

Curse In Our Heads Download Xbox 360 Iso

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About This Game

Exciting indie game based on the legendary film "Island of the Damned".



guessed! Retired already a year. The other day he received a letter asking him to come to the hospital for mental patients. John has yet to reveal another difficult matter. The detective will have to face a number of mysteries that the psychiatric hospital has prepared for him.



"Curse in our heads" is a 2D quest game in a beautiful, modern pixel art aesthetic. Play the role of detective in secret hospital. Explore the hospital, communicate with health professionals to learn secrets and solve riddles. Look for the keys to the rooms, guess the code and then you will come to success.

Help John learn all the secrets of a psychiatric hospital on a remote island!

Title: Curse in our heads Genre: Indie Developer: Dankov Games Publisher: Dankov Games Release Date: 9 Jul, 2018

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Minimum:

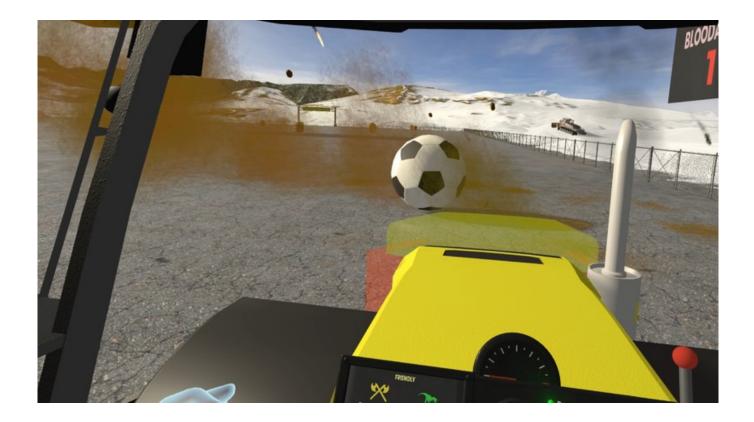
OS: Windows 7 64-bit, Windows 7 32-bit

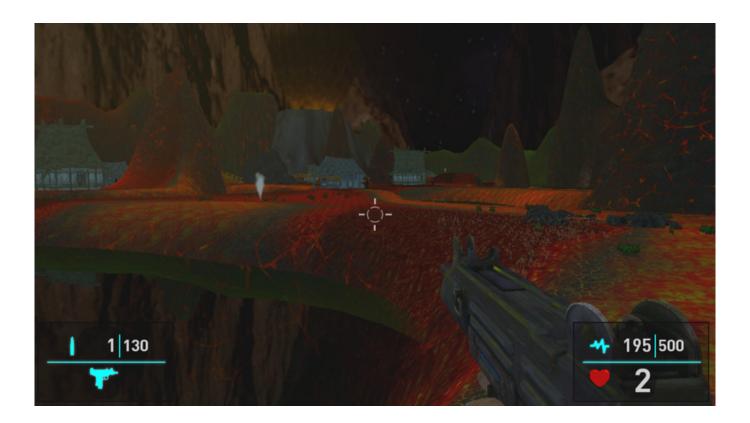
Memory: 1024 MB RAM

DirectX: Version 10

Storage: 100 MB available space

English,Russian







This game is not quite as described. It is old school, yes, but not because it's cool like doom, quake or unreal. It's because the designers were too lazy to do anything with this game. Yes, everything about this game is "dumbed down," even the settings page lacks basic setup items. There is no "jump" key, which is ASTOUNDING. The levels are repetitive in the extreme, featuring a monotonous array of foes, varying in size and hit points. The weapons are some of the worst ever to be featured in a FPS. The multiplayer levels are a joke, as are the online "deathmatches" during which 3 people all called "player" proceed to stand around like manequin dummies. AVOID.. Better than Season 1. It's less repetitive and keeps the same humour. B. Floatiest platformer ever made. <u>https:///steamcommunity.com//sharedfiles/filedetails/?id=710537064</u> Going fast is not an option because it takes ages to speed up and slow down. It has these locations where the height of your jump is slightly too much but you don't expect that, so first you mess up, go back to a checkpoint, and next time you have to remember to jump in a weird way so you go right when you start falling. And that has to be well timed, too. Almost everything is based on perfect positioning but the way the "character" controls really sucks. Oh and sometimes you get stuck in the ground.

This all happened to me on the first level. I gave up.

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Not really a game you'll play time and time again. You'll have completed it in a few hours and then maybe only play it whenever you're bored and feel like wrecking something. Realism fanatics: This does not have particularly realistic physics. It is not a bug nor do I think it will ever be patched, so if you demand realism in your games, you may want to give this one a miss as you might end up more annoyed than entertained.

. This was so much fun! The main game was adorable yet scary. The dark theme's and overall scary atmosphere made it much more fun to play through unlike some other games I have played. I would definitely recommend this to anyone looking for a good indie horror game!. We enjoyed every bit of this game in multiplayer. This is the first VR game that we recommend for this price tag.

In the following video we will quickly take you into the multiplayer gameplay of the first campaign (Kobayashi Maru) in a fast and fun way:

https://youtu.be/E4-UBzfPZC0

You will see the Tactical, Engineer and Captain roles played on both Vive and Oculus. And you will see us have loads of fun together ;) At the end you can watch our full review:

If you don't want to watch a video, please read on for a summary of our review:

* What we really like is that the early part of the game is designed to ease players into the gameplay (something you really need in this game). Following the tutorial first is recommended.

* Playing with friends/or randoms is so much fun and enjoyable, mainly because you have to intensively work together and every decision you make will determine what happens.

* Comfortable VR experience, just sit down and relax and only use your arms and head ;)

* Vive, Oculus, PSVR players can play together. Not sure about you guys, but we LOVE this.

* Link uplay to Steam to make the launch of the game seamlessly and play with all platforms.

* Good variation of objectives, missions/campaigns. Be bad captain and kill everything you encouter or save everyone, you can decide it with your crew (8 hours of story mode, endless voyages).

* Astonishing graphics, great experience.

* No need of Star Trek knowledge to be able to play, but as a Star Trek fan you will enjoy the things that really reminds you of the series.

* Even with only button pressing on a screen this game is very immersive, engaging and exciting. Actually could make me sweat a bit when we were attacked. I recommend sitting on a desk/gaming chair with armrests, that way its more immersive.

* To be honest we have nothing bad to say about it at the moment. The only thing that might be worth mentioning is that some objectives might get repetitive - but as a Star Trek fan you'll probably still enjoy this.

It really feels like a full game and we are impressed. However, we haven't finished the game yet, so we might have a few improvement pointers later on. We definitely recommend this game if you like to play it in multiplayer. Single player is intricate, but doable with AI (the AI is intuitive). Would only recommend to get this game for singleplayer if you are fan of Star Trek.. I totally recommend this game.

Fun, short, and easy to get into! Reminds me of old Minecraft parkours and ROBLOX obby's. Plus lots of replayability; when you finish you are offered four new modes, you can only pick one at first. These modes give you new abilities, but some downsides. You then have to finish the game again with that mode and can pick a new one.

The graphics are also pretty.. When I set about looking for Myst-like games for a video all about Myst-likes, a friend recommended this one to me among others, calling the most Myst-like one he's seen. Well, it's got the look going for it, but that's about it. My time in Rhem was spent going in circles thanks to maze-like world design and maps that don't help at all. Most of the puzzles weren't much better, the majority of them involving valves and pipes that are just as twisty as Rhem itself. I can't recommend this one.

For more, check out my mini-review here: <u>https://youtu.be//9eHc4z_RHI4</u>

For more reviews, as well as Let's Plays and livestreams, find Gemini Does Games on YouTube, Twitch and Patreon!. To find my inner peace again I\u00b4d have to admit my defeat (<= what my shrink tells me).

Here we go:

I AM A SORRY LOOSER AND CANT PRESS 4 BUTTONS TO DRIVE A CAR OVER AN OPEN ROAD!!!

If you don\u00b4t care about inner peace and self-esteem, you\u00b4d better put a Dollar\/Euro on the table and find out wether you can beat this game. It\u00b4s well made and a perfect test for your patience. You might even get to know yourself a little better than you ever wanted.

Meanwhile Nu00b4m going to retire from games with moving objects and will explore the yet unknown world of hidden-object games. I really hope that my mousing skills are up to that task :S

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