Lumber Island - That Special Place Download No Virus

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About This Game

"Lumber Island - That Special Place" is a psychedelic first-person horror adventure.

- The plot doesn't lead you by the hand, only self-contained exploration reveals obscure history of this place and its secrets.

- Atmosphere is the most important aspect - you'll see no buttons on your screen; there is no inventory in the game, which provides maximum immersion aided by music, sounds and Oculus Rift in future.

"Back in 1970s, this island was known as the "Lumber Island". It abounded in rare wood species of the highest quality, which were sought for by the craftsmen from all over the world — many of them took trips to the island in person, to pick the best material. The island thrived on private manufactures and tourism... until deposits of oil were found under it. This finding doomed the island: its inhabitants were made to leave their home land, the wood was chopped down to the ground. And after the oil had been pumped out to the last drop, the island was left abandoned and totally exhausted."

You awake to find yourself in a life-boat ashore an island, and the last thing you can recollect is having fun at a great yacht party.

Title: Lumber Island - That Special Place
Genre: Adventure
Developer:
DeanForge
Publisher:
DeanForge
Release Date: 1 Oct, 2015

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Minimum:

OS: Windows Vista

Processor: Dual Core 2.0GHz or equivalent
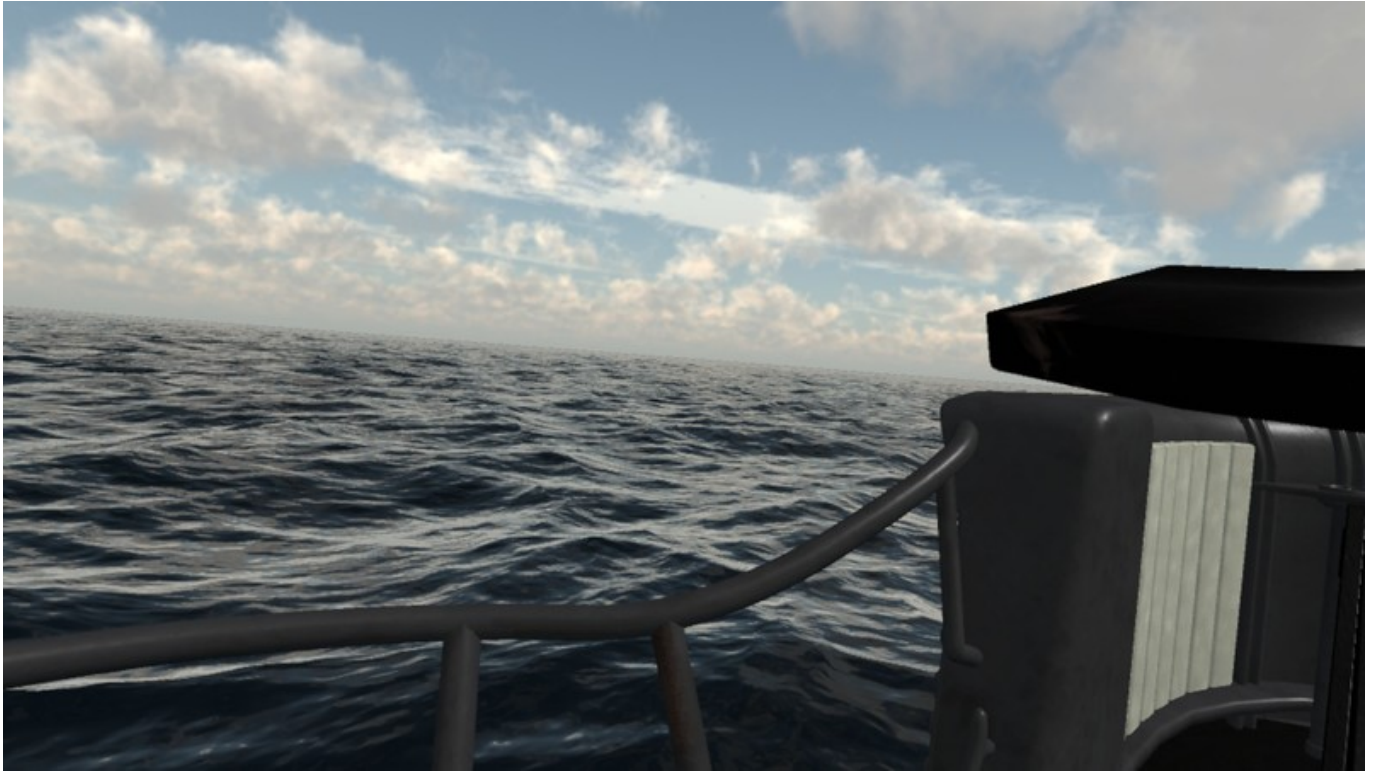
Memory: 2 GB RAM

Graphics: NVidia GeForce or AMD Radeon card 512 MB RAM

DirectX: Version 9.0c

Storage: 3 GB available space

English

I want to say, I like this game. It's a platformer that combines puzzles and reaction gameplay, and it was interesting for me,

Cons first. The game isn't easy, and I few times got frustrated dying or falling a fortieth time a level. The game also doesn't offer much different stuff. It's a bit monotonous. Though it's interesting enough for 44 original levels, I don't really think user-made levels would be interesting after the original game (unless the game was not difficult enough for you and you want it harder), though I'm going at least to try some. Some levels just don't fit well to the plot (especially the garden ones with Biblical quotes - I don't mind Biblical quotes, but I haven't seen the connection to the game plot).

And what is good. Atmosphere! It seems to really give you some impressions of social anxiety syndrom. These phrases written in the levels were really able to put me in this atmosphere. Most levels and puzzles are interesting. There are reaction and speed based levels, logic-based levels, and the ones combining both, and they are really interesting. Original graphics - after all I liked it.

Ammiel's ending was a bit shocking for me, and I got really deep and unexpected impressions in the end, which I like. Still didn't made it to Kaleb's ending.

So - if you aren't disappointed by cons above - buy this game. I'd say - it almost worth its full price, and don't hesitate if it's on the sale. However, still it may be the matter of taste. I can easily imagine people that wouldn't like it. The demo gives right impression about the game, so try it first. If you like the demo then you probably will like the game.. This game is a good example of why graphics don't make a game good. This game is from a different time, where games weren't really games. There were software limitations at the time. However! Despite it's simplistic look, it is actually a good game. The story is imersive as it describes a geneticly created being and his life cycle. Think of it like the Talos Principle of it's time.

Pros:
-Good story
-Can run on any computer (No points for guessing why)
-The OG Talos Principle
-Immersive
-Fun
-The music is weird but really catchy and good.

Cons:
-Too short :(
-If you close the game... THE WHOLE GAME RESTARTS >:((To be fair it is like an hour long game).
-No tutorial. Litterally thrown in the deep end.

I didn't include graphics on the cons list because it's not fair to this almost 40 y√o game.

Overall 8√10 - Would recommend to anyone looking for a short, immersive, singleplayer game from 1984. Really good zombie shooter with an interesting twist.
The drinking is very well implemented. I never felt sick or uncomfortable while being (virtually) drunk.
The first level is by far my favourite. To me it has the best weapons and ambience. Also zombies are coming from a 90\u00b0 radius which is nice. I don't like being attacked from all sides at once, mostly because of the Vive's cable and limited field of view.
The gunplay feels great, especially with the pistol and shotgun, while the SMGs are feeling very weak (except headshots). Also the revolver could have more power. Reloading is very fast by simply lifting the weapon over your shoulder.

+ Drinking works surprisingly well
+ No motion sickness
+ Weapon handling feels great
+ Nice bartender and creepy zombies
+ Nice graphics
+ Responsive developer

- SMG and revolver are feeling too weak
- Repetitive after a while (still fun though)

Played on HTC Vive.

P.S.: While starting up the game, be careful when turning around during the loading screen. There's a very nasty surprise ;). A twin-stick shooter needs to have the right feel and Bezier just didn't have that for me. The feedback from firing and hitting enemies, the design of the enemies themselves and the mechanic of destroying the shields... none of that felt remotely pleasurable. Keep waiting for the "next Geometry Wars", I suppose.. Honestly ...I thought it would be a good game , but ..number 1, I did not get anyone to answer or give me a tip on my queri (stuck in reactor)..number 2 ...graphics and how things happen in the game need to be addressed......example ...in the cell room, as you're walking (running) along the wall as you go up the stairs to get into ather rooms , it seems like the wall its two parts and as you get closer ,it turns into an actuall wall......anyway , I believe the game is a one person endevour (thums up for you) but , in my opinion ...it needs work........ Cool aesthetic, and their hearts are definitely in the right place. I love the various encounters that my crew can get into when I send them down to planets. I think it needs a little more time to cook in Early Access, though - there's not quite enough going on "under the hood" to keep me enthralled while I go from system to system and occasionally shoot things.

Were I the developers, I would improve the navigation system and map, so that I can tell where I'm going and where I've been a bit more easily (my strategy thus far has been to go willy-nilly towards whatever jump gate has "???" above it, until I run out of one of the supplies and backtrack frantically looking for a planet rich in that supply). Perhaps a listing of scanned planets could pop up when you hover your cursor over an explored system on the map?

It takes a loooong time to earn an upgrade, which is fine as long as I'm excited to continue the grind. I'm not certain there's a way to save at this point, which makes grinding less palatable.

It also seems a little arbitrary which supplies your crew come back to your ship with. I'd like an option to go for particular supplies, or at least a system that automatically put more emphasis on needed supplies.

I don't want to sound like I'm complaining. This game is probably going to be really spiffy, once it's fully-formed! This is what Early Access is for!

Best game in the world, one of them.. Short but fun 2D platformer.

As one of the four available characters (they seemed pretty much the same other than their looks) you jump, shoot, dash and shield your way through a bunch of short missions.

There are three different mission types:
- Target practice = Hit all the targets scattered around the stage using either your gun, shield or dash.
- Danger Zone = Reach the goal while avoiding enemies/traps.
- Dash = Rush to the goal as fast as possible.

There are multiple stages, each with their own gimmick, and despite each stage being only 20-60 seconds long most of them were fun to play through.

This is the type of platformer where you are supposed to try and get a good ranking, so if replaying the same stage 10, 20, 30 times in a row while trying to reach the goal just 0.01 seconds faster is not something that sounds fun to you, you should probably skip this game.

Personally, I had a blast. It took me 3.5 hours to get an S rank on all the missions, and in my opinion Capsule Force is definitely worth a purchase. Even at full price, if you don't want to wait for a sale.. I'm very mixed on this one. It's quite literally a very simple game. Cool idea but it tends to cause me to drone out and start to lose my focus on playing. The price is a little high for something with low replay value & I really hate the fixed camera angle. Got me killed several times. If it's on sale though, I say pick it up for an hour or two of an interesting concept. Think temple run but you get to fight back as you run. Low 3 Out of 5 Matt faces.. Pretty game, but short and easy. (My total hours are inflated because I kept forgetting to exit the game and left it running while not playing it.) Good choice if you like hidden object games, but only recommended if on sale and bought in a bundle with the other Samantha Swift game.
Rating: 3\/5. This game may look kind of short at first, but it doesn't really get fun until you win and unlock Nightcore mode. I swear, this game is insane when you actually get the ball rolling. Definately worth my time and money. Has at least 50 more hours for me to sink into. Getting gud at this game and learning all of the intricate timings of jumps and slides in various encounters is really fun.. This is just a reskin of the zombie army games and it not vary fun single player. If this game were cheaper I probably wouldn't complain but i feel like for the price and what it is the zombie army trilogy would be a better deal.. I've played UniBall many years ago and the game still holds up very well today. It is very easy to pick up and play but takes a while to master. Luckily, the community is very open to new players and you can find plenty of people willing to help you learn the ropes.. The scenarios are rubbish. The victory conditions and defeat conditions are often arbitrary. The naval combat just does not work. The air combat could use some polish. Especially when it comes to making it clear just what kind of fighter a particular plane is. Apparently there are three types: interceptor, dogfighter, and heavy fighter. Good luck finding out which plane belongs to which category. The land combat works fairly well though. But amphibious operations are a tedious mess. Let's just say that the Morning Sun campaign is a thousand times better than the pig slop that is the U.S. Pacific campaign. I guess this means that Slytherin is taking feedback seriously. So, hopefully we'll just look back at this as the really bad campaign for Order of Battle and enjoy the material that came out later.

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