## Behind You Torrent Download [addons]



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## **About This Game**

Behind you -----

Can you control your nerve ? Do you have what it takes? From the depths of the manor house to the atmospheric underground and garden. It is always there just waiting, watching you, do you dare open the next door ? what awaits you ? And more importantly can you escape it ?

. . . . .

Play Behind You and see if you have the nerve to survive.

is an indie first person horror game ( compatible with oculus rift and HTC vive )

Be aware -----

This current version is not finish but I need more budget to continue the development with this quality.

I'am currently the only developper of this game , this is why I have chosen to release the game unfinished. I will continue his development but I need your support thank you for your understanding.

## Supported Platform & device ------

The current version is only available for desktop play ( normal ) The build for vive and oculus rift with oculus touch will come in the following weeks The build for linux will come in the following weeks too. Title: Behind You Genre: Action, Adventure, Indie Developer: Hatipoglu Sores, Kendal Hatipoglu Publisher: OxPrimeStudio Release Date: 21 Feb, 2017

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## Minimum:

**OS:** Windows 7

Processor: Intel i5-4590 equivalent or greater

Memory: 8 GB RAM

Graphics: Geforce GTX 760

DirectX: Version 11

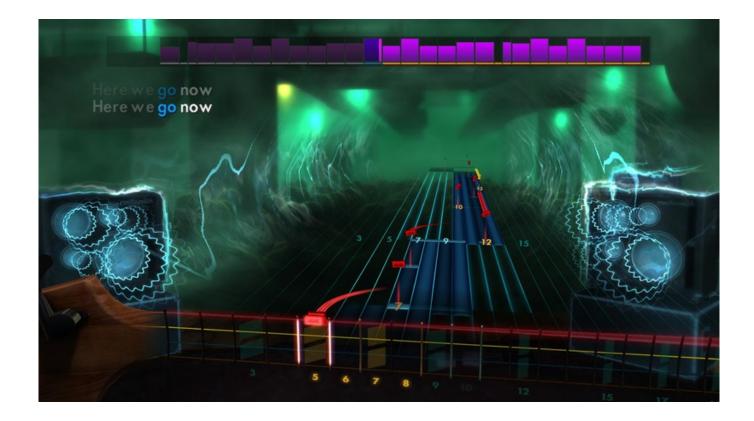
Network: Broadband Internet connection

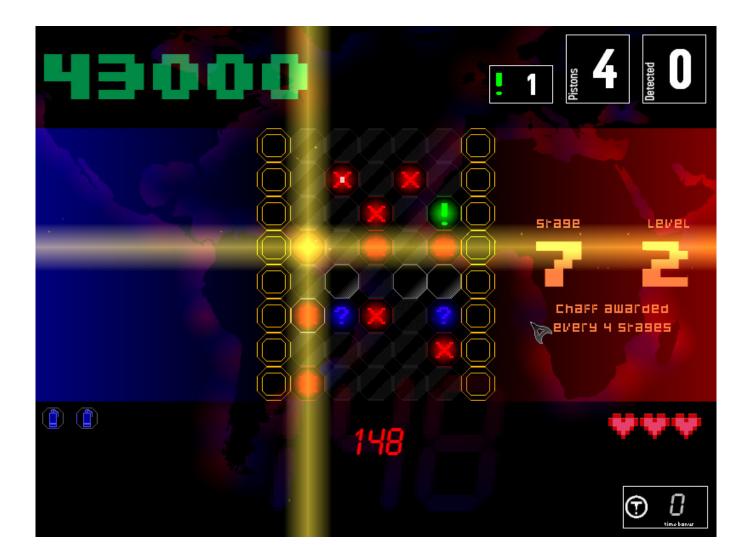
Storage: 4 GB available space

Sound Card: Motherboard sound

Additional Notes: VR Headset required, 2x USB 3.0 ports

English







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I can't think of a more simplistic game, from the graphics to the limited options you have in it. Yet it's still super entertaining to play this and watch your little civilization grow. The devs are working hard to fix every bug and performance issue and boy, do they deliver good results with every patch! My positive review goes for this game because of the hard work they are puting into it, making this more and more fun with every update.. This game is stressful as all hell, in a good way. It's difficult and uncompromising in a way where you can feel yourself improving in real time with every run. It's not a big game, only an hour in or so I have 3 gems, and I don't think it will be too long before I get the rest, but the combination of twitchy movement, punchy weapons and ever increasing threat make this an addictive little blaster.

The sound design is fantastic, and the limited colour palette is actually a strength when it's used as a mechanic in particular boss fights.

9 giant commando spiders out of 10. I've had this game for a while, and I never reviewed it, but now I will review it. This game is hard but an absolute gem. I plan on coming back to this game to beat this but for now, play it.. This one sits between recommended and not recommended. Nothing wrong with the games Hidden Object Scenes. The story is dull. Locations are ok.

Voice acting is half-arsed; a character will speak the first couple of lines and then not then next couple of line. Same goes for the lip-synching, that was only done for half of the voice-acting. It's like someone said ah  $\forall \forall \forall \forall \forall i$  it just ship it anyway before it was 100% done.

Puzzles are very run of the mill.

The achievements 100% worked thankfully. But at the time of writing this review "Steam is learning about this game". (check under the achievements icon in the feature section on the right on the store page, if it doesn't say this then the achievement will be counted)

Did I enjoy it? Just about. I paid £4.67 for it and I think that was too much, wait until it's \$3 or below.. zoyt is  $\forall \forall \forall \forall \forall ing$  stupid and  $\forall \forall \forall \forall \forall \forall \forall \forall \forall \forall but at least hes better than this game. yes this game is like total war but there are some crucial differences, -of course one man cannot provide the same graphics as creative assembly but this is already the only negativ difference, allthough it should be mentioned that the graphics are amazing for a one man project$ 

-this game is a rts: no round-based movement exploits like in total war, so army movement on the campaign map is also part of stretegic gameplay as it should be, no helplessly watching armies taking your undefended cities

-logistics are part of warfare in this game, interrupt enemy supply lines and make sure your supply trains will reach your armies, overcrowding a region with too many soldiers also may lead to supply shortages

-this game has an ecomonic system, that is worthy being called an economic system

-to occupy a region is not the same as to conquer it

-etc.

second, this game is a scenario with variable start dates to select, comparable to the heart of iron series, the earlist start date is 1750, as mentioned it covers a scenario and not an epoche like the total war sereies or paradox titles

there are also some scenario battles

regarding economics, on first sight it may be hard to understand the economic parts of the game, but who did understand every aspect of a paradox title after half an hour play time?

no, there is no need for neverending micro management, it is an economic system you have to balance, develop and adjust to your country's needs

about bugs, i bought the game in january 2016, the dev is constantly updating the game and all of the reported bugs in other reviews or in the steam forum are fixed, sometimes there are some new bugs coming along with new features, but given to the limited recources of the dev it's not that big issue as those bugs will be fixed anyway as soon as the bugs are reported

a few words to the dev Oliver Keppelmüller, he's constantly working on this game, listens to the community feedback and is open for ideas

i can fully recommend this game for players who like in depth strategy games, because this game combines aspects of existing strategy games to a new subgenre of strategygames, that hopefully will succeed

Sry for my english as it is not my native language

GanGiDoo APPROVED !!. fantastic board game, and an even better computer based board game. single player and multiplayer are both rock solid. easy to learn and fun to play.. This is truly somthing special, i dont dig train games much but this feels more like audio surf and fzero with realtime track building and its just wonderfully interesting and original. 10V10 for pure originality and the game just crashed on me! i just like it that much im still willing to give it 10 out of 10 :-). i7-3770 with 32GB and GF1060 ... still encountered some frame drop and slow down ...

Not sure if its because I am not playing in full screen ...

But other than that, still a good game. An excellent followup to the free first in the series. The gameplay and graphics are tighter and the "dating" powerup system adds a surprising amount of depth. The sense of artistic design in these games is really something splendid to behold--there's so much beauty packed into these simple, pre-PC style pixels, and as in the first, a satisfying story resolution. Apparently this didn't sell super well, so they aren't sure when or if they're making a sequel, but I hope more people will pick up on this gem... after all, that 3 bucks for a breezy game with replay value is money easily given and well spent.. This is an amazing and unique game I believe anyone could get enjoyment out of. My laptop without a graphics card runs the game perfectly fine. The story is amazing and comes with 20 separate endings determined by the choices you make throughout the story. This game is just very unique and fun to play. My single play-through of the story took over five hours and I believe I may return to play through several more times to get different endings. This game is a solid 10\/10 for me.

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