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About This Game

Venture into the realm of a madman to free your beloved from captivity in **Brink of Consciousness: Dorian Gray Syndrome Collector's Edition**, an incredible Hidden Object Puzzle Adventure game! As reporter Sam Wilde, you must work quickly to unravel a bizarre series of disappearances involving young and beautiful people.

Your investigation suddenly becomes personal as the next victim of this psychotic serial killer is Anna, your love! Sam's every move is being tracked so he has to be extra careful. Putting his journalistic talents to the test, Sam must find the maniac who has kidnapped Anna, and stop him before it's too late. Travel to Goldvale Manor and scour every nook and cranny of the grand mansion for clues that might lead you to her rescue. Use your instincts and intellect to solve devious puzzles, avoid traps and defy the lunatic's treacherous scheme.

Will you ever escape his clutches?

The Collector's Edition includes:

- Gorgeous locations and highly detailed hidden object scenes
- Bonus gameplay
- Interview with the developers
- Concept art

Title: Brink of Consciousness: Dorian Gray Syndrome Collector's Edition
Genre: Adventure, Casual
Developer:
MagicIndie
Publisher:
Plug In Digital
Release Date: 1 Jul, 2012

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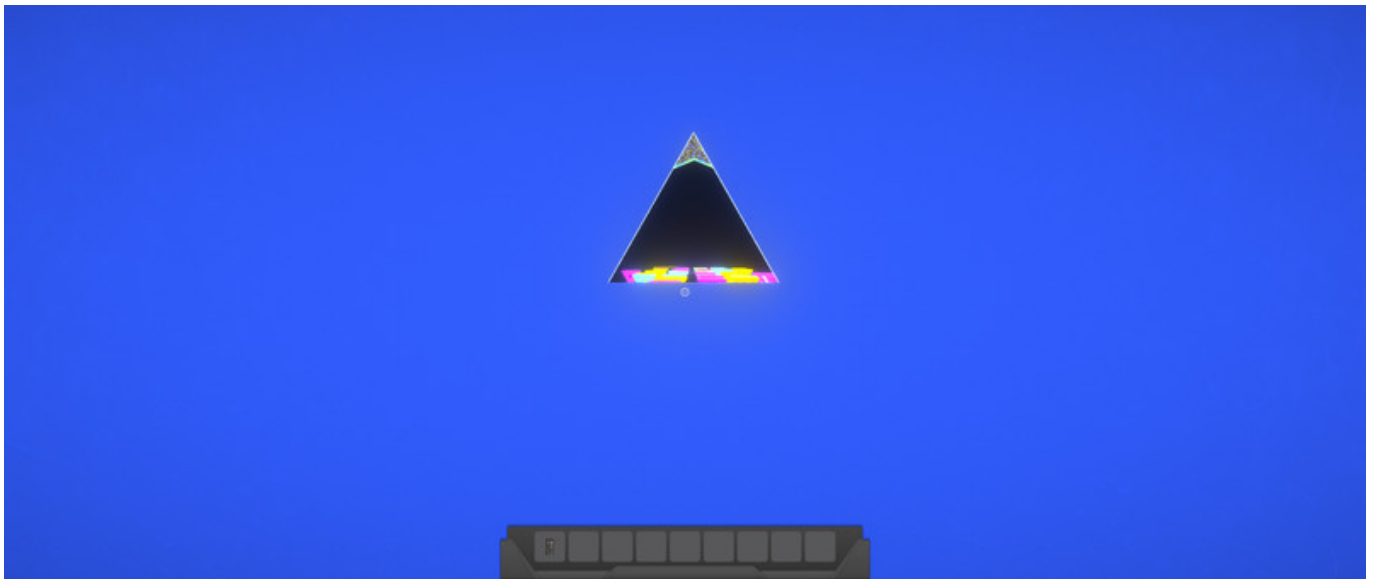
English,French,German,Czech,Dutch,Japanese,Russian,Polish

Sebastian in Colombo

Bargeld \$ 34.756







I find it really interesting and well made escape the room game, the puzzles and level are really fun.

Since this is an Early Access, I expect that the developers will improve the Vive controls with more motion control and roomscale. I'm really looking forward to new levels too!. Read our Full Impression over at:

<http://www.confidentgamers.com/dungeon-stars-early-access-preview-impression/>

Dungeon Stars Early Access Preview Impression

After playing close to 6 hours of Furnace Games' Dungeon Stars, we have to say that are loving this game.

This is our impression and not a review for the main reason that as of this writing, Dungeon Stars IS in early access on Steam and there could be changes coming with the full release of the game. That being said, once the full game is released, then we will give our full review.

Dungeon Stars is a mash up of a side-scroller, endless runner, RPG, and hack and slash. It is a very simple control game.

Dungeon Stars has a very eye catching art style and the music is upbeat and entertaining. The heroes are fun and creatively designed. Each hero has their own special ability and depending on the loot that is found, you can improve on those.

When we first started playing, we just willy-nilly chose whatever hero, not really paying attention to the dungeon type. Until we noticed an icon in the upper section of one of the screens. Once we started making a plan of attack, it made things a lot easier.

Right now, Dungeon Star is \$14.99. Some might see that as kind of pricey. Could the price change, maybe.

All in all, we are enjoying playing Dungeon Stars. We can't wait to see what the full game will bring.

Will have a FULL review at that time.

Dungeon Stars is a very simple game that packs in there a lot of addictive fun.

. Russifier pls!! I bought this because it looked a bit quirky and fun. After a brief play, I am stunned. I cannot emphasize enough how poor this game is, the quality is exactly that of a hashed out flash game. Only purchase if you have a level of morbid curiosity.. Only AI, theres no PvP. Simple yet gomblex.

Aesthetically pleasing to the eyes, runs good on my craptop (Thinkpad T510i with Intel HD Ironlake graphics).

It's like touhou.

My only complaint is the projectiles my ship fires can make it hard to see the projectiles from other ships.

That and it slows down some times (for a split second), and the sound crackles a bit.

But that might just be my craptop, or pulseaudio.

I'll test it on my Linux "gaming PC" soon.. If you like strategy games and sailing this is the game for you. Features fun arcade style ship battles. Its alot more than a birds eye view game. Battling reminds me of Assasins Creed Black Flag. Also features fun trading system.. I have played this game on the lowest settings and about 500p so shutup about optimization, grow a pair and stick through it.

I recommend this game, the combat (classic) is satisfying (default with 25fps is not satisfying), the cutscenes are nice, the story is great, the leveling is rewarding, the bosses are challenging, sometimes too challenging, but that's what we're playing difficult games for, isn't it?

Some reviewers complain about Fury being an unlikable character. The game makes you like her eventually, since it's essentially her journey of transformation.

I never wanted to play a movie when playing a Darksiders game. If I want a movie, I'll go and play COD on normal mode. DS has a challenge that stops you from progressing if you don't deserve it.

My only complaint is that there aren't more areas to explore, DS2 had backtracking that mattered, DS3 tries to encourage you to backtrack, but ultimately I asked "why?"

On the other hand DS2 had shops that I never used... \u00af_(\u30c4)_\u00af

I have yet to play NG+ and waiting for the final DLC.

DS - 8.5/10

DS2 - 9/10

DS3 - 8/10

I think this is great, note that this is not a big budget documentary piece but more of an artistic, emotional experience. For me it was around 20 minutes, but I understand that they are looking to add more content so you can't wing it really. This is a very nice experience to show friends and family, I quite enjoyed it and I think it's would be a great example of VR to show any visitors.

. One unit of Siemenovski Foot Guards held out in a melee battle against >1000 British line infantry in a melee fight, 9/11 would recommend.. This game is actually pretty cool. Definitely a Portal-esque kind of game. Definitely worth the money. The timer is actually a really interesting and challenging aspect to this game. Very well done.. 3/10
Didn't finish what I'm guessing was the final level, gave it a good 8 or so tries.. switched some things around, cause u can freely switch upgrades between defenses.. no dice, moving on..

I still recommend this game to tower defense fans cause it has a fine feel and good look.. I like the difficulty, I was never too comfortable taking a bite of that pie ya know..

I didn't like the lack of information, especially coupled with the difficulty..

It's a simple Tower Defense that's really only recommendable to the type of Tower Defense fans that are only reading reviews to make sure the game works... it works... it's pretty much the lowest possible recommendation.. DEEP DISCOUNT, just wait.. PEACE=]. best little turn-based wargame on steam..... The game is great, you wanna use a controller or change the inputs(if you use a keyboard) or else you can't play the game, it's a lot of button smashing and fun. 1000000000/10 -totallynotIGN. Very fun and lighthearted spooky story about 2 girls entering an old house to get candy (because halloween)
The game is pretty short but worth the 1 ~ 3 hours of gameplay
and i recommend following a walkthrough because some of the puzzles can get confusing
+ this game gets a seal of approval from me because it's very cute
even better the games cost \$0,00 dollars
but if u want to support the developers of the game, buy the dlc, u get an art book and u also support the developers, i didn't buy yet because i'm broke xd, but i'll soon. 11 revolver pointblank misses/10

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