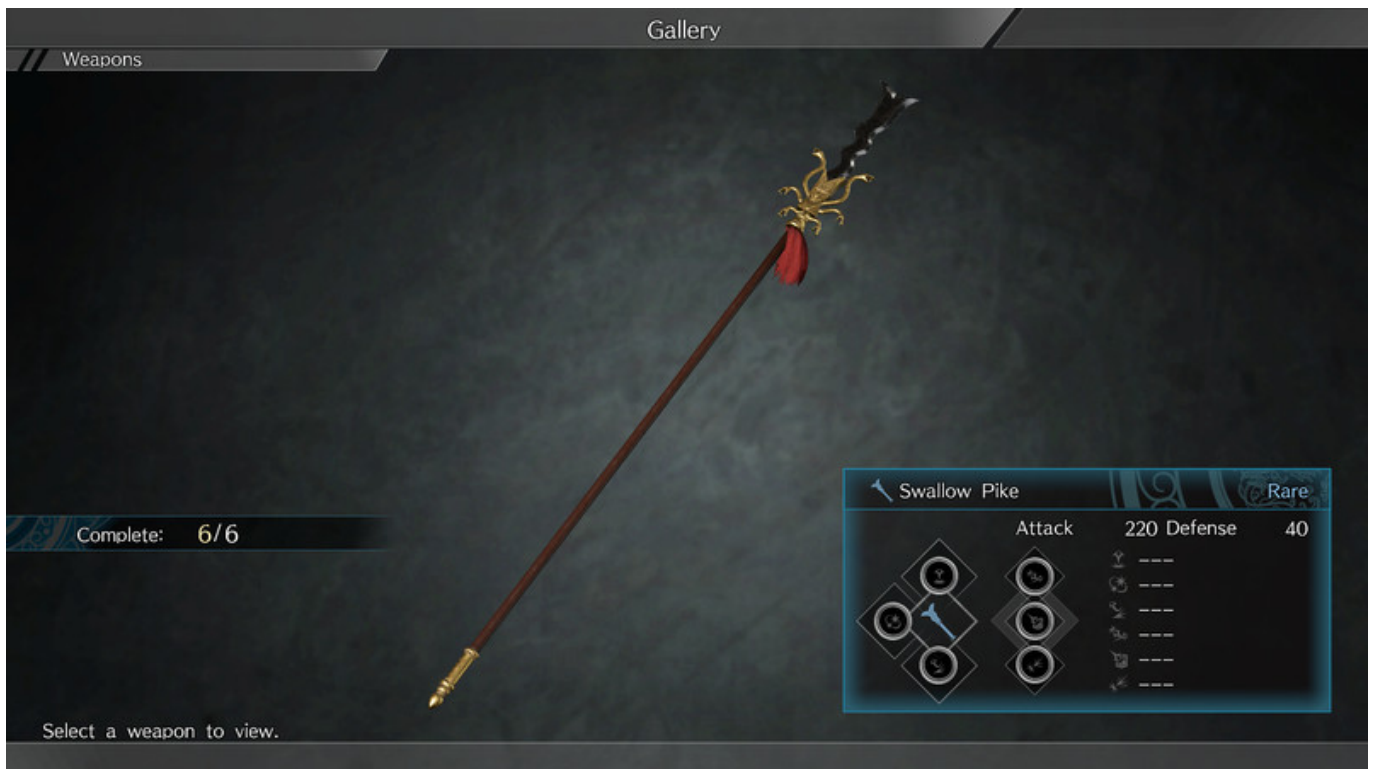

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About This Game

Layers is a puzzle platformer that has a unique twist.

You must complete a level by interacting with the environment and using the objects in both the White and Black Layer. Using your ability to switch objects from one layer to another to complete complex puzzles and get all the playable characters to the exit door. Watch out for traps! If one character dies its game over!

You can also create your own levels and with workshop support you can share them with your friends and the community.

Features

- Fully functioning level editor
- Steam Workshop support to share and play countless levels
- Carefully planned puzzles
- Unique game play and concept

-
- Steam Achievements

Title: Layers
Genre: Casual, Indie
Developer:
Salus Games
Publisher:
Salus Games
Release Date: 13 Nov, 2017

a09c17d780

English



CHARACTER SHOP ARMORY LAB DEFENSES SAVE 14 25700

Click to view stats of Marshall Heavy Pistol. Purchase price is: \$300



It's going somewhere good I believe, keep up the work!. i've played the old seven mysteries 4 years ago and I thought i was the master of this good old horror rpg game... I couldn't have been more wrong. The twist and turn i thought i knew is now not so familiar, the story i thought i knew... well i knew nothing at all. The graphic, the music, the entire story and some easter eggs are trully amazing. So even if you've played the old seven mysteries. This seven mysteries: the last page will definitely blow your mind. walking around the hub world normally, nah
buying the preorder bonus for a FAST pink log, yes. good game to test steam refund system.
REAL price for the game 1.99 euro. EDIT~
Since the update this game has improved massivley.Well done devs. Bat length better although grip still very slightly high.
Addition of new modes and outdoor net is great.

Only real issues left for me now would be probably facing spin. medium spin is essentially an 80mph seaming delivery with bouncers. This makes it impossible to play shots against this bowling and very hard to complete some of the spin based challenges.
No wides given for wide bowls aswell.

Other than that its fantastic and still play 3 - 4 times a week.

~

I have never written any kind of review for any game i own, and the reason why i am writing one for this is due to how passionate i am about cricket :-)) and i would love the devs to make a couple of small changes.

Firstly.. would i recommend this game?? yes i would!

Are there issues yes there are.

I think the main issue for me with this game is that the bat is very unrealistic. Length of bat is ridiculous and general position that you hold the handle is way off. This matters a great deal as half the bat dissapears into the ground and as the bat is too low this also means that balls that you would hit in real life end up going through the handle or shoulder of the bat.

I want this game to work soooo bad and honestly its nearly there.
2 issues for me are as follows

1. Bat issuessee above
2. Slow bowling should be what it says.....slow. so notch it down by about 5-7mph should help. Especially spin.Or at least mix it up a bit.

All the other things that people have mentioned would not bother me as long as the bat thing is sorted.

Love playing though and i really hope another update comes soon. Zanki Zero: Last Beginning is what happens when you put a visual novel, dungeon crawler, RPG mechanics, survival elements, and base building into one unique experience. After spending all this time on this game I can safely give this a recommend, however due to the unique nature of the game it won't appeal to everyone.

The gameplay, especially combat, is one of the things that definitely will not appeal to everyone. Combat is in real time and relatively simplistic, which can make the gameplay segments of the game feel like a slog or just filler between bits of interesting story. Further into the game gives more variety to combat but for the most part you'll be using melee attacks and charged attacks to break parts off of enemies while dodging attacks. For me, I was initially turned off by the combat but I did eventually get used to it and enjoyed it but I would highly suggest watching gameplay of the combat or (if you have a PS4) playing the demo. There are five difficulty levels in the game (I - III available initially, then IV - V are unlocked later) that scale the difficulty of combat and the survival elements of the game. Difficulty I gets rid of all enemies in dungeons and lets you one shot bosses while Difficulty V will provide a significant boost to the amount of enemies and their stats in the dungeons while providing better loot

so the game does provides the option to just enjoy the story or give yourself a challenge.

One of the most unique aspects of the gameplay that I feel they did excel at however was the implementation of the Shigabane mechanic, which are unique death perks you get for each unique way a person dies. Shigabane grant special bonuses that confer resistances or stat boosts depending on how they died (resistances to specific enemies, moves, status effects, or even extending a characters lifetime). These bonuses stack and are essential to building up stronger characters, especially on higher difficulties where there are attacks that can 1 - 2 shot a character. I had a great deal of fun finding all the unique ways to kill characters and worrying that I'm being put on a list for being a sadistic monster.

In my opinion the biggest selling point of the game is the story and the characters of the game. Similarly to the Danganronpa series and the Zero Escape series, this game does not disappoint when it comes to a compelling story and interesting characters. The story revolves around 8 characters, who turn out to be human clones, awakening on Garage Island and figuring out the mystery of what happened to humanity and themselves. Throughout the story you learn more about each of the characters, with each chapter leaving you in the perspective of a different character. Don't be fooled by the game's colorful appearance as Zanki Zero provides a darker story (even when compared to the likes of Danganronpa and Zero Escape, in my opinion) and does not pull its punches when it comes to the mature themes in the game. This itself is reflected in the humor of the game, with the game having no shortage of crude humor (opinions on this are split, but I personally like the humor though there were points where I thought a joke went 'too far'). On the other hand, I found the characters in this game to be more grounded compared to other Spike Chunsoft games and enjoyed their overall dynamic as the story progressed (I HIGHLY suggesting doing the character events that appear in cleared chapters and bonding events between characters as these provides some of the funniest scenes as well as character building).

Alright now to talk about some of the more controversial aspects of the game. It should be known that this game did get censored when it came to the West, and if this is something that concerns you I suggest looking into this and deciding how you feel for yourself. Another thing, feelings on the overall narrative of the game and some of the twists are mixed with a fair amount of people feeling that the story takes a massive dive in quality after a certain point. Without going into spoiler territory, I personally enjoyed the entire story from beginning to end but there are definitely some...interesting choices made in the narrative.

Overall, Zanki Zero: Last Beginning is a unique game that will give you a compelling narrative with interesting game mechanics. Is it worth full price (as of this review \$60)? Maybe. If the gameplay of the game appeals to you I would say go for it but I would still suggest looking up gameplay before you buy. Otherwise if you're only interested in the story I would wait for it to go on sale. But for me personally, this game in its entirety gave me a memorable experience that was well worth every cent and every hour I put into it.. great game with friendssingle player part no difficulty is like RNG (random number generator) on wheels and with the power-ups the AI always get lucky ..even when you take advantage of the shortcuts etc you never get ahead for long again the power up aspect in the AI hands 99% of the times knocks you back to last placeif you like pointless racing with no reward factor then get it at heavy discountalso the DLC smh. I like too much this game and his Tim Burton's style.

It's not an easy game, makes you think about every situation to get Ian out of the room, and also helps you see in the position of a blind person completely at the mercy of his guide dog.

Totally recommend buying the game, it's a must buy for fans of the indie genre and.

this game sucks ♥♥♥♥♥ balls. Good game that shows what an up and coming dev is capable of. You can get the feeling that the dev put a lot of time and passion into this game and to get it right.

Bugs:

I encountered one bug while playing and that was that the flashlight would not turn on again if I turned it off and tabbed out of the window, however. I am sure that's something he will fix with his next game.

Graphics:

Graphics were nice but could be a bit over glancy (IMO, I am not sure if that's even a word.) for my taste. Some of the areas were way too dark and they could be a bit brighter.

Gameplay:

The gameplay was straight forward, walking and interacting with things in the game. The dev even puts in a few hidden surprises into the gameplay that I honestly didn't expect.

Story:

From what I understood the story/campaign was an about a guy named master (you) and it was about him waking up after something had happened to him (I'll try not to spoil) and it's about him going around trying to understand what happened to him, you also collect these little logs that you can read and that gives you even better understanding in what's going on. I sadly did not read most of the logs, so I probably missed half the story here. But without spoiling anything, you will soon realize what happened to the master (you) and what he has been up to down in his lab. (spoiler alert; it has not been pretty). I know there will be a sequel, so let's hope it expands on this.

Lore:

The game has a lore and it's probably very deep and engaging, I am sadly not that huge into lores (except with a little bit of halo)

Verdict:

You can feel the that the dev put a lot of time, passion and effort into this game and it's a good game. The game made me chuckle a couple of times and did some stuff that I honestly did not expect and that's always a warm welcome. The campaign was good, but a bit short, and I know there's much more to this game.

The lore is probably very deep. I most likely have to play thru it again and it read the logs to get the full picture.

I would recommend this to people that love lore and reading.

I rate games like this: Don't buy. Wait. buy.

I am not sure if I would rate this "Wait" or "buy" to be honest. There is a sequel coming, wait until that game gets closer and then buy it or wait after the sequel comes and then buy it to get a better understand of what's going on.. One of the best games on steam. Still holds up.. Boriskarloff pretty much nailed it on the head. No save feature so you have to beat the game in one playthrough without dying. 1/10. Still unplayable for high end AMD gpu's. Either play with low graphics and stutter or highest graphics and a slideshow..

Been like this since I got my Vega 64 and its still not fully utilizing the GPU not even half of it... So until its fixed and seeing I keep trying new things that somewhat work, that I shouldn't have to do, I give up... this games a lost cause. I even tried it again with my old RX 580 8gb and its pretty much the same thing.... The game gives you ships for free. No reason to explore space of the only goal in the game is freely given, great concept but free\u2665\u2665\u2665\u2665\u2665\u2665 really?

\u2665\u2665\u2665\u2665 this game. Fantastic little game for the price and very addictive. Felt a bit repetitive at first but the gameplay soon evolves as you unlock lots of new weapons and gadgets and improve your skills. Recommend it.. Adictive !!!

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