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Ship It Torrent Download [addons]



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## About This Game

Fast-paced block stacking VR fun! Fill a box with a variety of colorful shapes, then ship the box to earn your wage before the 'workday' is over. Designed for VR, you will enjoy physical satisfaction when grabbing blocks from the conveyor field, rotating them with you hands, then smashing them into their boxes.

Pack *fast*! These blocks contain volatile commodities and won't last long outside of their containment fields. The supervisor is watching your every move, so losing a block will lead to a citation and your wages will be docked.

Progress through different block orders, upgrading your factory and hiring salespeople to get access to new customers.

### **Orders vary in both the shapes you have to pack and the way you have to pack them:**

- **Training** - Block Stacking 101 guides new employees through the basics of stacking and shipping.
- **Deadline** - Test how productive you can be when under a tight timer (between one and three minutes). The production line speeds up as the deadline gets closer.
- **Endurance** - Pack as fast as you can to reach the quota, but earn too many citations for missed or exploded blocks, and your workday is over!
- **Break Time** – It is said 'play is the highest form of research'. Head to the ready room where you can experiment and stack blocks however you like in your off time. No wages earned and blocks are non-volatile.

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- **Special Order (Coming Soon)** – Come back for a fresh puzzle available every day! These special order customers demand perfectly packed boxes and don't supply any extra parts, so figure out how to pack them full without wasting any pieces.

### **Enjoy amazing features:**

- Leaderboards track the highest earners
- Multiple game play modes
- Comedic story content and training from your management supervisor
- Easy to learn, impossible to master
- Eight different box sizes, fifteen block shapes, and three different block types to pack
- VR-friendly physical controls
- Color-blind friendly
- Oculus Touch and HTC Vive support
- Best for Room Scale VR, but now supports standing room only!

### **Planned future updates:**

- Competitive Online Multiplayer
- Cooperative Online Multiplayer
- Motivators and Demotivators to power-up your workday...or hinder your coworkers
- Performance improvements (always trying to get that better!)

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Title: Ship It  
Genre: Action, Casual, Indie, Early Access  
Developer:  
Think On Labs  
Publisher:  
Think On Labs  
Release Date: 14 Oct, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7 SP1

**Processor:** Intel Core i5 4590

**Memory:** 8 GB RAM

**Graphics:** GeForce GTX 970 or AMD Radeon R9 290

**Storage:** 200 MB available space

English



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5000 achievements left



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A complete farcry from the 1st game. Better graphics, better voice acting, better gameplay and the use of music from actual classical composers. You get quizzes at the end, it may annoy most but it's a murder mystery, it makes you pay attention to the details and use your brain.. It's a contradiction!

I love this map, just about as much as I love other OMSI maps. Ok, so there are some low-res textures on the buildings, but if you set that (and the odd bug, but that's to be expected) aside, it's a lovely area to drive around. There are an adequate amount of long-ish routes, but the hotel shuttles make up for this - there's loads of them, around 20/30 I'd say! You have to remember that the developers put a lot of time and effort into this. \u00a327 may be a bit pricey, but I got it for that and play it all the time - I think it's worth it! By the way, I haven't even been to Mallorca before!

Overall score: 9/10. Another solid entry in the Romance VN genre from Winter Wolves. I applaud them for making a BxB exclusive title. It was refreshing to see something new.

The plot is straightforward \u2013 you are Marcel, a young man whose mother was abandoned by her titled lover while she was pregnant. Marcel takes a job as a servant in his father's household, but is quickly found out and his father offers him a deal; if Marcel can prove himself worthy, he can inherit the estate when the old man dies. This is where stat building comes in \u2013 you perform tasks to gain skill points. There are skill checks as a part of the story, and if you pass them you gain Reputation. Tasks also help you gain relationship points with the four romanceable characters. With enough Reputation points you can become the heir and end up with the man of your dreams.

\u2013 not usually a big fan of skill building in VNs (takes too long, \u201d rather be reading!) but they do a good job in this of not making it feel too grindy. The story scenes are plentiful, and almost every one of them comes with a dialog choice (the best part of playing a VN :)

I wish the \u201csexy scenes\u201d had been a little more sexy. I was expecting something more explicit (based on having played Heileen 3) and the most you get here are a few kisses and some (very attractive) bare chests. I did like that the focus was very much on the relationship between the characters \u2013 they choose to be together because they love each other (not just physical attraction) but I still wish it had gone a bit further.

All and all it's a solid romance VN with a unique subplot where the main character gets to know the Father who abandoned him. If you like other Winter Wolves titles, or romance VNs in general, this is worth picking up.

#TeamEloy

#HotElvesFTW. Not really that much game in this one. Too repetitive and boring.. I can't recommend this game enough, I love the story and the characters are likeable and well written I've played through it 4 times already. I like the choices and the fact that they have impact on the story, and I plan on playing it again cause even after 4 playthroughs with 4 completely different characters there is still more to do every time you experience something different, 8/10 graphics and sound could use some work :) other wise great game. It is a very beautiful gem to play if you like puzzle / platformer but you need a break from the generic type puzzles you play on the computer and so forth. Gameplay has so many traits from games we play on consoles that are side scrolling platform and it does a lot to enhance the gameplay and what have you. Grab the others too, it's something you would enjoy playing.. Trendy breaks tradition with this most recent content pack (skin and map, not character), in that they are charging for it from Day 1, much to the chagrin of the community, myself included. I begrudgingly bought it, forgetting about two things: first, the skin is NOT automatically granted with purchase, it needs to be unlocked by completing the Cliffs level on Medium or greater; second, because of the unlockable nature of the skin, as with past skin/map content packs, you do not need to purchase to partake. Just join a Cliffs game and voila, the Bounty Hunter EV skin is yours. And complete Wave 14 of Survival to garner the new awesome Djinnlet pet.

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Now, from the first picture above, you may think that this new skin makes the EV one badass DUDE, but think again. Trendy is in fact paying homage to one of the greatest video game characters (& bounty hunters) of all time, Samus Aran of the Metroid series. The way the char stands and the permanent "braid" on the back are further proof.. Cancer. Trash. Just more stupid guitar-hero like QTEs, with 1\$ budget.



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If you've played the earlier "Fantasy Mosaics" games, you pretty much know what to expect with "Fantasy Mosaics 17: New Palette." About the only difference is that the palette is now 6 colors and those colors are a bit different. I do have a couple of issues that I noticed, though. First, several of the pictures we build via the nonagrams are re-used across the game. That's not a big problem. However, a bigger issue is that the first puzzle of the last set (25-1) cannot be solved without guessing (several times). It's possible that I'm wrong about that. But, I had to make three tries to complete it. Supposedly, the pickaxe and sun tools prevent that. But, you can't get enough points (or whatever) to activate those tools before having to guess. That's the first time I've seen that in this series. Still, I got 12.8 hours of pretty darn good game play. So, even at its list price, I recommend it (but, of course, buy it on sale).. this game is too hard to make it anywhere. A whimsically cute apartment management sim with tower defense elements.

In the sim part, you get to choose who to accept as your tenants, which room they live in, what furnishings each room has, how much rent you charge for each room (which you can base on who lives there of course), whether to encourage a tenant to find love or have a child, and even which tenants to evict (individually). The more you play, the more you can unlock a variety of tenants, each with their own preferences (they might not all get along!), and some of which may have more budget...and better abilities for the tower defense combat. And you can also expand your apartment building -- from four rooms to eight, twelve, and finally sixteen rooms.

Meanwhile, your tenants will go about their daily lives while they call your apartment complex home. They'll go to and from work, shopping, and play. At home they may rest, eat, entertain themselves, exercise, or even make love and have children (do note that this is safely G-rated). Children themselves will go to and from school and play, though they don't have incomes; once they grow up they will also get a job. And if you can keep your adult tenants around long enough, they'll gradually get promoted, and have bigger budgets for rent. But they'll also demand fancier amenities. :P

In the tower defense part...well, you're the devil, and you've got an apartment complex filled with monsters of various kinds that live there, so adventuring parties are gonna keep coming after you. When they do, knock on your tenants' doors to get them to come out and use their abilities to fight the marauding adventurers! And if they get injured, you can click on them to tell them to go back to their rooms. Different tenants have different abilities -- attack range, magic vs. physical attack, physical defense, magic defense, movement speed, and attack speed, so having a variety can help with strategy. Some monsters have greater abilities depending on time of day or weather, too. And you can have up to a family of three tenants of the same kind in each room!

Story advancement is through quests, which you can do at your own pace. Generic adventurers try looting your place every so often, but posting missions will get tougher adventurer groups coming after you...with much bigger cash rewards for stopping them. Some sidequests even unlock more furnishings and more tenant types. You can adjust difficulty on the fly, by posting quests more quickly or slowly.

(Beating the game unlocks a mode where the game auto-manages your tenants in battle. I've heard it's better to do it by hand though.)

The music and art style are what gives this game its whimsical charm, and I quite like them.

And given the fact that some tenants don't get along, you might end up taking multiple playthroughs to unlock all the monsters. You can take as much time as you want to experiment with strategy, evicting/killing off tenants and replacing them as you want.

You can also save anytime. I haven't tried saving during battles but it's certainly possible at any other time. You can also pause it anytime, to micromanage battles.

I do wish this game had a few more features, such as make it easier to call an entire family back to their room together rather than having to do this individually, or being able to move some furniture between rooms (by default, it costs half the cost of the item, because you'd essentially sell one and buy a new one). I'd also like to be able to build an elevator for my tenants. Finally, I'd like a way to pause the game without covering it up with a menu or having the mouse cursor jump to said menu items), but at least it's easy enough to reposition the mouse after hitting Esc.

But aside from these things, I think this is a very nice game and I heartily recommend it.

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(Disclosure: I got this game in the Humble Japan Bundle.). 0.4 hours on record because I could not bear to play any longer than that. I find myself agreeing with most of the negative reviews, the game just feels broken or unfinished. A lot of games of similar look allow your character to fight in whatever direction they are facing, this game limits your attacks to left or right. This has a very limiting effect on tactics.. The NPC's right now aren't the best and are pretty OP, But other than that pretty good game! :D. This is the game that got me to buy my first computer back in 1995. And it is still my favorite puzzle game ever. My original discs no longer worked, so it was great to see it here. When they added the achievements, I went around trying to find all the secret passages and puzzles, and after having beat this game probably 10 times, I found one passage and puzzles I had never played before. Was pretty cool to get to play them all since back in 1995 when the internet was just beginning to take off and you couldn't find info like you can today. Graphics obviously aren't as nice as back then and the microscope puzzle is still probably one of the hardest (and maybe worst) puzzles ever (it's the only achievement I can't get), but is still a fun game.. A really nice line - shows the outstanding beauty of north west England. The scenarios included are mostly well made, although the timings on the power station career scenario are rather hard to make - but if you ignore that, there's lots of fun to be had shunting the cargo and running along the rather rough permanent way of the Morecambe and Heysham lines.

The class 87 is very good - driving this is much different to the diesels and requires you to think ahead a lot more due to the amount of time it takes for the tap changer to run up or run down. It's a little let down by the sounds - the Armstrong Powerhouse sound pack for the 87 really improve the loco but you're going to have to spend another £35 at AP to get them. . Can't recommend the game, it feels totally cheap when I played it. But it costs 13 bucks while games like Slender were totally free and a lot scarier in my honest opinion.

Well, I have to admit I played it without VR, maybe the implementation of VR does justify the price. But I guess not even with VR it would be scary.

The monsters feel cheap, the game totally feels not immersive. This is not horror, it's not scary at all. You can just stay there, watch the monster coming to you and you don't even have the wish to run away. More like: Come over here, I wanna see what bad animation you do when you arrive.

There is no tension, you just want to shut the game on the next spot you die.

I'm gonna refund.

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