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## About This Game

Are you ready to face an eerie and unknown mystery? Are you ready to abandon the world and plunge into the most complex puzzles? This is not a game where you can go, knocking heads of monsters. You have to find a way out of the terrible network of galleries and unravel the mystery that entangled the heroine of the game. Don't wait for indulgence, there are practically no wrong decisions and savings! Everything depends only on you and your erudition. Plunged into the horror of the claustrophobic world, realize that there may not be an exit from it, and you will understand... However, try it yourself.

### For you in the game:

- Entangled maze.
- Mysterious inhabitants.
- Unexpected findings.
- Unexpected dangers.
- A variety of puzzles.
- Complete unknown.

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Title: Night Magic  
Genre: Adventure, Casual, Indie  
Developer:  
LaserStone  
Publisher:  
Dagestan Technology  
Release Date: 26 Sep, 2018

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English,Russian

WHITE NOISE 2  
COREY & SHAIRA





**THE COMA<sup>®</sup>**  
**RECUT**  
**SOUNDTRACK & ART PACK**

**DIGITAL ARTBOOK**

**CHARACTER PORTRAITS**

**YOUNGHO VIGILANTE SKIN**

**DIGITAL POSTERS & BACKGROUNDS**

**FULL ORIGINAL SOUNDTRACK**

*NOTED MS. SONG*

The image is a promotional graphic for 'THE COMA RECUT SOUNDTRACK & ART PACK'. On the left, a character with long dark hair, wearing a white shirt and a dark vest, holds a piece of paper and a digital artbook. The artbook cover features the game's title and a character. In the center, there are character portraits of a man and a woman, with the text 'NOTED MS. SONG' below them. To the right, there is a 'YOUNGHO VIGILANTE SKIN' showing a character with a backpack and a red bag, and 'DIGITAL POSTERS & BACKGROUNDS' showing three different character portraits. At the top right, there is a 'FULL ORIGINAL SOUNDTRACK' represented by a CD/DVD case with the game's title and a blood splatter. The background is dark with a faint grid pattern.

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Don't expect too much of this software, but it does what is advertised. Made me finally get my mic working with my Steamlink. I've tried anything and everything to get it working, but after just buying VirtualHere and setting my Steamlink up with my USB Blue microphone, it just works. ++Review from me tbh.

P.S. Don't try to use this for your 'gaming' mouse btw, just plug that in regularly in your steamlink. If used through VirtualHere, it starts to have insane input lag. But for micorophones it's perfect.. Great, fun game by a great developer! As mentioned in the other, more detailed reviews, this new version has it all in regards to managing a football team. Can't recommend this game enough, you will not be disappointed.. spectacular!

futuristic 3D graphics!  
immersive sound effect!

con:

no joystick attached!!!

reminds me of linear algebra!!!. After supraball, another excellent game from this tiny studio. The game is very polished, no bugs, translated in many languages, super fun and addictive. Puzzles and level design are very smart.

You got a feeling of playing a 3D metroidvania, with a touch of Toy's Story & Banjo-Kazooie for the ambiance, a basic Serious Sam for the crowd-control combats, and a Portal/Talos for the puzzles. But in its own unique genre. It's awesome.

Interesting fact, there is a demo, which is exactly like the standard game, but the first levels only (~2h of play). Savegames are compatibles with normal games if you want to continue after buying compelte game.

French translation is surprisely good.. Help what happens at the end... are we meant to be psychic ... :( (whats happened to part 2... we have been robbed!!!! :( This game for me is a tale of two halves, it has its positives but mostly negatives.

Positives:

Ability to take over services at designated stations

Career mode-esque

Ability to continue driving the service once the terminus has been reached

Some physics

Negatives

Water and leaves coming through the train windows....

Sound pack is awful, its the same both inside and out of the train

Awful graphics

Interface is awful

This is so sad, as many of the features I have listed as an issue on this game were dealt with rather well in the London Underground version they made, which is MUCH better.. Brutal.

10/10

. I noticed a slight delay between keypresses and audio output when using an audio editing program through my SteamLink. I got this hoping it would help but the performance of VirtualHere seems to be far worse than just using the SteamLink. I don't

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know who these VirtualHere people are, but they definitely haven't produced a product like the SteamLink. Why in the heck did Valve hitch their wagon to these folks?

Bleh. Now it's been running for 11 hours even though I made my decision in about 30 seconds. Will I be able to get a refund? Sigh. Useless junk.

#### UPDATE

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No, because this thing uselessly sat here for 11 hours doing jack-squat, I can't get a refund. I don't have a need for a "make Steam Link worse" app. Dammit. No, no... I am writing support. I will not let this guy have my money. Go read some of the discussions. This guy doesn't understand what he's gotten himself into and doesn't have the wherewithall to keep up. Sigh. He doesn't deserve my 11 bucks.

I will fight tooth and nail to get that money back. It would have been one thing if I simply didn't like the product, but it seemed to fulfill a useful function. This software behaves like garbage, looks like garbage and is only partially supported by its jaded developer. This will not end here. Whether I get my money back is one thing, but it definitely doesn't stop with the automated system's response.

#### UPDATE

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Refund received, thank goodness. Wait, no: thank you, Steam.. The game has a nice sense of humor about itself and doesn't take itself too seriously. There's a lot of stuff to blow up and the action can get pretty hectic. Some basic upgrade paths allow you to improve your tank between levels. But, it feels like a Flash game with mediocre controls. Controller support with dual analog sticks would make it more enjoyable for me. After playing the first few levels, it didn't grab me, and I had no desire to go back to it later. There are better shooters out there with better controls and deeper mechanics.

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It's definitely a charming game and simple enough to beat for a night, at it's price I recommend it if you know you're gonna play it on multiple occasions.

There is tactics too but it can be overruled easily by luck or brute force.

It feels like it should have a hoard mode and some way to stop soldiers in their tracks for defence.. This game is better than its reviews - especially in 2-player coop. That is where it really shines.. More Turbo Pug TRASH. Avoid unless suicidal and in desperate need of something to push you over the edge.. THIS IS THE MOST INCREDIBLE EXTREME PAR FOR PAR BAR NONE PALLET AND FREIGHT MOVING IN A VIDEO GAME EVER.

NO OTHER GAME NAILS THE SEARING RAW DETAIL OF TAKING A PALLET JACK OR FORKLIFT TO YOUR PALLET AND MOVING IT TO ITS DESTINATION BEFORE TIME RUNS OUT. YOU GOTTA GET TO IT AND DO IT.

FORKLIFTS, ELECTRIC PALLET JACKS AND EVEN BIGGER FORKLIFTS ARE YOUR FREAKING ARSENAL HERE MAN, THOSE PALLETS ARENT GOING TO MOVE THEMSELVES. GET TO WORK OR YOU'RE GONZO BUD.

THEN THERE'S ZOMBIE DLC TOO? HOLY CRAP MAN, YOU GOT YOURSELVES BOMBS AND DETONATIONS AND MINES AND FREAKING SAWS TO YOUR FORKLIFT AND BATTERIES TO SHOCK THE HELL OUT OF ZOMBIES. NO ZOMBIE INVASION IS GETTING IN THE WAY OF MY WAREHOUSE WORK!

WHAT ELSE YOU GOING TO DO? BUY BADRATS?. It's just freecell, with really pretty background music, and a little dude running around a map (mine is an archer but I'm not sure why he bothers carrying a bow because all he does to defend the towns is play cards). It shouldn't be an addictive game.....I don't even like or fully understand freecell.....but here I am, playing this at 1:30am instead of finishing ROTTR.. First of all, don't sell me a game called "Funk of Titans" if there's no actual funk music in it.

Second, just having your main character be a black dude with a huge afro who says "Ah yeah" a lot... isn't funny or clever. I'm not even sure if it technically qualifies as a joke.

Third, the premise makes no sense. Funk fans don't hate rap or pop music. (It makes sense in the "Frederic" games that the curmudgeonly classical pianist would detest pop. Funk fans, by contrast, tend to have more chill than that. And rap music is \*derived\* from funk, for gawd's sake).

Fourth, running games get pretty tedious very quickly on a computer. Playing for five minutes on a phone isn't so bad, when you're just killing time; devoting all your attention while sitting at your computer is a whole different story. (This one's kinda on me, though. I thought this was a straight platformer when I bought it, not a running game. Serves me right for not doing my homework).

Finally, credit where it's due: the game is put together fairly well... for an unfunny mobile game *with no freaking funk music in it. If you're into running games, you'll find that the stages function the way they're supposed to, with the player being given adequate time to react to new obstacles. I only played seven levels and one boss battle before I got bored and asked for a refund, though, so I can't vouch for the rest of the game. (The boss "battle", BTW, is basically just a quick-time event: press the correct arrow key when the prompt appears, and voila, you win).*

*If you really insist on buying this thing, get it on a mobile device to play in short spurts. For everyone else, here's a link to a [real funk fix](#). [Inversus is a fantastic combination of deceptively simple gameplay with great strategic depth. I'm a big Geometry Wars fan, and this game doesn't feel like a replacement or a successor so much as a competitive compliment. There are two modes: versus and arcade. Arcade has you unlock levels one at a time, which is sometimes necessary for some of the more brain-bending levels, but just a little bit slower than I'd like. Versus is where the game really shines, though, if you can find a match.](#)*

[There are some maps in Inversus that wrap around themselves, so your ship and enemy ships are repeated throughout the screen. This is a very interesting aspect of the game and adds a lot of strategic depth. You may be focused on your ship on one side of the screen, but since the level might wrap around, an enemy could fire and have the bullet hit you from where you weren't looking. In versus mode especially, this builds into a large element of mindgames, positioning and fighting for the timing of powerups.](#)

[When I have been able to connect to a match online, it's been very fun. The netcode is superb, everything is quite responsive.](#)

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the gameplay is quick but very thoughtful. The only issue is that no one seems to be playing it online. The game works just as well as a multiplayer couch game, though.

The game has a lot of promise and is immensely fun to play with others. I feel like the full game price is worth the quality of the gameplay, but some frugal players might be turned away until a sale.. I'm not normally a platformer player, but this game did have some enjoyable parts too it. The graphics weren't really sophisticated enough, however, to win me over. And I found the game quite difficult to make progress in. Although to be fair, it is tagged with a difficult tag. Overall, the game didn't win me over.

See gameplay at <https://www.youtube.com/watch?v=4LrE5DL-KK4>

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