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## About This Game

Within a galaxy of terraformed planets, a secret war rages between two intergalactic agencies. One of them—ARCHON—is developing the technology to invade people's minds. They have already tyrannized a planet called Teballai, and hope to use their mind-reading technology to spread their power across the galaxy. A second organization—FOE (Freedom Organization of Elites)—wants to destroy ARCHON's technology in the name of freedom. When a young FOE soldier (you choose the gender) named Blaire obtains the ability to read minds from an ARCHON experiment, she finds her loyalty torn between both sides.

Whether Blaire helps the enemy or defeats them depends upon your use of her power.

One of the hallmarks of the traditional visual novel is a branching story line. This is typically accomplished via choices forced on the player. In some of the most complex visual novels, there are dozens of these choices and multiple endings. I call Quantum Conscience "experimental" because it seeks to do away with these choices. Outside of the very first few minutes of the game, in which the player chooses to be a male or female protagonist and answers some questions about their background, there are no forced choices. Rather, the player character--a soldier in the far-flung future--is given the power to, at any time, read the minds of the other characters.

How often Blaire, your protagonist, uses this power is entirely up to the player. Starting from the middle of chapter one, it is almost always available, and the only way the player interacts with the story. The consequences of the knowledge Blaire gains (or doesn't) changes how Blaire acts and how other characters react to Blaire.

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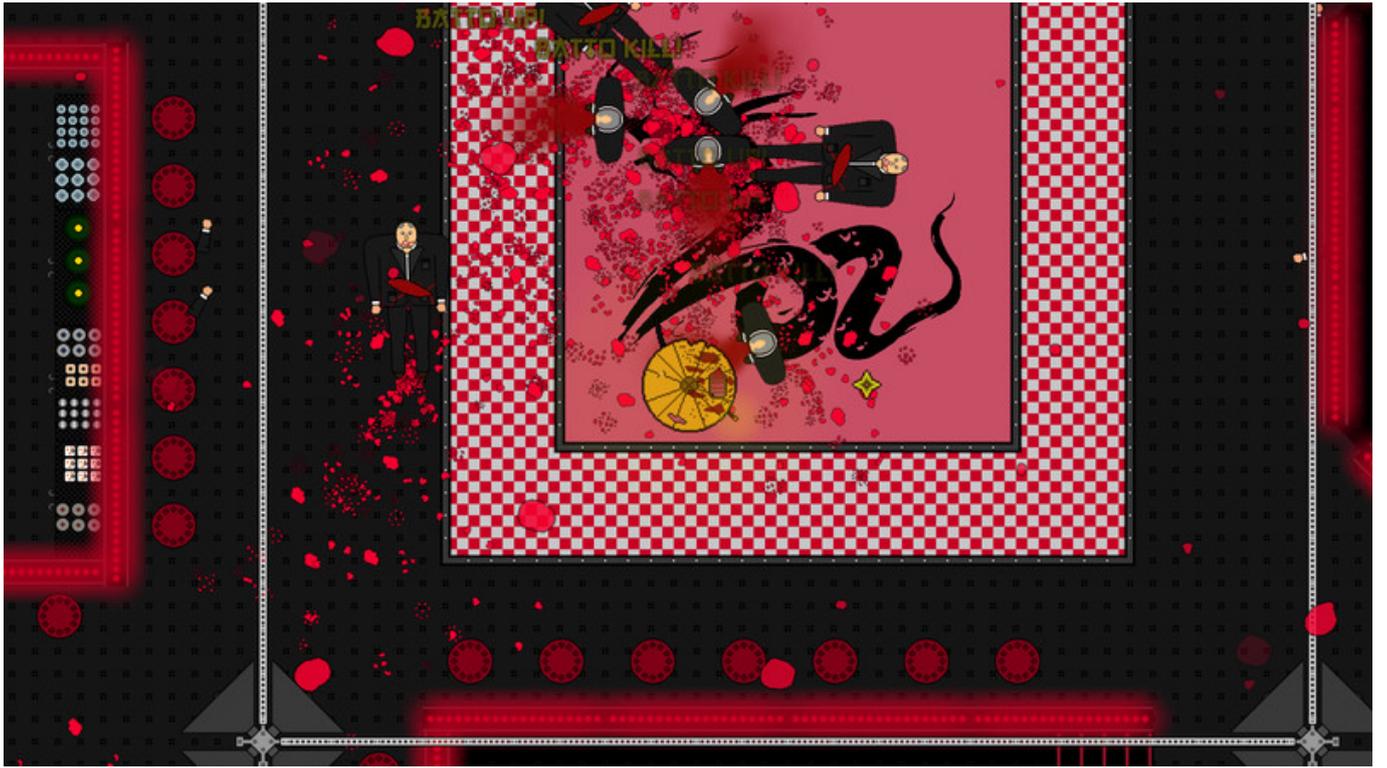
Title: Quantum Conscience  
Genre: Adventure  
Developer:  
Woodsy Studio  
Publisher:  
Woodsy Studio  
Release Date: 26 Aug, 2014

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English







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I had this for the PS1 so I bought it for the nostalgia. I loved it back then, but on a keyboard today this is impossible. If you didn't own this back in the day, if your not into a difficulty that's so bad it's borderline impossible and not into kinda crappy old games, then stay as far away from this as you can.

. isn't satisfying to smash and do anything good concept good graphics bad gameplay fun for about 2 minutes. I played the first Heroes of Loot on mobile for 60+ hours so I was super interested when I saw this on steam.

I've just jumped in and played two games so here are my first impressions.

The game looks nice and is pretty similar in gameplay to the last one. The controls are simple, aim with the mouse and move with the arrow keys clicking on people to interact.

For a game just beginning it's early access there sure is a good amount of content here, A bunch of passive and interesting items, enemy variety, levels, teleporters, cool bosses and very funny level transitions. The game doesn't take itself very seriously at all, cracking a joke whenever it can, which is definitely a plus for me. You unlock items in the game by collecting fragments of the item. When you collect all of the fragments you unlock the item which is very cool. The game gets deceptively super hard later and can start to give you an bit of a challenge which is actually pretty cool.

Now all that being said here are some things to work toward.

The games did randomly hard crash after a certain point usually in shop areas, but I'm sure that'll be worked on in time. Luckily the game has an autosave feature, so even if it does crash it's not too frustrating.

Now although fun, the game feels a bit chaotic. While other roguelites like TBOI and Spelunky have set level paths clearly labeling a "Level 1" and "Level 2", HoL2 doesn't feel that way. Instead I jump around to different levels each play through not knowing where I am or how far I've gotten. The game could really benefit from a "Level Map" like in the level transitions of TBOI. Or a difficulty meter when you enter a level to show how much harder the floor is going to be.

Difficulty definitely gets there eventually but all in all feels a bit easy to start comparative to other games like this and I would love to see the starting max Health decreased or More enemies at the start and maybe a slightly faster Rocko! ;) The game feels like you're being babied a little in the beginning which can be frustrating when you make it pretty far, die, and have to go through like 4 levels for it to start being hard again. I want to be challenged the WHOLE time. But thats really just a personal problem.

The game does way more right then wrong IMO, I love the game and I'm super glad I bought it. I can't wait to follow the development of the game and It can only get better from here. I'll be watching Orange Pixel! XD

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-TubaPlyr. What a nostalgic kick in the face. I used to play this A LOT when I was around the age of 10 or so and I could spend days on it.

There might be a few minor changes from the CD version to the steam version:

- when you're treating animals there's no animation of your character walking or tending to the animal, you have to do it instead. The bad part about that feature is that some of the animals bodyparts are very annoying to find or get right, like the chest on budgies and rabbits.

- the clinic and the outside surroundings have completely changed as well as the city.

- The graphics on the animals are much more detailed and they have animations.

Other than that it seems to be close to the 'original' game when Mindscape was part of the development team.

I'd recommend it to the younger audience, a good game for kids, or grown-ups with a childish soul ;). Fast pace arcade game. 7/10. Looks nice, sounds nice, but i found it too frustrating for casual play and not engaging enough for anything more. The jumping didnt feel right to me at all which led to deaths that i felt were not deserved and then its right back to the start of the level. Perhaps with longer play you can get better adjusted... but I got really annoyed trying to collect the crystals of a particular level where you cant actually collect the crystals. Most of the crystals require jumping for the correct amount of time, but this part shoots you on to a pendulum which swings down missing the crystals along its path. If you try to jump to grab them, the pendulum just continues on its path without you. Such poor design at an early level is offputting.. I own the physical tabletop game + the expansion and i love them both. Now, thanks to this pc version, i can play it anywhere!

If you're a fan of the physical version, you won't be disappointed!. Pros:

+Atmosphere

+Music

+Challenges

+Tactics

+If you happen to at least a little bit to speak German, French and Russian, then occasional comical phrases thrown by random soldiers.

+Ability to speed up and slow down the game, as well as a pause mode, during which you can still give orders.

Cons:

-Not the most historically accurate game

-The easiest difficulty in this game feels like an extreme hardcore level in any other average RTS

-Building bridges!!! Just try getting a large group of infantry over a bridge in one try, without at least one squad trying to go around all of the freaking map.

In overall, this game is one of lifetime classics. I totally recommend it.. Relaxing and fun, very cheap for great puzzle game. It would be good to add steam cloud support for save game progress.

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Play this. Play this now. Do it.

Or don't.

But really, play this.. really nice modelrailway sim , Lots of rolling stock included the manual included is just full off errors where can i get a german version to see what the mistranslated things mean? Luckily i speak german too :) If your not so lucky look on youtube for ruuds english spoken tuts. I see there are 2 links to the manual but both are to the same english one , just add the german manual too, wo ist die deutsch sprachige? Another thing missing is a 3d object importer i'd say .blend .obj and .skp should be included as this is aimed at train hobbyists (bastlers), who like to build things, and not virtual train drivers. You could benefit from people making stuff by allowing them to sell through steam and get a percentage, lets say 10 % for steam 10% for eep and 10 % for me for comming up with the ideer. :) See every one will win as there will be lots of international content.. i only played like 20 minutes but it has hypes of potential.

For now the playerbase is not here, sadly its hard to play except on weekends with devs.

The use of cryengine and the modelling is fantastic, the maps too, but the animations need a boost.

All the game needs polishing i hope the players will come in the game with time, if they do sales of the game and advertisement,.. pretty nice units, certainly for the money. It's rough around the edges (clunky animations, annoying music, not the smoothest controls) but I like the blend of stealth heisting in third person. Especially in co-op it is fun. Add to this the snarky british gangster tone and you got a indie diamond in the rough worth its price of admission.. The game is confusing and does not have a good tutorial. I tried to like the game, but after losing all my money and not knowing how to properly manage the planes, I gave up.

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