Tales From The Void Key Serial

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About This Game

Tales from the Void is an atmospheric real time tactics game inspired by early 20th century sci fi adventure stories. Prepare yourself for a novel gameplay experience, with 5d3b920ae0

Title: Tales from the Void
Genre: Action, Adventure, Indie, Strategy
Developer:
PortaPlay
Publisher:
Black Dog
Release Date: 20 May, 2016

Minimum:

OS: Win7

Processor: AMD A10 6700 (Quad core 3,4GHz)

Memory: 8 GB RAM

Gra

English,French,German,Russian,Ukrainian

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Cool game! Great graphics! Sent all crew members over the asteroid during tutorial! Would send them to their deaths again! lol :-) 10/10. EDIT: After giving it multiple second thoughts, I have changed my mind about the way I wish to review this game. The only problem i found myself having was the camera angle sometimes got in the way. This game has beautiful graphics,

unique controls, an amazing atmosphere, and definitely a fresh feel. This game is new and can only grow from here. ------------------- I don't know if it's a problem on my end, but this game's physics and controls are just so unbearable. If you like overly difficult games that have poor controls and over exaggerated physics you might like this game. 3.5/10 Definitely has potential. Definitely is a cool concept. Definitely is not for me.. Just boring in my my opinion. Controls can be a bit funky and it's just slow. Wouldn't recommend.. OK that's a different one review. This game is actually an weird experience. It's actually a pretty good survival simulator. The first time you start you can feel -like the controls are bad -your troopers fall all the time down the cliffs So why give here a good rating ? Well the game is based that a WW1 Submarine got lost in space. And actually there the game does start to make sense. Its like a game for H. G. Wells books. The Physics are maybe the greatest enemy. With some training it's actually feels like a pretty good Simulation. Its actually pretty funny to see how recoil works in low gravity. A lot of weapons do backfire. Like rocket launcher, instead of just do the damage, it does push all stuff around from explosion wave and does damage them. Had once this funny thing, did fire my rocket launcher, killed my crew man and the other was pushed from the asteroid by the explosion wave. Best part of the game are in my opinion the monsters you do fight, they get after each level more and more dangerous. Each weapon has its own behaviour. Each level is completely different designed. It feels pretty good if you manage to survive here.. It's a different type of game I'll give it that. The bumbling marines have a certain amount of free will, but will try their hardest to follow your orders. It's like directing a ship full of fools. They'll shoot each other if you don't tell them to get out of the line of fire. They'll bounce right off the edge of the map if you tell them to go at a faster speed than they have the ability to maintain a sense of balance at. Meteors will rain down, aliens will attack. But your slow helpless marines are loyal to the end, usually a bitter end. It's entertaining if you need something to fill your time. I got it on sale online for about 15 cents, and I'd say I got more than my money's worth so far. It's entertaining when I need something to kill some time. Or some marines. Whichever comes first really.. Cool game! Great graphics! Sent all crew members over the asteroid during tutorial! Would send them to their deaths again! lol :-) 10/10