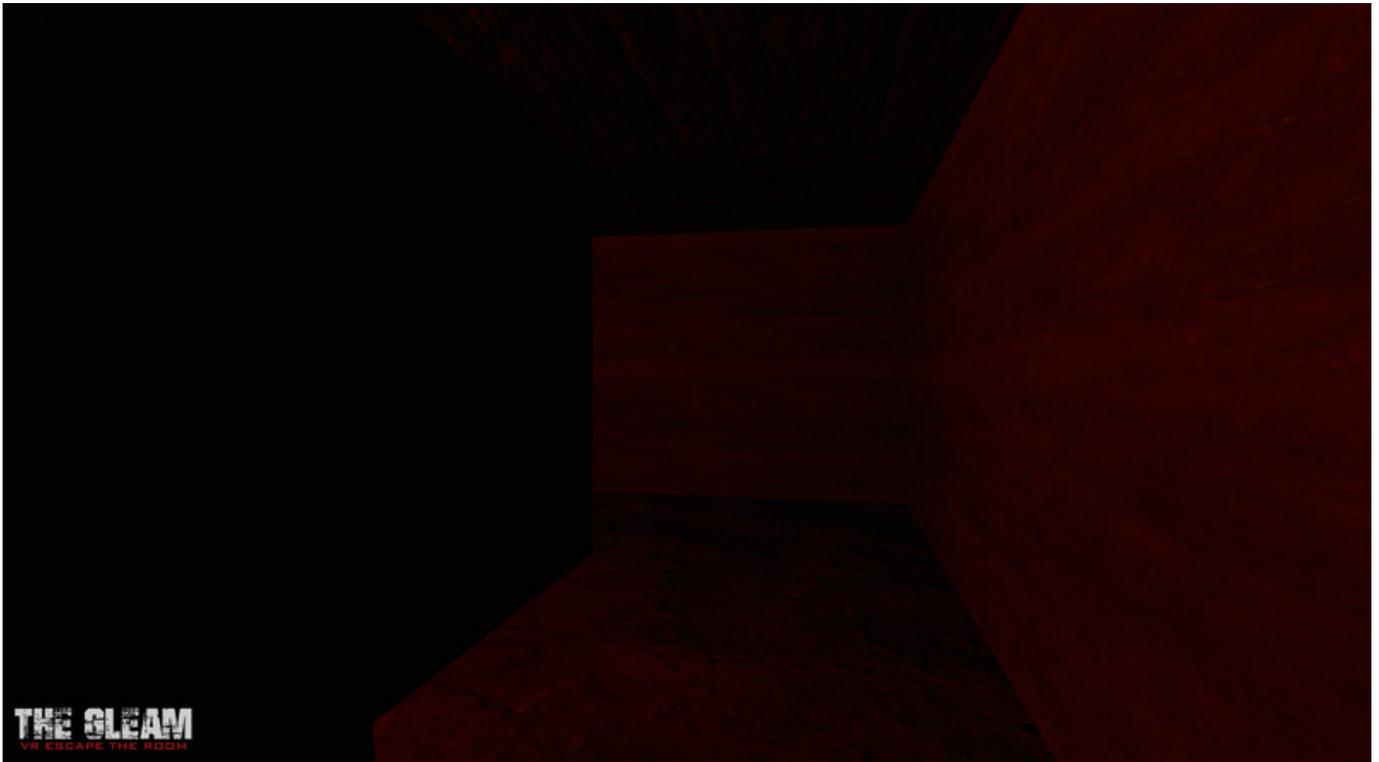

The Gleam: VR Escape The Room Download Exe



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About This Game

The Gleam: VR Escape the Room is a short room-scale experience designed to provide an immersive, claustrophobic, obstacle course full of puzzles and codes that you must solve in order to escape.

- Full room-scale based on minimum room-scale requirements. No teleporting or artificial locomotion.
- Horror ambiance provides a constant lingering fear that you aren't alone in the "gleam".
- Creative obstacles have you crawling through vents as you search high and low for items that'll help you solve puzzles.

Title: The Gleam: VR Escape the Room
Genre: Adventure, Casual, Indie, Strategy
Release Date: 14 Oct, 2016

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English







The dev should be ashamed of himself. Took 9 mins to complete, including the glitches. It was 50% off but doesn't compare well to similar demos which are free.

As one reviewer says, the use of space is good, but with clipping the hidden places are not too hidden.

Jump scares are also a bit tame/lame.. Excellent, Well Done, Good Puzzles, Just enough jump scares. OK, so it didn't last long, so what. VR "games" is in its infancy, it's at the very early stages of development, we gamers are its test subjects. Keep up the good work devs, read the reviews, take on board gamers comments, ignore the criticism (some jerks just love the sound of their own bleating".. I hate to give this a negative rating, because of the higher quality of the sequels. Reduction in price by a dollar, or a quality polish, or a small extension might make it more desirable. It's very harsh on the eyes, at least with that initial strobe light. The sound is also abrasive. The puzzles weren't bad, and I love having to duck/crawl and having the evil walls change on you. Yet, just as it seems to get good, it's over. If you just bought energy drinks and a \$20 steam card at the drugstore, and you're on the prowl for escape room games, get the cabin sequel. A gem for an indie bundle, though.

<https://www.youtube.com/watch?v=GjeKdrpFNQo>. it says i played for 11 minutes but it lies, i saw the word jump scares and closed the game instantly, closed the game in vr, it crashed and left a bug report thing up for a bit

[but if you enjoy forced jump scares and if this game is anything like the 2 other games they made, it should be acceptable. So far I've found 4 keys and not been able to progress past the first part because none seem to fit the cupboard. I also lost my flashlight when it fell through the floor and departed from the universe. Still, I will wait for the bug fixes because this game is edgy as](#)
[dissatisfied with any effort put in.. very short. very glitchy. not fun.. Sometimes creepy.](#)

[The playtime is short.](#)

[The riddles are solvable.](#)

[It is great to see the person in VR if it crouches around on the ground :-D](#)

[For spectators the screen mirror is a bit too dark \(sometimes you can't see things, that the person in VR can see clearly\).](#)

[There are much glitches and it happened two times that something you need got lost, if you are not very careful with taking it and laying it down. The only solution was to restart the game. "The cabin" works better.](#)

Kinda glitchy, but still neat. Definitely worth the dollar I paid.. I'm not really convinced by this game.

Positive:

- + Good graphics
- + Nice idea of reusing the space again and again (that's the best of this game)

Negative:

- No real riddles
 - Jump scares are simply not necessary and destroyed the fun for me
 - No story
 - Very short, even for this little money. Loved it, short but sweet escape room with a nice little mechanic in it near the end.
- Great atmosphere, cant complain for the price, well worth picking up :-). Very buggy game. The horror element is made up of a cheap jumpscare. The only positive that I can think of is that you have to crawl through a tunnel, wich was fun. I would wait for a massive deal, like 75% to be worth it.. Bad performance, and it wasn't clear what I was supposed to do. The hatchet disappeared when I put it down on a shelf. It didn't seem to do anything anyway.. This game is REALLY short! Steam tells me I\u2019ve been playing for 13 minutes and that\u2019s how long it took me to finish the game. And I even had to restart once since my flashlight got lost (glitched outside of the play area).

During my short gameplay I experienced a couple of jumpscares, claustrophobic moments, and some pretty basic puzzles. And it was delivered with an excellent use of roomscale. I loved it!

I do not recommend buying this for the full price of 4 dollars. However, if you\u2019re buying The Cabin (a much better game from the same developer) you\u2019ll get this one pretty cheap in the bundle.

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