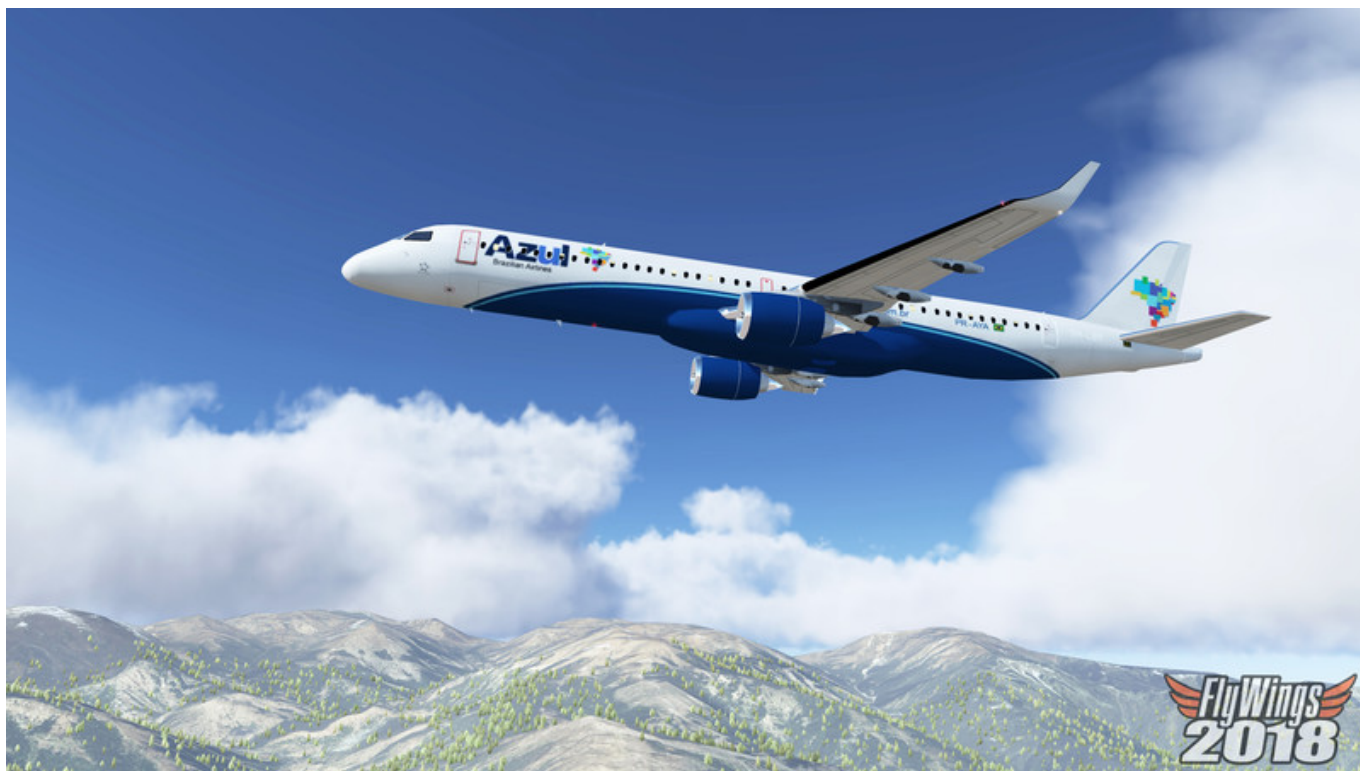

Deconstruction Lab



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About This Game

14 bug

♂

:

:

1. 50
2. 600
3. AI

1. 3
2. 4
3. AI

AI

1. AI
- 2.

3. ??????+??

....

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1. ??????TAB?????

2. ??????????

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First of all, thank you for viewing this page. This page is produced independently by a 14-year-old boy. This game is currently in beta and there may be unknown bugs that will be fixed in a future release.

This game will be updated every weekend. I hope that you will be patient with this game and face the future of this game with optimism.

The initial size of this game may be large, and you won't update a lot of memory every time you update. Please forgive me. game introduction:

The original intention of the game is that there is no target. It can be divided into multiple modes for playing games. In the game, you can use weapons to attack the enemy, including using fists, swords, various guns (testing), and possibly joining creative workers in the near future. Square, the game is currently in the early testing stage, please feel free to comment on any questions and content you want to join! I am fine to modify the game. The current game is divided into clean mode (cleaning all enemies in the map), zombie defensive mode (defending zombies in all directions in a village), and corpse mode (testing).

Campaign mode (testing), novice tutorial, and training mode.

In the game you can kill the enemy by controlling the characters. The enemy currently includes zombies and humans. In different modes, you can also choose multiple weapons to kill the enemy in the game.

These are just the modes included in the initial test of the game. Future versions will be more or less deleted. I hope you can comment more!

NOW CONTENT.

map:

- 1. Cleanup mode [Infinitely refresh swordsman and shield in a desert map, you need to kill 50 soldiers to win the game]
- 2. Zombie mode [You are born in a small town, surrounded by a steady stream of zombies. You need to stick to 600 seconds to win the game.]
- 3. Training mode [with all weapons and AI, available for selection, no game target]

arms:

- 1. Fist [including 3 kinds of actions]
- 2. Sword [including 4 kinds of movements, plus beheading kills] [can be blocked]
- 3. Legs [three different angles of action, a beheading action]

Game AI:

- 1. Zombie [Ordinary AI]
- 2. Soldier [holding sword]
- 3. Holding a shield soldier [sword + shield]

....

Inventory:

- 1. You can press TAB to open or close
- 2. This things can help players to collects weapon or foods.

The game will add new content as it updates

Tip: The game contains blood-splattering, such as weapons that hit the enemy and will splatter blood. The game does not contain any sexual!

Title: Deconstruction Lab
Genre: Action, Indie, RPG, Early Access
Developer:
Sch.Black plastic
Publisher:
Sch.Black plastic
Franchise:
DeconstructionLab.
Release Date: 1 Nov, 2018

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English,Simplified Chinese







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This game had its moments, unfortunately a lot less good moments than bad ones. Kinda had a spooky vibe at times. But it's probably the worst paced horror game I've ever played, and the "puzzles" (if you can call them that) were illogical and tedious. There are pretty much three different solutions to them in the game, you either stare at something for x amount of time, or look for things that doesn't spawn in unless you do another step inbetween or you just wait. Oh, and you can softlock the game if you do some of these things in the wrong order.

At one point you have to sort boxes, 50 of them. I don't know who in their right mind would think that's great gameplay. Since the puzzles didn't make much sense and I couldn't wait to figure them out I usually just looked at the hint system (which you also have to wait for). This is a real snoozefest of a game. Don't bother.. Park Bound gameplay is as simple as movement and jumping, but custom levels means you get a lot of content packed into this tiny platforming game.

<https://www.youtube.com/watch?v=8SqXbwBOTd4>. Great fun, cheap price and loads of replayability. A throwback to the glory days of the fighting fantasy books. Highly recommended.. B U G S and cannot save during the mission, or said reloading saved mission only load the position and condition of the aircraft but in free flying mode. Game where you have to play dice like Tetris to move the ship. Inferior to modern source ports for Doom/Heretic or any of those older games in nearly every way.

I really enjoy tough games, but this is the bad kind of tough. The kind of tough where you die to something and you can't tell what it was, since there were no enemies around at all (I literally started to take damage at random, and then died). The kind of tough where a bullet-sponge boss is put right in your face at the beginning of a level, so that when you die after beating him, you have to cheeze him all over again and waste 5 minutes of your time. Giving an obscene amount of HP to a boss doesn't make for a good bossfight, it just makes it a boring bossfight, a staple of bad game design.

There are many other flaws too, such as: the lack of a minimap, maze-like incoherent map design, just 5 weapons apparently, confusing ammo system or representation, lack of save system, extremely dumb enemies, confusing projectile appearance that makes it hard to judge distances. Also, having to kill all enemies in order to proceed introduces the classic issue of hunting down the last two enemies that requires you to systematically search the entire map, which is excruciatingly boring. Weapons also lack punch and the sounds are really bad in general, although functional.

Of course it's not entirely bad. I like the art style, it's pretty old school. The music is also pretty alright, the MIDI soundtrack gives it the classic vibe the older games had. The simple run and gun gameplay akin to the older FPSes from Id is also a pro in my book and the main reason I bought this.

It's a nice tech demo to show off a personal piece of work in the spirit of the older games, but it's just not very well designed as a game. Stick to Zandronum/VGZDoom and explore some wads/mods for the older games, will give you a far better experience, unless you really want to take the nostalgia trip and try something akin to Heretic but worse in nearly every way.. If you like Qix, you will love this game. The Best \$2 I've ever spent. When it was on sale for \$1, I gifted it to all my friends.... So yes I recommend this game to a friend. I have played other Qix like games, but I think I like this one best. Mouse works just fine on this game, but I think using gamepad is better. And it has a Leaderboard which is nice.

I think it has a good balance of difficulty, but I must say, save your coins for a time when you do need them. Like when you're on level, and died 10+ times trying to beat a level (it was an off day). You will have the gold for a skill you may need to beat it.. The Heat - if you haven't seen this movie yet, It is time now, since Armored Transport DLC refers to it very nicely. But let's look what is inside of this first DLC for Payday 2 (pre-orders got it for free). Armored transports - you can now rob them in five different locations (some of them are reused maps from other missions or escapes).

These heists can't be played stealthy so assault is your only option - armored transport missions are very tough especially for beginners or medium skilled players (depending on difficulty) since maps offers you limited cover and a lot of snipers with deadly aim.

Tasks are practically always same - transports are stopped, you came on the scene, C4/drill transports, pick/saw deposit boxes, loot cash/gold/jewelry and wait for escape. It gets kinda repetitive after a while and reward for completing these heists is laughably low, but there is one challenge... complete armored transports on Death Wish difficulty - almost impossible without great team and a lot of pre planning (not that from Big Bank of course ;)).

I almost forgot (because I don't play this heist since stealth update) TRAIN MISSION. If you are "lucky" enough to find military blueprints in one of the deposit boxes in transport vehicles, you are forced to play and finish train heist to finish transport mission. I won't tell you much about train mission, except you should try to avoid it (but that's just my opinion, some people might like this mission).

Armored transport brings you three new guns - assault rifle Commando 553, Gruber Kurz pistol and Swedish K SMG. Commando 553 is a good assault rifle, but compared to AK family or Car-4 boosted with gage courier mods... It doesn't shine that much anymore. Gruber Kurz is just another pistol useless for action and moderate for stealth, but Swedish K - I used it a lot and I must admit that it's a good submachine gun and suits me fine, better than P90 (kobus SMG).

I won't go much into detail with masks because they are just essential content and doesn't really affect your gameplay (of course if you do not want to show some SWAG hardly modifying them for sake of YOLO). One negative thing about masks and patterns - you must drop them in order to get them and trust me.. it's a painful especially in fact you need masks to finish some achievements...

Overall I would recommend this DLC to anyone - more DLCs like this, Overkill, please?

Cyberhunt is a infinite twin-stick shooter game set on a cyberpunk world. The dev is awesome and cool
the game is bad, and so is the publisher

don't buy this game, if you do, you're supporting a ugly publisher

1V10. Bought this game after trying it out at PAX Aus. Really love it thus far! It's a satisfying puzzle/stategy game with great visuals to boot. Mechanics wise, I think is really well done - it's easy to understand, but is challenging enough to keep me wanting more. I love the art style and music, and the details given through each chapter in terms of storyline is pretty fulfilling. I think that the mastery tree is well done, as well as the slow access to skill upgrades as you progress through the game. I also enjoy the option of fast forwarding through enemy animations!. Just worth it.. Hate to be the guy who gives a thumbs down to an alpha, but this is just way too early to be charging for right now. The controls are incredibly clunky, the UI is counter intuitive and riddled with glitches that it feels really amateurish. Good luck to the developer and I hope this game gets some much needed polish but this needs another 12 months of work before being put out there with a price tag.. There is no reason for the reviews complaining about having to pay to play. I played for almost 2 hours straight. Paying just refills the hints quicker but hints can be found online if you want to do it that, I don't. Also it isn't too hard to figure out what and what can do stuff. Most my elements were made without hints. And the hints refill quick enough on their own. Stop being stupid and giving bad reviews to a good game because you are too impatient to wait for your hints to refill. This is a fun and awesome game.. Just beat this game, love it. It made me laughs! :)

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