
CrossWorlds: Escape Download Install



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About This Game

CrossWorlds: Escape is a hardcore game in which you will have to deploy all your skills to survive in a huge open world that is susceptible to changes in weather, seasons and various natural phenomena. You have to start from scratch, supplying yourself with food, tools, clothing and shelter. You need to protect yourself against enemies who may turn out to be stronger than you, and you have to prepare for winter and summer. As you do all these, it would be quite good to at the same time look for a way to get out of this strange world where you happened to be against your will.

Key features:

- A 64 km2 game world, which you can explore without any restrictions
- Change in seasons:
 - Hot summer – time when you would want to be closer to the snowy peaks or at least to the cool creek
 - Fertile fall – the period of big travels and discoveries, a time you shouldn't forget about the coming winter
 - Severe winter – the time when a warm shelter with a hot fireplace and pre-readied stocks will be useful
 - Refurbishing spring – ready to sweep away your shelter from places perfectly coping without it for centuries

- Weather phenomena:

Gentle breeze that helps you to cope with the summer heat or that turns you into an icicle in winter playfully

Long-awaited rain, which will prevent you from dying of thirst, but at the same time, will flood your shelter

Mysterious fog, which will help you to escape from the crowds of enemies, but thanks to which you will pass the desired location without finding it you have missed your destination

Soft snow that decorates everything around. The snowdrift, which you will turn into, will be quite beautiful

- Various biomes willing to share their wealth ... if you can cope with their inhabitants

- Enemies – both those that got trapped in this world against their will and the indigenous inhabitants with advanced intelligence, ready to call their friends to gladly kill you if they can't do so alone. But if they can't kill you with friends, they will play dirty tricks on you and crush your temporary shelter

- A construction and crafting system you can use to acquire strength, new clothes, armor and weapons. This system will force you to visit the most remote corners of the world, destroy already endangered species, explore the dark and inhospitable caves, where you will be seen as enemy number one

- Deadly creatures with immeasurable levels of strength. You will have to find or summon them, and then win them, to get out of this world. But if you don't hurry up, they may get bored and will come to you by themselves at the wrong time

- Severe and deadly magic that changes the laws of nature, gives enormous power, but demands long and difficult preparation and unreasonably huge cost in exchange

- A cooperative of 2 people will increase your chances of survival and successful search for a way out of the CrossWorlds

Title: CrossWorlds: Escape
Genre: Indie, Simulation, Early Access
Developer:
Another Reality
Publisher:
Another Reality
Release Date: 12 Oct, 2016

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-Bit

Processor: 2.2 GHz Dual-Core CPU

Memory: 6 GB RAM

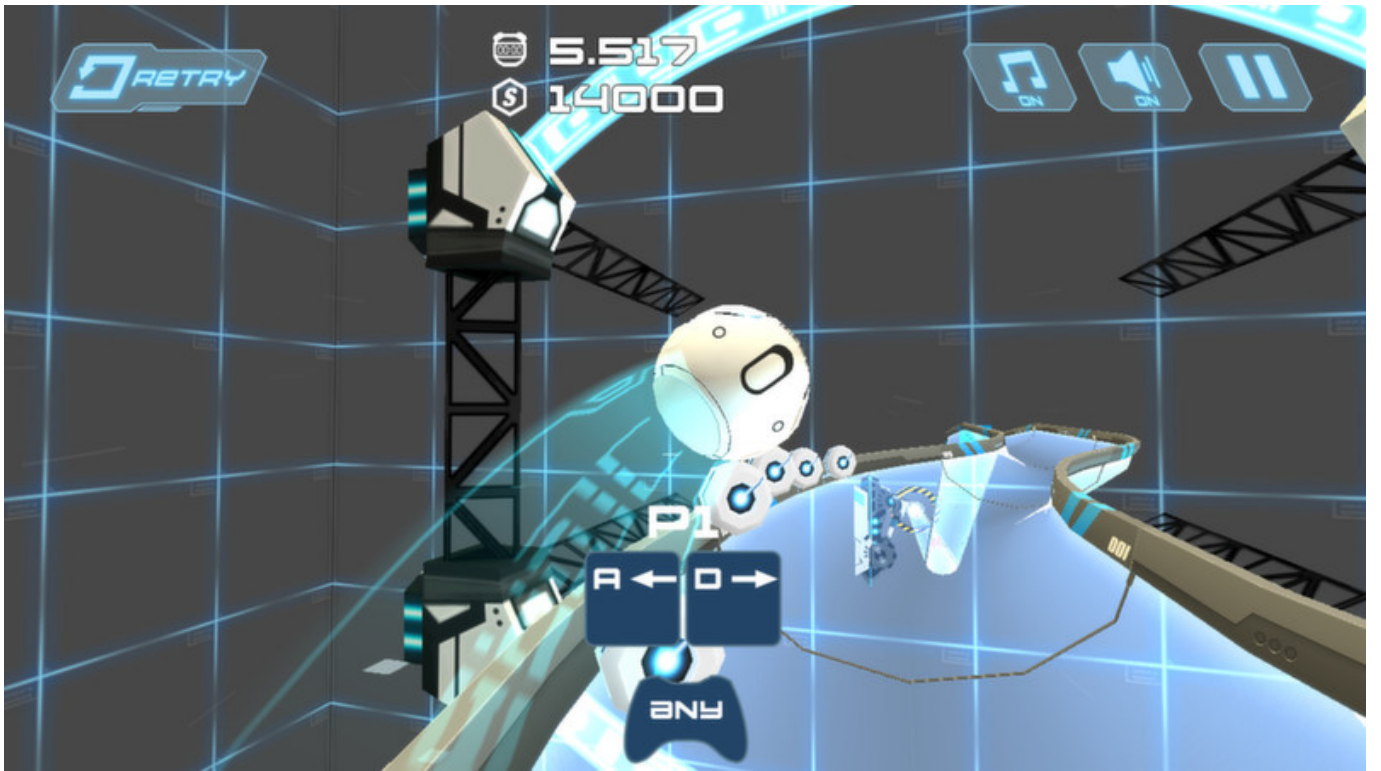
Graphics: DirectX11 Compatible GPU with 2 GB Video RAM (work on integrated and mobile graphics cards has not been tested and is not guaranteed!)

DirectX: Version 11

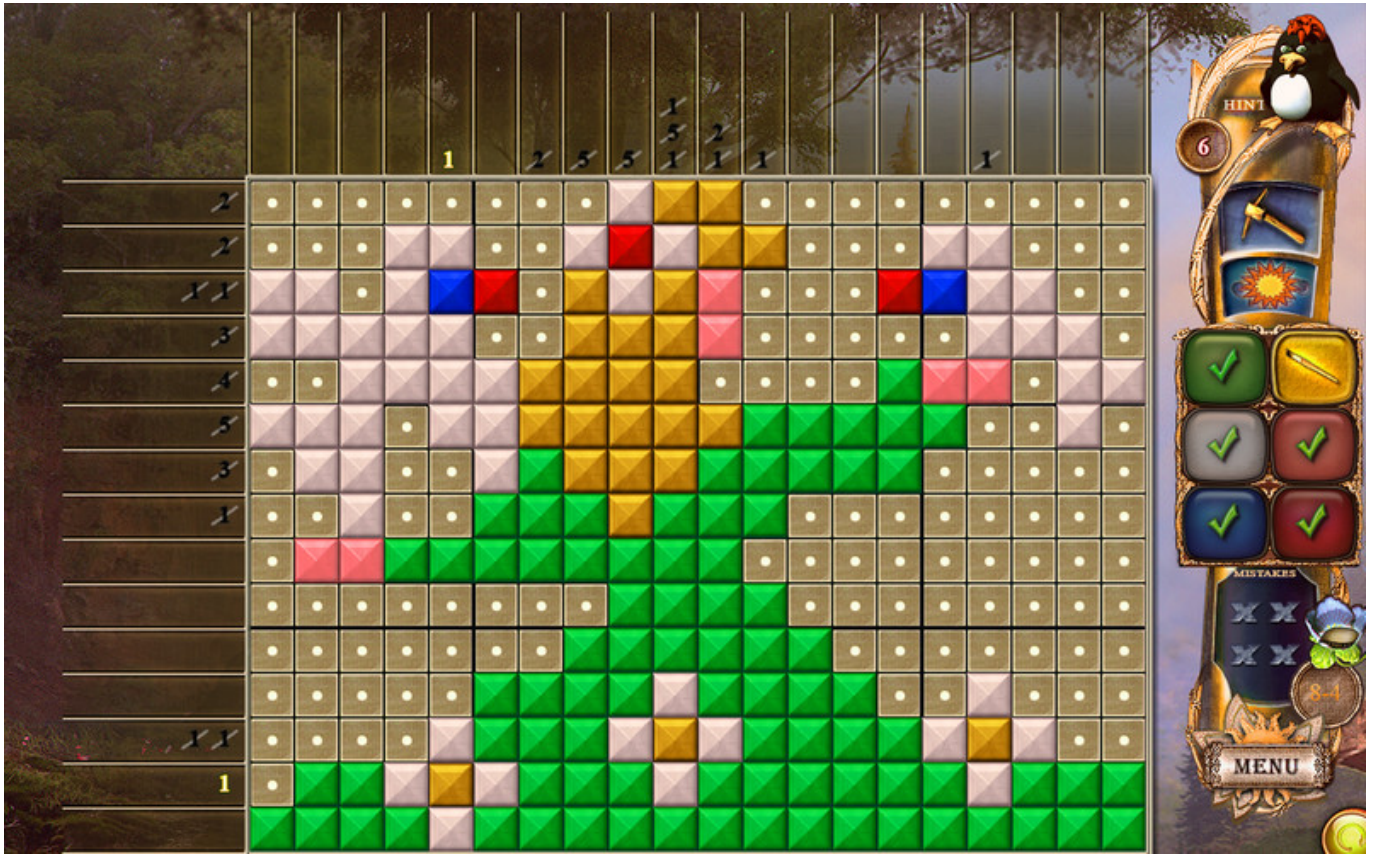
Network: Broadband Internet connection

Storage: 10 GB available space

English,Russian







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This game is a prime example that looks can be deceiving. The art, music and enemy design are absolutely gorgeous but the gameplay itself is an infuriatingly buggy, laggy and generally non-functional. The hit boxes are way off and the general feel of the gameplay is super loose and unresponsive. The English is full of mistakes and feels awkward. The instructions displayed at the start of the game have ridiculously low-res text and pictures which are borderline unreadable.

It doesn't matter whether you're a fan of beat'em ups or Eastern art styles, this can of worms is definitely not worth the asking price.. I clicked through this game while watching TV for an easy 100%. 10/10.. promised multiplayer, promised live match simulations, promised tons in the old website. Now all removed and out of Early Access. Good Job.. I Like it. Played Squareworld over 50 hours.. overall it's a good music game for relax.. Would smash my light again 10/10. While the game itself is fun, it's a horrible port. It's definatly gamepad focused so there's no excuse why the menus can't be controlled with a gamepad. It's also very poorly optimized.

Don't buy this, buy the excellent Trials Evolution instead, which is a far better game and has all the things this game is missing.. Excellent operational campaign game that surpasses Panzer General line of games. The line of Unity games has the feel of east front warfare in WWII: swift breakthroughs with panzers racing to encircle Russian units. It took me several tries to get Decisive Victories in the scenarios, and some scenarios I'm still working my way there.

The game has lots of improvements to gameplay, like extra movement if a unit doesn't attack, showing the route a unit will take to its destination, and being able to undo a move you have just made. Especially nice is the supply line requirement that is simple and easy to observe, without burdening the player with details. This also makes clearing the supply path vital to a successful offensive. And beware, the computer AI will look for an opportunity to cut your supply lines, which can be very embarrassing.

My one minor complaint is that you can't save the campaign game of linked scenarios at the end of each scenario, so failing a scenario means you have to start over. I realize this is a design feature, but I'd still prefer being able to save the campaign. The game does do an auto-save as you progress through the campaign so you can pick up wherever you left off last time.

I highly recommend Unity of Command as a truly fine game.

A total classics good sim/management games. The graphics represented in this game is simple and easier for new or hardcore gamers. I play a heck out of it during my school years.

Airline Tycoon Deluxe is the compilation of the first game, Airline Tycoon: First Class and the Airline Tycoon Evolution which add more contents to the core games. The game dev is no more. Right now the games was just distribute by some other publishers. So, no any new fix etc. This is the good games, don't compare it to the abomination 'sequel' by Kalypso, Airline Tycoon 2. That game is utter garbage bearing the name of Airline Tycoon legacy. Just stick with this one.

I ran the game in W7 64 bits and it is fine (no steam overlay though). It is what it is. The game was released during the glory days of Windows 98, but still playable with newer OS. Save often though.... Fun game, a little like Space Rangers with a little star control 2 mixed in.. I'm a fan of good coop games, and Lazer Cops fits the bill for me. There are quite a few games that claim to be coop that can really be played just as well single player, but Lazer Cops is not among them. The cool lazer tether mechanic in this game really favors having a buddy cop or two at your side, and the way it makes you work together can lead to some fun moments.

The game has a variety of different levels that give you the chance to explore the different ways in which the lazer tether mechanic can be used. Some of them are harder than others, but fortunately you can skip to any level within a zone at any time, so you aren't blocked on the levels that don't appeal to your playstyle.

All told, it's a fun ride if you have the right squad of friends to back you up.. I downloaded this game because I thought it wouldn't be so bad... BOY was I wrong!

>Be me

>Play on a map alone to learn controls and test graphics

>Meh, not to good but I'll give the benefit of the doubt

>Open server list

>see one server

>Join said server and IMMEDIATELY crash

>Open game again and try again (CRASH)

>Think welp, third time's the charm

>Try again and get in

>Play for five minutes and kill three people who can't shoot for♥♥♥♥♥♥br>>Those 3 people couldn't aim because of the sensitivity

>Feel empty inside

>Quit and open steam

>writes review

tl;dr This game seems like a ♥♥♥♥♥♥ Unity project and should e treated as one.

tl;dr2 This game would have potential if it was made better.. The game is better because of the VR.

I wish they would do this for X4.

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