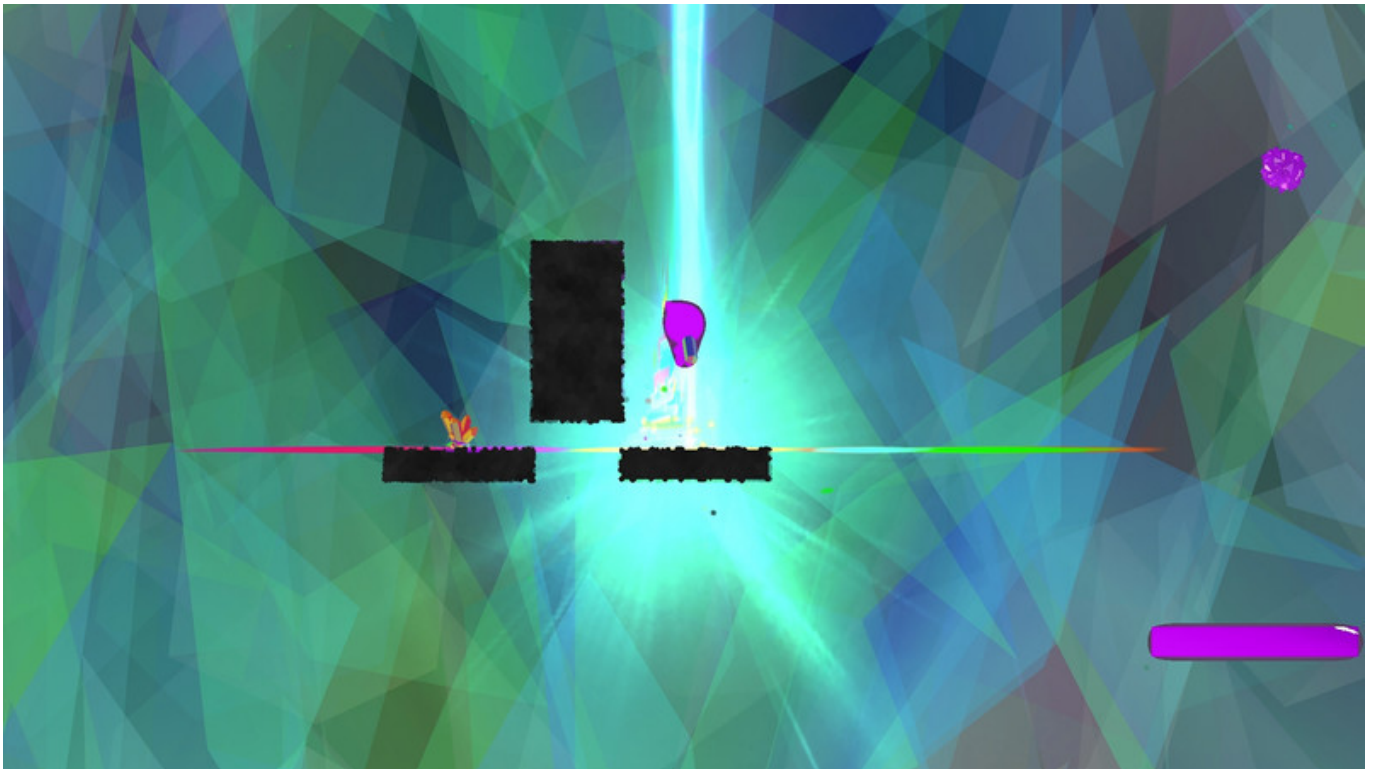

Construct: Escape The System Keygen Free Download



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About This Game

Construct: Escape the System is a sci-fi themed first person platformer that sees you trapped in a computer system, trying to escape.

Explore the system and locate the 8 empowering 'ability orbs'. Find and download the 5 'player upgrades'. Seek out and extract the 16 'system core power orbs'. Do all this and maybe you can escape.

Key features

- 4-6 hours of first person platforming gameplay with puzzle elements.
- Gameplay is a combination of exploration, platforming and careful thinking.
- 8 unique ability orbs to locate.
- Puzzle gameplay e.g. power inactive machinery with 'machine orbs' and light up dark areas with 'sun orbs'.
- Action gameplay e.g. change gravity direction with 'gravity switch orbs' and move rapidly around areas with 'teleport orbs'.
- 5 player upgrades to download.
- Action platforming e.g. upgrade your abilities to allow advanced jumping and boosting.
- 16 system core power orbs to extract.
- Unlock the various areas of the computer system to find and extract the power orbs from the dangerous system core areas.

-
- 57 unique gameplay areas split between 4 different zones, standard areas, system core areas and upgrade areas.
 - 4 unique zone themes: Zone A (City), Zone B (Landscape), Zone C (Abstract) and Zone D (Spherical).
 - Multiple render modes: Default, Negative, Monochrome Default and Monochrome Negative.
 - Adjustable graphics options: Bloom, Depth of Field, Sun Shafts, Camera Motion Blur, Camera Noise, Chromatic Aberration and Water Quality.
 - Keyboard and mouse support (3 button mouse required).
 - Xbox 360 controller support.
 - Excellent sci-fi soundtrack by Imphenzia.
 - Built with Unity 5.

Title: Construct: Escape the System
Genre: Action, Adventure, Indie
Developer:
Oliver Boyce
Publisher:
Immanitas Entertainment
Release Date: 2 Dec, 2016

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English,French,Italian,German,Simplified Chinese,Dutch,Russian

Show Stats

Restart

Menu

"I think being alive deserves a drink in celebration," you say to Villeneuve, and she grins.

"As you say, my friend."

The two of you wind up in a nondescript tavern, drinking somewhat forgettable ale and telling stories of the great battles and duels you have each fought. If your stories are somewhat embellished in the telling, you are fairly certain Villeneuve's are, as well. . .

As the evening wears on and the ale continues flowing, Villeneuve becomes more effusive, with broader gestures and excited speech. Her hand brushes against yours, perhaps lingering for just a moment.

How do you respond?


- I lean across the table and kiss her.
- I invite her back to my rooms.
- I ignore the overture--I'm not interested in Villeneuve in that way.
- I wish I could reciprocate, but she is a Gaul, and an officer in the Gaulish Navy no less. Even in peace time, that would be a step too far.


Next





Select a Historical Challenge

Game Name:

 **Win the Stanley Cup in 2002-03**
After three consecutive seasons out of the Playoffs, Anaheim surprised the league with a march to the Stanley Cup Final in 2003. To beat the challenge, take that one step further by winning the Stanley Cup with the 2002-03 Ducks.

 **Make the second round of the Playoffs by the end of 1999-00**
After relocating to Arizona, the team made the Playoffs in each of the next four seasons, but couldn't get past the opening round. To beat the challenge, improve on that by taking the 1996-97 Coyotes and reaching the second round of the Playoffs by the end of 1999-00.

 **Win 3 Stanley Cup Finals by the end of 1978-79**
The record-setting offensive play of the 1970's Bruins took the team to five Stanley Cup Finals in that decade, but only produced two wins. To beat the challenge, improve on that by taking the 1969-70 Bruins and winning at least three Stanley Cup Finals by the end of 1978-79.

 **Win a Stanley Cup by the end of 1974-75**
Buffalo was the first of the post-1967 expansion teams to reach the Stanley Cup Final, doing so in 1975. To beat the challenge, improve on that record by starting with the 1970-71 expansion Sabres and winning the Stanley Cup no later than 1974-75.

OK

CANCEL

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Cool little VR movie, worth a look, especially with it being free.

Only negative comment I have is the end didn't quite feel like it was up to the same quality of the rest of it... whether that was intentional to make it a little less disturbing or not IDK.. dont miss your shot. Thanks for the shitty coupon steam.... This game being based off Advanced Wars, doesn't quite meet the expectation. Too many cut-scenes that nobody cares about (literally nothing worth reading/watching...guess that's why they have a skip option!) and the game-play is mediocre. I found the game to be more of a nuisance to play, simply because I am being counter rated for my success in game. I should be finding a way to have fun and not just get stars that don't unlock anything. Once the map got too big, this stopped being fun, since it was more than painful enough on the short stages. I wish they did more with the game....it's so dry that if anyone else had played Advanced Wars they would instantly be disappointed with this. Seems like the developers wanted to copy the game without copying key concepts that made the original a success.. There are not so many games that really demands one into team-oriented play. AirBuccaneers is one of those diamonds. Ludocraft's old Unreal Tournament 2004 mod has got its facelift.

Although a bit rusty from the edges, the basic gameplay in AirBuccaneers is worth it. Two teams, Vikings and Buccaneers are battling for the domination of the air space with different kind of balloons differing from little kamikaze ones to big battleships and floating bases.

For a new player it can be a bit hard to get into the game, though compared to the old mod, AirBuccaneers is much more gently. There isn't really a game like AirBucs, especially in terms of gameplay.

There's perhaps only two flaws in the game, for me at least. One is the not-so-big player population. But, eh, that can be fixed, because AirBuccaneers deserves more players. The second flaw is a bit clumsy melee action, but one can live with it.

I recommend this game for everyone from the bottom of my heart!

Really entertaining game to play with friend on LAN or online, easy to start playing at unlocking new dynasties!! Map are AMAZING and how they get destroyed is even better. Hope they program a 2vs2 mode, it should be great to play as a team using discord with a friend !! Best Wishes!! Love this game, simply a HD version of Asteroids!. the game was good but it wont let me into my account for the game now

. This a mobile port, so keep that in mind. The levels can be quite challenging, and you unlock more and more towers as well as the ability to upgrade them as you play. You will also receive a separate shop, where you can purchase passive abilities that will help out the damage, range, etc. of your towers\spells (this shop requires a separate currency). Typical kind of tower defense, quite fun.

However my main gripe would be the upgrade system that involves a separate currency, which appears randomly in each level. Sometimes you'll get 5 of the currency in a single level, other times 0 (zero). The upgrades that require this currency also increase in cost every time you purchase them. This will require you to replay previous levels constantly to grind out enough of the resource to pay for the upgrades.

There are 3 difficulty settings though: Easy, Medium, and Hard. The only problem is that defeating the level on "Hard" does not give you credit for the previous 2 difficulties. I guess it gives more incentive to farm the currency required for the shop upgrades.

Not bad for its price, but I also bought it on sale for even cheaper. Was worth the 2 or 3 bucks I spent.. It's a shame that all you get from starting up the game is a staring contest into a white box on the screen. Literally nothing works albeit a ton of startup crash reports on the community pages. Unless the developers get to deal with these issues, I recommend everyone to take this game off of their lists.

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