
UNDERWATER: STAY ALIVE Download Uptodown



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About This Game

Life on earth is in danger. A research team has been sent into outer space to explore new habitable worlds where humans can start a new life.

Near an unknown planet the research ship falls out of hyperspace. All controls and sensors have failed leaving the vessel dead in space. You have no choice but abandon ship in an escape pod.

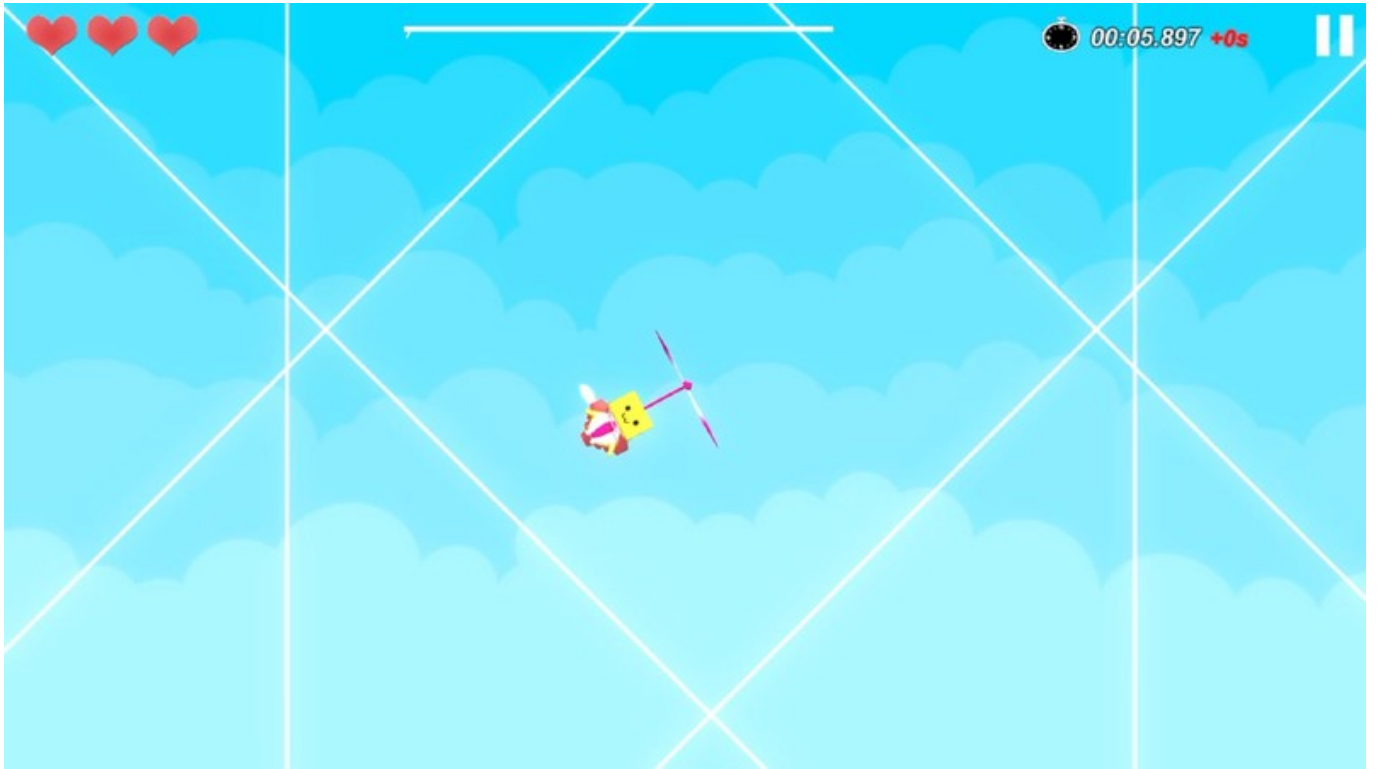
The entire surface of the unknown oceanic planet is frozen. Upon impact the escape pod managed to break through the ice cap.

An amazing alien world is revealed in from of your eyes. Your task is to survive and find out the cause of your ship's tragic events. But BEWARE !!! You are not the only survivor in the ocean's depth.

Title: UNDERWATER: STAY ALIVE
Genre: Action, Adventure, Indie, RPG, Simulation
Developer:
FOREVER GAME STUDIO LTD
Publisher:
FOREVER GAME STUDIO LTD
Release Date: 8 Feb, 2019

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English







10/10 i play for the "plot". FYI This had fatal, horrible display issues on Win 7. Just get CK2.. Very enjoyable! The map editor is simple and easy to understand. With the amount of user content available this game will never get old.

Keep up the great work!. it's not so bad.

but it's boring after an hour.

this game needs multi!. It's absolutely terrifying and I dare to say better than slenderman style in VR I would've browned my pants for sure it must come to VR!

<https://youtu.be/VKIRUK7iegnw>. It's worth buying the game just for this.. The Game Brings Back Good Memories It Was My First Call Of Duty Game And It Will Forever always be my favrout was simple fun and DIDNT HAVE EXO SUITS AND FUTURISTIC ASSETS. I Digress Its Fun And Was A Big Part Of My Xbox 360 Days I Even Bought This On Pc Just For The Fun Of It SHOULD BUY :). Right now, it's very early. Literally everything it's prone to change, but I can say, with my little time in it, that it's totally worth it right now. Sure, it's a little bit broken, but I've screamed more than once. The monsters, the colors, the music, the sounds, the atmosphere, everything fits very well, and I actually have faith in this project. Please check it out and support the devs; they deserve it.. This "add-on" makes all the previous ship models uselss, the new hulls are compleatly unbalanced and many are twice the size of the old racial counterparts for the same class. Completely oblidentates the use of the racial ship hulls there is no reason to use the old ones anymore, making battles bland and monotone.

This game cheats so bad!. flying mode roach is the terrifying thing ever,... All of the enemy models have the same generic 'rarrrr!' sound effect & either only the first enemy has any patrol path programmed or the only reason it attack me through the closed door is because it is positioned so close to the door that I was within its hitbox OR none of the enemy models have any patrol path programmed at all, they all just stand in place and do their limited animation over and over; all our GameGuru friends are here, weird alien with arms up over the shoulders with their elbows flopping down and either vibrating because the animation is too fast or because they are colliding with the terrain, grey alien who has Hellraiser syndrome, black alien/insect thing with scythes coming out the back and they are mostly facing away from the linear path and because they have no movement programmed they won't turn to face you.

I was convinced that the game had somehow spawned me at the end and I was going through the path backwards because so few of the enemy models were facing me...this is really stunningly low effort, there have been some really shoddy GameGuru releases in the past but it has definitely gotten worse, this isn't even funny in its lack of gameplay like Lost Base Escape or confusing in what seemed like its attempt to have gameplay like Slingshot People.. Another very solid casual adventure game published by Artifex Mundi.

It helps for the start of the story to know the previous game, but you can easily get into the game without having played the prequel. The story is pretty straight forward and most of it is set in a fantasy world.

The presentation is well done. Just the quality of the videos and the voice acting is sub par. Both don't affect the game much though and the graphics are just beautiful. The music suits the setting and doesn't get annoying.

Some of the puzzles/minigames are way too easy and only consist of matching shapes and/or colors. The achievements in this game are also aimed at a *very* casual audience. The inventory based puzzles are much better though and they easily outweigh the weaker aspects of the game.

The bonus chapter seems a bit rushed though with a lot of 'find x similar items to use in the next minigame' puzzles. Still the artwork and also the story make it worth at least one playthrough.

Overall another fun casual adventure game that you can sink a couple of hours in.. I played the demo and the first level of the game so far, and it is fast paced, intense action. There isn't a real story campaign, just a back story.

The graphics are good on high, and the soundtrack is perfect for the game. There is some repetition to the enemies, and combat, but that is common in most action VR games.

The biggest flaw is the lack of saving checkpoints, so you have to beat the entire level or you start back at the beginning. This is not player friendly. I also had one bug where I fell through the map, but overall it's been pretty smooth, and the locomotion options are good.

I bought it on sale, and recommend it at sale price.. It's quite fun, and definitely worth the price.

It's got all the elements you'll like from the old school top-down games like ALttP, and the world the has been created is both beautiful and engaging.

The combat is varied, and you're given more than enough tools to dispose of enemies as you see fit. It's also nice to be trying to destroy the world instead of saving it. It's a nice twist to shake up the typical story of the genre.

Overall, I definitely recommend it.

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