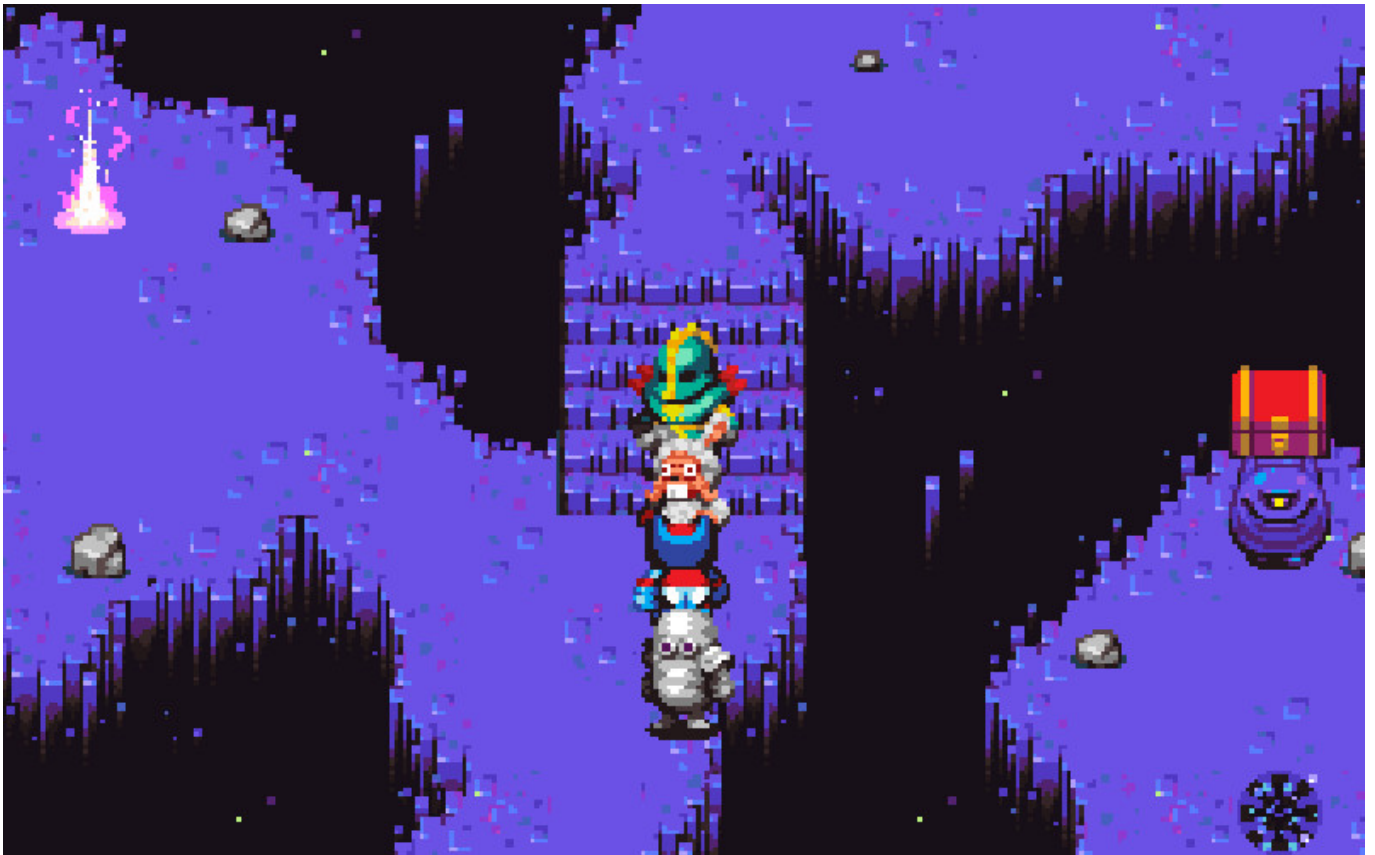


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## Escape The Museum Torrent Download [Patch]



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### About This Game

It's a warm day in the city and Susan Anderson has brought her daughter Caitlin to work for the day at the National Museum of History. What began as an exciting day for Caitlin and Susan ends in devastating suspense when, just after closing, a 7.6 magnitude earthquake rocks the city. After getting Caitlin to safety Susan scours the museum for anyone left behind but is knocked unconscious by falling debris. When Susan awakes she finds the museum left in shambles. Barely able to move from room to room you must help Susan navigate and work her way through the maze of the museum in a series of puzzles and frantic searching. Can you help Susan get back to Caitlin and escape the museum together?

#### Features

- Incredible Adventure to solve
  - 25 Puzzles to solve
  - Mini Games
  - 60 Hidden Object levels
- Unlock the Antique Round

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Title: Escape The Museum  
Genre: Adventure  
Developer:  
Gogii Games  
Publisher:  
Strategy First  
Release Date: 19 Mar, 2008

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English







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ouch, oof, my feelings, oof.

+Monster girls cute.

+I have 7 daughters now.

+Easy to get a hang of, and if you have trouble still, there's a guide book you can click on whenever.

+Multiple endings, but you have pretty good control on which ending you get. (meaning: you don't get screwed up and can't go back, unless you get a "bad end".)

-You kill the monster girls. :( or. well. not I guess. if you want to.

-Kinda short. I enjoyed it though, so, I guess I don't mind. It only took me about 7 hours to beat with some extra endings. I'm not a full completion kind of person, but I think if I wanted to get all the stuff it might take a few more hours only.

-Sometimes the things you do feel tedious.

-Would have liked to know about the villagers a bit more. A little was added with the DLC but, eh.

tips:

~If you don't like repetitive things, this game might not be for you.

~Make at least two save files. One for doing the true end, and one for doing the extra endings.

~The game warns you, but there are dark themes in this game, so if you don't think you can handle it, maybe it's not for you..

Most pap guns look good.. While it had potential, the fact is that this game just isn't very good. Don't bother buying this.. This game is very Portal-esque in a spiritual way. It does, however manage to create a great spirit of exploration. I actually feel the need to dig more, and the puzzles are challenging to boot.. Cute and fun tower defense game. Can't go wrong for the price.. It's a decent game...

It is fun to play but can be very hard to find a game at the most popular of times.

I would suggest buying this game to play it with a friend because 1v1s are very fun.

The only problem is the zombies gamemode does not work..

. I think the creators had a great story in mind for this game, but they couldnt make that great story a great videogame. Memento is a mediocre rpg maker title with cheap deaths, its storyline is boring as hell trying to be edgy/spooky, and its characters doesnt make any sense.

The saving system kinda sucks too because you cant replenish your lives with it and you're stuck having only 3 (being 5 the maximum lives you can get)

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There are a lot of better rpg maker games than this one in my opinion, I really wanted to like Memento because I love rpg maker games in general, but this one is just boring.. Me: \*15 mins into the game\* I can already feel the insanity within (???)

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Perfect example of an easy to learn, hard to master game. Great game in almost every way.. A modern version of Capitalism and if you liked that game you will like this one. The graphics are fine for the type of game. This is only for those that like somewhat realistic business sims, but if you do this is a well made one. There are lots of things to make and sell. This will keep me coming back for years like Cap did.. This game is one I feel I can definitely recommend, even if you aren't into Vaporwave.

#### **Pros:**

- + Pretty spectacular worlds that each have a very unique feel and tone to them
- + Very nice soundtrack, even if the soundtrack transitioning is a little iffy
- + Often changes up what you're doing and adding on to what you can do with the arsenal you can pick up early, meaning while it keeps a set of mechanics, its constantly changing up what you're doing with them
- + The visual style of early internet come to life really works and adds a surreal feel to the whole game
- +Puzzles are clever enough, hardly going to bust your head over them, but some got me brain scratching for sure
- +They ask you to really squeeze what you can out of this and get the most out of the worlds you explore with lots of hidden paths full of goodies if you go looking for them
- +Characters are interesting, while not engaging particularly, everyone you meet will certainly intrigue and help keep you entertained with a few chuckles, though there are a couple of noteworthy characters (lookin at you, Phisherman)
- + Might just be me, but the environments and music gave me a very relaxed feel in places, losing myself into this bizarre world
- + Plenty of references and jokes, both Vaporwave and not for anyone to enjoy
- + Alright story, a little vague, but it gets the job done for sure. May not be for those who just want a clear cut plot though.

#### **Neutral:**

+/- The game often gates you from certain areas until you gain enough "likes". While this does help the story keep its pace up, it does feel like it might have been more fun if they were just puzzles to get there, rather than just having straight up gates.

#### **Cons:**

- The game really grinds to a halt if you haven't been doing your exploring late game. Likes aren't too hard but late game, you have to also find three "triangles" in each of the worlds, and many require especially keen senses to find. Its not TOO bad as they DO give you an upgrade that makes finding the general area of some of them easy, but they are usually locked behind some puzzles or are hidden quite well, meaning if you haven't been gathering them up before, this can really kill the pacing when you're forced to go back to worlds you've already been exploring for quite a while.
- Needless to say, while I DO feel you can enjoy this game without being a fan of Vaporwave, those familiar with the genre and enjoy it will get WAY more out of this than others.
- There are definitely a few jokes (specifically the memes) that will definitely date this game (if the vaporwave theme didn't already do so for you)
- Rough around the edges with a couple bugs and some audio problems, particularly with transitions sometimes not happening properly, shifting too quickly, or sometimes not going away and just layering.
- Last level is a HUGE difficulty spike, expecting precise platforming from you out of nowhere.

#### **8/10**

While I may be a bit biased with this as I quite enjoy vaporwave, I feel that even if I didn't adore the genre, that this game would be quite entertaining. Its not the best, but I feel this scratches a good enough itch for me to recommend it as a game and an experience. Give it a shot if any of this interests you.. Feeding Frenzy 2 - Mouse thrown across desk simulator - A game that shows you the life cycle of fish.

Eat all the fish you can and grow!

This game is very fast paced, you lose lives often (in the harder levels), so save those lives! If you need to kill some time, play this.. Video of gameplay on a GTX 1080 Ti: <https://youtu.be/hdKgTiXD4jQ>

This game has great graphics, voice acting, story & gameplay. There are some things to upgrade as you progress and I can imagine the story gets even better. This is a seated shooter on rails and it's a blast. I hope they add more content to this game eventually due to the price point and I saw someone say it took them 2.5 hours to beat it on normal difficulty. I still think it's worth the price because this game is AAA quality.



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Only con I can think of is that you cannot adjust any graphics settings which is why the minimum and recommended specs are higher than other VR titles.. Another stupid easy game.

5/10

ez 100%. I LOVE THIS CARD GAME. The mechanics are interesting, the design is solid, and the cards are more or less balanced. It's really fun, not TOO luck based, and incredibly diverse and unique. Art is pretty, on top of all that.

Which is why it pains me so much to say that the client itself is honestly.... lacking. I backed the Kickstarter a while ago, for \$50, and have found that... well, as many have reported, it's not up to snuff. Somehow the steam client lags more than ETHAN CARTER. It's slower than any other game I have, and I have an SSD on a pretty new laptop. It actually lags more than the browser version of itself, which is inconceivable.

To put it in metaphor, it's like one of the most well-developed games ever created was printed onto copy paper, haphazardly cut out, and laminated at a library. It's just unfortunate.

I'm recommending this because I know how it is with starting things, and giving it a thumbs down at this early stage, would mean taking away any chance of it ever improving. So I am giving a positive review, with tentative hope, that the day will come where this card game gets a proper setting.

Okay, so separate note, what actually bothers me about the game itself, ignoring any bugs and lag -

- > The scaling is weird. I wish everything was centered, and I wish cards were bigger in the file editor.
- > The menus themselves seem disjointed, the actual view of your library is also a strangely small part of the screen.
- > Everything that I want to have in the file menu is there, but it all just feels terribly disjointed, and text is small enough that it's uncomfortable to read. And there's a LOT to read.
- > I opened a box of packs and just... it lagged and never showed the pack opening. The cards are in my file, but i have no idea what I pulled, honestly....this one's not too big an issue, but I'm sad about it anyways.
- > Hovering over cards doesn't always work. The card info will appear all over the place, often off-screen.

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