Study Of Unusual: Forest Of Secrets Portable Edition



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# **About This Game**

In Study of Unusual: Forest of Secrets you are secret agent which went to unusual forest. You need to find out the reason of people disappearing. During the investigation you need to unravel the mystery of the forest, collecting notes and documents of disappeared people and try to stay alive.

#### **Passing Principle**

Collect notes in the forest to understand what happened to the missing people here.

The game has 7 notes.

#### **Tips**

Use saves as often as possible, because the Monster can kill you

#### **Game Features**

- Open world
- seamless locations
- Horror atmosphere

Title: Study of Unusual: Forest of Secrets Genre: Casual, Indie, Simulation, Strategy

Developer: EviceGames Publisher: EviceGames

Release Date: 24 Jul, 2018

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### Minimum:

Requires a 64-bit processor and operating system

**OS:** Windows 7/8/8.1/10

**Processor:** intel core i3-2400 CPU 2.40GHz

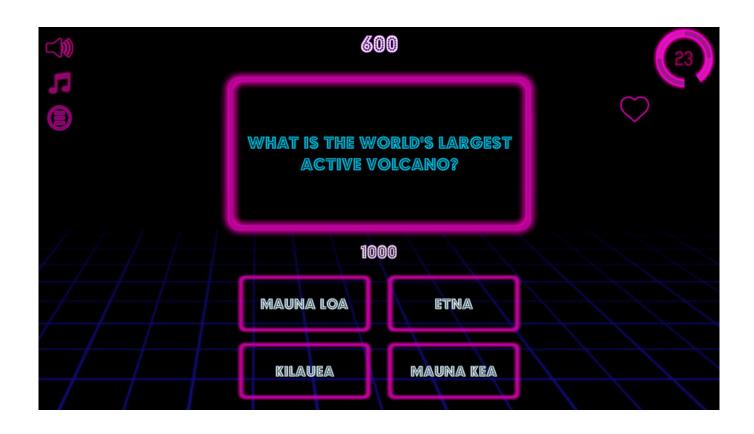
**Memory:** 6 GB RAM

Graphics: nVidia GT 640

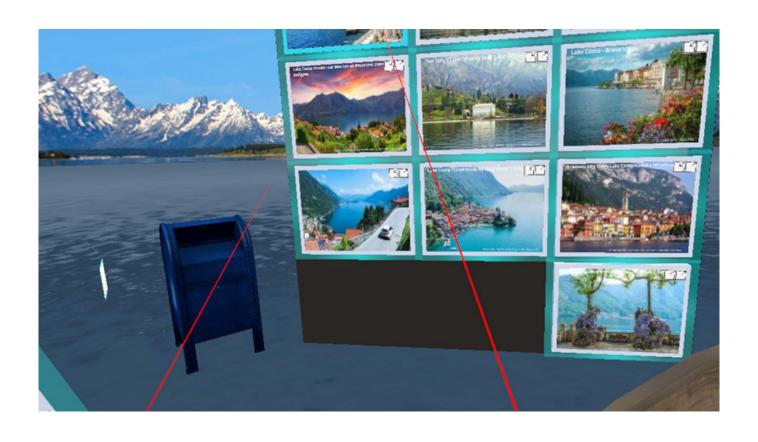
**DirectX:** Version 10

Storage: 6 GB available space

English,Russian







Warning: As with all KF's overpriced DLCs, only get it on a sale. (Also, this'll be a short review, since its just a character and all)

Out of all the characters, both the ones packaged with the game and purchasable ones, plus unlockables, I've wanted Mrs. Foster the most. She looked good. Really good. And that convinced me. I expected her voice to be just as good as the males'. Boy, was I wroong...And no, the age in her voice isn't my issue here. It's whoever wrote her script. She is so serious in comparison to the male voices, so much more that it kind of disappoints me. I'll still use her, but the overdone, yet funny cockney slang was so good for me I actually miss it now. Oh well, at least I'll hear others say them.

Also, another personal issue I've had with her is that the FPS arms are actually white long sleeves (still has fingerless gloves though don't worry), just look at that. Kind of annoys me. Oh well.

So, in short, if you want her for her general looks the most out of all the characters, get her.

If either issues I've had bothers you, then don't. I'm serious.

She is good overall, though. I just really miss "WAKE UP YOU PILLOCK!".... Pretty good play mechanics and has helped me in the real world games I play, recommend this to all.. I thoroughly enjoyed this game. The atmospheric music, sound effects, and visualls just worked really well together. Also as you progress you gain additional abilities that open up the strategy of the game. I would have liked to seen a the enemies be a little harder however, but I don't think it took anything away from the game.. More than just a shoot-em-up! Super cool!. If you play as the US or UK you NEED this DLC!. INTERNET CONNECTION REQUIRED FOR ONLINE GAMING. something something thanos. If you want something easy, a bit cheesy, and pretty much mindless I'd reccomend getting this !ON SALE!. It usually goes down to \$5, and it's definitely not worth the full-price. Honestly, I bought it more as a joke and have referred to it, with friends, as the "Scooby DooVLooney Tunes Furry Simulator" due to the fact that you can create your own anthropomorthic character, which you can dress up as ridiculous as you'd like.

It's geared towards a younger audience, obviously, but even as an adult I found myself enjoying myself as I played through it. It's not something I can immerse myself in, and the plot points in the "story" are a bit cliche\predictable, but if you're looking for something that you can just casually play then this might be a good place to start. And if you have kids, they're most likely to enjoy this the most!

However, I'd have to take points away since there's less Scooby Doo and more Looney Tunes. This I only bought this for ol' Scoob ol' buddy ol' pal. :\/ (I mean, it was on sale but still).. This game.. it is more like a joke to call this\u2665\u26

This is not a game, is a bug!!!!! Thanks God after the 4, there is the 5......absolutely not a game to play!!!!. Acceptable for a F2P, but \$29.99 for this trashcan is ridicolous.. This game takes alot of time and it's very had lol like no joke.. Whack-A-Vote: Hammering the Polls is a VR only game set in a universe where you can only cast a vote by getting a rad new high-score on the whack-a-mole machine. Upon starting up the game you are in an abandoned building with a slip of paper asking you a few basic questions. You must fill them out with a colorful crayon of your choice but best hurry up and answer the form because the workers are having none of your nonsense and will jam you in the voting poll before you so much as scribble your dumb opinion. It's really annoying actually, a man is trying to draw a pony and 'The Man' brings your hopes & dreams crashing down.

After being so rudely teleported into the poll and trying to smack the machine into working so you can just go home and catch up on Game of Thrones, you'll notice a slot machine that dishes out taxpayer money. With rubber chicken in hand I walk over and pull the lever, half expecting a Swat team to rush in any moment. To my surprise I won and out came a plethora of gold coins. After trying to stuff them in my pocket and remembering that I'm in VR I sigh, then halfheartedly jam a coin into the machine. Chicken at the ready I'm ready for Clinton or Trump to make their appearance and save America. To my surprise what showed up instead was Pepe the Frog.

Shrugging I smacked Pepe as hard as I can and lost 10 points. Do not smack the Pepe, lesson learned. Immediately giving up I started to observe all the weapons in your disposal, them being a wiener, mallet, chicken, fish and other objects to wield. You can even duel wield if you are feeling particularly badass. Settling with the giant wiener I chucked in another coin and laid the smack down on Clinton & Trump as they emerged from the depths. Avoiding\u2665\u

There is no leaving that poll, none of what I did mattered, democracy is a lie! Panicked I starting waving my sausage (meat) out of the poll and into the empty room signaling for help to no avail. The only escape is to open the Steam Overlay and shut down the game, though it felt like I left my soul there in the process. So exactly like real voting I suppose. Moving on from me slowly going insane by playing whack-a-mole for an hour there is very little to this title. You are teleported before you can scribble anything on the form so you\u2019re left with only the machine to mess around with. While the weapons are entertaining on a cosmetic level the hit detection is a tad off. The lack of rumble when you hit a target is disappointing so you have no feedback either. Whack-A-Vote used to be sold for a dollar but the devs took customer feedback to heart and made it into a free to play title, refunding all that paid for it. It is definitely worth a download for a couple minutes of fun as a small, free distraction.. The game is not worth the money it is right now if you want a good farming simulator go for the farming sim games from giant as they are more optimized than prof farmer 2017 its lack of machinery bad quality in the textures for a game that should have came from 2005 not 2016 as for game play you'll find it better from other farming sim games out there i plaed it for a while to see how it was and i waisted my money the description isn't even worth reading for this game therefore i would not recommend this farming sim to anyone but i would recommend other ones. Even after 10 years this game still look good. TL:DR: One of the coolest puzzle game mechanics I've seen in a long time. Difficulty ramps up very slowly, with new mechanics getting introduced every ~10 levels. Graphics look really nice, but textures get repetitive after a while. No glitches or gameplay issues in the ~40 minutes or so I've played so far. Pretty decent game for what I've seen so far, I'd recommend at a discounted price.

## First Impression Gameplay:

https:\/\www.youtube.com\/watch?v=yIhY0aq3khY&feature=youtu.be

The beautiful steam pictures are what prompted me to grab this. Plus I'm a huge fan of puzzle games, so I was quite hopeful this would be good going in. So far it's been pretty decent, though I'm only 40 minutes in. There is a really cool game mechanic which I feel is worth it just to play with. I wont give it away and ruin that Aha! moment.

Controls are basic but sufficient for what this game is. Pick up objects, release them, and rotate. I do wish there was a sprint button however. Otherwise, controls are responsive with no issues.

Audio is good, with mostly environmental ambient noises and interaction sound effects. No vocals or voice overs as of yet,

The graphics do look very nice, but wow is there a ton of ambient occlusion. It looks good though, don't get me wrong. Biggest complaint I have in the graphics department is that all the levels look very similar. Sure we see some water and other changes here and there, but it just feels repetitive.

Without going into detail and ruining the cool game mechanic, I can say that difficulty starts off very easy and kind of hovers there for a few levels. It takes like 9 levels before we move on from box stacking to button pressing. But hey, can we really complain about more levels?

One of the things which let me down was a lack of detail when progressing from stage to stage and death. If you touch water the game just freezes with a "you died" box popping up. No fade to black or anything simple even. Felt jarring. Also, you enter these teleporter rings to progress after each stage, but you don't actually get to enter them. It just freezes once you touch one and boom next level. Would of been cool to step inside and hear some kind of transport noise or something. I know these are little complaints, but hey it bugged me.

Overall, the game is satisfying for fellow first person puzzle solving enthusiasts. I can recommend this title, but grab it now while it's discounted, since \$15 is on the high end of what I would normally pay for this.. This is an excellent game; although, not for me as I found out. It is supposed to be relaxing, but it somehow manages to make me furious. This is probably due to the clunky controls. I played this game on Android - and it was much better there.

However, many people (who are probably not perfectionists in gaming) will find this very relaxing on any platform. Issues: Right off the bat, it feels like it's in alpha. Keyboard controls are clunky, non-intuitive, and sometimes produced different results than the options menu indicates they will produce. There's little mouse options in this game. The dialogs do not always indicate the next step of the quest. Sometimes you have to guess what to do next. This can be very frustrating. Honestly, although the graphics are lovely, it feels unpolished and about 15 years old.

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