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If you are worried about the price and who like puzzle games like me, you won't regret.

The amount of puzzle is quite a lot in this game. Also they have very unique answers.

Finally, Baba is so cute. :D. We purchased and downloaded and I have to agree with the Devs of this niche engine. If you wish to build RTS then this just works, few hangups in running in initial usage, but other than that we look forward to learning this system. Cryengine Unity Unreal Havok... etc you can build anything at a cost of time, configuration and many other things to consider (asset pipeline, coding LUA C++, blueprint, flowgraph all that stuff if you are familiar with the engines mentioned). We see Blender support at the current time for the models here and I think terrain creation tools are being looked at improving, other than that.... I think this is a great tool for the community and we support indie devs in every way!! Great job RTS Creator...

UPDATE: They gave up and deleted website so NO. its high fu cking noon. Enjoyable interactive novel. Your choices influence how your story develops keeping you curious how it goes on.

It has a nice style and it's impressing how much effort they put into the rough but effective graphics.

Unfortunately the writing is a little rough, too. While the story is top-notch, the main character shows little personality (except when she's being silly in situations where the player has no control.)

Taking my time, enjoying the art style and story, it took me around 3.5 hours to play through it once. So if you enjoy this type of game it's highly recommended.. Very Cheap, sure can entertain you for 30min.. Not much content kind of repeats over and over not much fun as a business builder game. juego repetitivo aburrido sin variables. If I could describe this game in a single word, it would be "Wonderful!".

I absolutely love this game. The artwork is beautifully done by the lovely Kevin Barrios and is mind blowing. The gameplay is ridiculously fun (albeit a bit difficult) and the enemies are smart and well thought out. This makes for a great side-scrolling shooter experience and I highly recommend it. You should also go and play the original 2008 Dandy as well, to gain a little insight on how this gem came to fruition.

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Of Guards and Thieves is a competitive multiplayer stealth game, and you don't really see a lot of those around. Plenty of cooperative stealth but rarely does a game put you against other players. In fact, the best comparison is the \u201cSpies vs Mercs\u201d mode on Splinter Cell: Blacklist. Basically, if you liked that mode but found it to be too severe on the Call of Duty spectrum of gaming, then I have news for you!

OGAT is the same idea but in a more indie/flash game type style. Makes sense, as many people who play it through Kongregate and aren\u2019t even aware it\u2019s on Steam.

The core mechanics are simple; The Guards tend to be better equipped with more health and assault weapons. The thieves have crossbows and silenced weapons, less health, but one major advantage; Night vision. They must navigate all the maps and turn off the lights while they steal a specific item that only they know about. The guards can find and patrol the multiple items but are not aware of which one it is, giving the less-equipped thieves a tactical advantage. Distraction is a major gameplay element here.

There are also other modes to mix this up, including a Team Deathmatch, Capture the Flag, Bomb Defusal, and more.

If I had to find a criticism, well... There\u2019s two. They both overlap slightly.

The first is that the playerbase is incredibly small, usually peaking at 200 people and going down to 40-60 in off hours. While this is a fine core for the main game mode, I have found it very difficult to explore other game modes such as CTF, or that extra large map where you explore and loot (and what ever happened to Slender?!) I pretty much see 0V10 on all servers unless it\u2019s private or just on a different gametype.

Due to the small base of players, there\u2019s no matchmaking and games don\u2019t always autosuffle so sometimes it can feel like a team is outclassing another. If it does shuffle, there may be a couple of particularly experienced players crushing everyone who just downloaded and are giving it a try. I'm not the worst player but I have on a few occasions found myself in an endless loop of failure because one enemy was just crushing it. I have some friends who can barely play it for more than twenty minutes at a time and it\u2019s a shame.

The flip side of this; There's no equipment or pay2win system here. If you play enough you can eventually learn the maps, figure out decent hiding patterns, and perform better yourself.

(Protip: Guards can turn off their flashlights and hide in bushes themselves, which is hard to see even with night vision). That kind of thing.

Regardless, It\u2019s a great, small game with a fair amount of replayability. The matches are quick and bite-sized, and you can usually get several games in just twenty minutes or so.. Truly an amazing game with a very real feel of sandbox play. Despite what faction you choose to start out with, maintaining or changing your affiliations via reputation or otherwise is all in how you decide to play a role. I'm not a huge fan of the ship design limitations, especially that adding a small room to the inside of your ship creates a HUGE set of obnoxious and (frankly) off-scale exterior blocks that can seriously ruin your ideal image/design of your creation.

The universe is simply huge and I'd gather it's every bit as big as Elite Dangerous', No Man's Sky's, or Star Citizen's universe. When the ship tells you that it will take 3000+ days to get to a location without accelerating, it means it and it's very obvious from the first time you set to leave a planet's nearby exo-sphere at anything less than Warp 3. I love this game, it's got all the right elements there for PvP and PvE and the amount of grind is also, notably, balanced as well. Combat could use some more polishing, joystick HOTAS integration is still needed, and the ship editor needs some tweaking, but overall the game is pretty awesome and if the playerbase would simply give it a chance, I think we really see a hard hitting competitor in the mix here.

9/10 Recoms. Short and quite boring.. I just wish some talented modder would add a skrimish mode, I just can't recommend this game without it.. This game has some promise as a wave based shooter if the story mode is added and it has some casual game play options added. The western theme is good. The game play is not very unique though. You have guns and you have a shield and you can slow time and you are stuck in your room scale space and not able to travel any where on the map. Sound familiar? I am not going to be buying many more of these WBS's and probably more like never again. There are too many and they are just not exciting to me anymore. VR needs more than just arcade games. I grew up in the 70's too and understand the arcade craze like anyone else but that was then and this is now. I want the future not the past. I am going to recommend this based on

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the video below which you can watch and the fact that the dev says he is going to add a story mode. It took some getting used but it had its fun and the guns were a good mix of oldish style and future style even though the whole game is obviously a sci-fi western so don't go into this thinking you are back in and I say ,respectfully, Vietnam or Iraq and things have to work that way. Let a game be a game. Games for the most part are for fun and not real life re-enactments. The game is cheap but that is not why I bought it. I don't care about cheap anymore if devs are just going to slap a VR game together in another skin and let the VR game grabbers scrounge for the dish. That is not my style nor do I appreciate that as a game consumer. I read a review and got soft and that is why I bought this. It had some fun but it does need work as of this writing but if you love WBS's then this will satisfy I am sure. Enjoy the game and the video below after it processes. Peace.

<https://youtu.be/V4J8SojbDf64>



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