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About This Game

Oodlescape - The Apocalypse is a unique Adventure-Escape experience for the HTC Vive which embraces being a videogame in a cube-filled world of wackiness!

"Welcome! Glad you're here! Boy, do we ever need the help!

The base has needed some fresh minds to help put the finishing touches on our super-amazing-astonishing-magnificent-incredibly awe-inspiring-stunning-remarkably grand mind blowing technology! Thompson chooses only the greatest minds and you made his cut, good job! But... There's one problem.

Our facility was attacked by NINJAS!, and now the few of us left are trapped inside! We're in graaaaaave danger! I mean come on now, we're all a bunch of techies here, do you expect us to fight back?! Aaaahem. I mean, we will get out of this together - with your help! We don't know how great the danger is, but we do know there's a giant ticking clock and we only have 45 minutes left... well, that is once you agree to the terms and conditions of your employment contract.

We're sure you'll do a great a job and can't wait to have you with us!

Good luck! And watch out for Abe who beat wrap!"

- Enjoy a narrated story.

- Randomized puzzle solutions ensures the game is a fresh challenge on each attempt.
- Almost all items are interactive (Furniture not included!)

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- Inventory belt system so you can carry your items with you!
 - Destruction! No tip toeing through this experience, burn and blast your way through!
 - Future features and updates with planned multiplayer!

Title: Oodlescape - The Apocalypse

Genre: Adventure, Casual, Indie

Developer:

Oodlescube

Publisher:

Oodlescube

Release Date: 27 Feb, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: Intel Core i7 2600K+

Memory: 8000 MB RAM

Graphics: Nvidia GTX 980 or equivalent

Storage: 600 MB available space

English







I feel that the devs behind Oodlescape have a lot of potential, but I think they can do something a little bit better than this.

First of all, the Minecraft style graphics are fresh and definitely gives the game a uniqueness that you don't see much of these days in VR games. The lighting is surprisingly great. The environment (aka the room you try to escape from) feels well constructed and I can see the time and effort that they've put into making it into something that doesn't feel bland and boring.

But unfortunately when it comes to the actual puzzle solving part of the game there doesn't seem to be a rhyme or reason as to what you're doing. In most escape room games there's a rhythm to what you're doing: solve a minor puzzle which gives you access to some tool that helps in the next minor puzzle which gives you another tool or clue to the next minor puzzle, etc. In Oodlescape it was just kind of a random mess.

Right off the bat I knew I had to find 5 items that had letters on them that I would have to plug in into a machine that would allow me to escape. Finding the letters wasn't a problem at all (and to avoid possible spoilers I'm going to skip on how I got them) and I got all 5 of them within the first 15 minutes or so. A problem arose when I had to plug them into the machine... I, for the life of me, could not figure out which order they go into and I spent the next 30 minutes searching high and low in this room desperately trying to find some sort of hint and found nothing.

It was at this moment when I realized that I couldn't recommend the game, not because I couldn't solve the the combination of letters, but because there was no rhyme or reason to what I was doing, there was no rhythm to what I was doing.

When it comes to escape room games you want to be following a challenging trail of bread crumbs; meaning, you don't want the game to hold your hand, but you also want to experience that eureka moment when you overcome a challenging puzzle and have that excitement drive you into the next puzzle or objective. I didn't get that at all. I solved the scattered challenges around me with no problems, then hit a brick wall with the letters.

No rhythm, no eureka's.

BUT, I'm still very much interested in seeing what else comes from these developers. I feel everything was executed very well, up until the actual puzzles. I strongly believe that if the devs can make a more rhythmic puzzle solving experience that it'll be a hit.

. This game shows promise.

I played one 45 minute puzzle so far and had a lot of fun. Definitely worth the asking price especially if they add to the game with more rooms and puzzles. There is potential for a very fun party game if they add some multiplayer action or even some coop gameplay like Keep Talking and no one explodes, with one person outside of VR helping.

The physics are fun, destroying things is nice but wish there was more variety (After watching the trailer it seems this game hides more than I've seen including that cool automatic gun in the trailer, Gimme!). I'm hoping the devs can really build on an already solid game.

The minecraft style graphics are fine, nothing felt out of place and most of the items were identifiable at a glance.

I had no bugs or glitches and everything performed as I expected them to.

I have no problems recommending this game at this price at all.. Seems ok... has a good feel. Puzzles (so far) not too hard, though on my second attempt, one of the clue cards wasn't in the room anywhere... so that was a big fail.

Once bugs like this are all squashed, it will be a pretty fun title.. My video playthrough here:

<https://youtu.be/VnkjZqPfrYuA>

[There's now a million Escape Room games for VR. But this game stands out as one of the best.](#)

[It took me about an hour to finish it on my first attempt. Thanks to the randomized puzzles I'll be playing it again in the future.](#)

[The puzzles weren't crazy hard, which I appreciate. The gameplay kept on changing \(throughout the 3 rooms\) to keep me on my toes.](#)

Well worth the \$7. Definitely recommended.. Played to completion with Oculus Rift CV1 + Touch - Game was updated by the devs and Oculus support seems to work flawlessly in the latest version :).

Oodlescape is a fun escape the room type game with roomscale + teleportation support.

You are the only survivor of an AI gone rogue, you need to find a way to stop it (and no one will blame you if you have some fun and break things along the way).

This game also incorporates some randomness to ensure that subsequent plays upon failures are not entirely identical, so just because you think you know what needs to be done doesn't mean it will be easy to do it again.

The game unfortunately is quite short, the final puzzles were extremely fun and surprising and I was sad it was over. Personally I feel the amount of content fits the asking price (more so if on sale) and you will most likely get about 1-2 hours of playtime (depending on how good you are in escape the room type games).

The developers have shown a lot of love for this title and I hope they will be making more in the future.

Thumbs up from me :). Escape game you don't mind playing a couple times to get through it all

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