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About This Game

You don't know exactly who you are or where you are, but soon enough you will start discovering that your objective will offer you more answers to the unknown.

Insert Paper is a game that will test your bureaucratic skills. It's a matter of strategy and rigorous investigation. You will have to deliver the different documents considering the information required by the reader machines.

- **90s atmosphere:** The music and ambience were thought specifically to resemble the 90s.
- **Documents and secrets:** You will carry documents and intriguing VHS tapes.
- **Infinite and generated rooms:** Each room is different from the others, generated by procedures and with random stuff. Exploring is key to progress. There are from stairs to radio stations.
- **Easy gameplay:** The machines usually work in the same way; insert paper and press red button. It's easy to understand how to progress, without having to read a manual each time.
- **Various machines and elements:** From a radio to a shredder to a printer, any electronic gadget can help you to satisfy your needs.

Title: Insert Paper
Genre: Indie
Developer:
Startrening
Publisher:
Startrening
Release Date: 10 Oct, 2017

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English,Russian







Pros:

- Great graphics
- Great concept.
- But that's about it.

Cons:

- The handling is absolute garbage.
- Practice mode only has you following the lines, implement some sort of dialogue to help remember the route by heart.
- Needs more added vehicles, including minivans as well as graphics to show your a taxi.
- In practice mode, if you don't get in your lane before the starting line, your vehicle flips.

All in all, I understand this game is an early access game, so hoping to see more improvements in the future. At this point in time, I would not recommend this game. It's overpriced for what it is at this point in time.

. MeshTools creates some fun little engines, and this one is among them. Decent amount of fidelity mixed with a great and interesting little train. I can't recommend it enough.. The game has a very promising setting and description, but it fell short of my expectations. I found myself consistently frustrated while attempting to complete the missions given to me by the terminal. In one mission I was supposed to find a mop, but couldn't locate it anywhere. In another, I was supposed to pick up cargo with a drone. I spent 15 minutes bumping it through space trying to push it into a box, and when I did, nothing seemed to happen. The instructions and controls were unclear, and I didn't have the patience to figure out what I was supposed to do, because of my next point:

I am not a person that tends to get motion sick or suffer from eye strain, but as soon as I got into the game, my eyes begin to hurt - a dull, throbbing pain. I believe that this was caused by either the very high degree of motion blur, or something else about the graphics. I checked the options menu for a motion blur setting (there was none) and tried decreasing the graphics quality, but it didn't help. The only other time I've felt eye pain like this while gaming was when viewing the 3D setting of the Nintendo 3DS.

I played for 40 minutes hoping that the apparent eye strain would go away, but it didn't. This, combined with the frustrating gameplay elements, forced me to request a refund.

However, despite these complaints, I am still voting that I recommend this game. Why? Because the developer clearly put time and effort into it, and I've seen far worse things on Steam. I don't think it's worth the sale price of \$10, but if it's on sale, give it a try if you're into space games. The concept of being an inmate on a space station was fun, and the game would have been fun if I wasn't in too much pain to play it.. Being my first Crysis game, I really enjoyed myself until the aliens came and froze everything .

I had great time just mucking around and tackling missions pretty much anyway I liked.

Great visuals, great gameplay and plenty of twists.

9/10. Excellent python development environment - the debugger is especially good.. Good game, well played Matt Dabrowski.

The flight modelling seems all that history books write it to be. I do love the simple cockpit over many of the modern aircraft we now have.

But there are i think only 2 servers with very low population that run Sabres vs MIGs. So you'll likely end up doing a lot of solo flying in this.

The other downside is that she only carries 2x 100KG bombs, so its ineffecient to do any real ground attack work in the MIG15. Doesn't come with a campaign (there is one seperately) but comes with a few missions.

Look, she's a great plane, but she's not as diverse/interesting as the Sabre, which carries rockets AND bombs at the same time as well as the first heatseeker missile.

So if you love this jet and all its history, then this is for you!

If you want more bang for buck and just want a simple/early jet, go for the Sabre.. Diner Duo is a fantastic game that uses asynchronous multiplayer (like Keep Talking and Nobody Explodes) where the VR player frantically tries to make hamburgers out of dozens of ingredients while the other player sits behind the pc and runs around the cafeteria delivering food and drinks. It sounds simple, it *is* simple but it is just so much fun and an excellent co-op experience. I started playing this game with my girlfriend at 11 PM and three hours later we were completely beat and exhausted. Never knew you could get so tired by flipping burgers. Mind you, the game has a pretty steep difficulty curve. You will mess up. And better steer clear of those Christmas levels for now!

We are not that far into the game yet but I still kinda wish we could do something with all our hard-earned money. Maybe just to upgrade some of the stuff in the diner, new menu's, buy extra seats to seat more customers, better quality drinks or even furniture, even something mundane as getting access to new music or skins. I know we are getting into simulation territory here and I understand the simplicity is part of Duo Diners' appeal but I really have the feeling there could be so much more to it!

Still, a GREAT game that I would wholly recommend to anyone who loves asynchronous co-op multiplayer! Bring your friends! Bake some burgers!. This is a great party game! It really makes you want to chat about the answers with the other players, and some of the awkward questions got REALLY awkward... would recommend!. The following in depth reveiw was provided to me by my wife....

"It's fun"

Thank you for your valuble time.. The concept of Cosmic Leap seems pretty simple at first, all you have to do it jump around a bunch of planets and make your way towards your getaway spaceship while encountering several obsacles and enemies. I would not recommend this game for people who lack patience as you will end up punching the table many times thanks to unresponsive controls. Over time I somewhat got used to them but they are very difficult to master. This game poses a real challenge if you decide to complete both objectives (finish a level in time and collect all the coins within). There are also a couple of bugs where the game freezes upon opening Steam Overlay and when you fiddle with the screen resolution. On the other hand, Cosmic Leap has impressive visuals and undisturbing but yet good soundtrack. Also, try and find a steam coupon for this game if you can. 7/10. What a hidiously \u2665\u2665\u2665\u2665\u2665 game

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