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## About This Game

**NOTICE:** The game may not work on some system configurations. The problem is rare, but we have some reports. This is an engine issue (RPG Maker and MKXP) and it's out of our reach, since we only made the game, not the engine underneath.

Feel free to purchase the game and if you happen to be one of those cases, go ahead and refund it right away. We apologize for any inconveniences.

## Authentic Survival in Nature

Survival in it's purest form, in a deeply simulated world, modeled after nature itself.

## Energy preservation

Every step you take and every action you perform costs Energy, you can only replenish by ingesting food. If you run out of

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Energy, you run out of luck.  
Setup traps to catch wild animals, fish fresh fish, or harvest and replant plants.  
Cook fat or eat worms if you have to.

## **Rehydration**

Your body spends water to function, and also to sweat, the only mechanism to cool the body off. Water is life. They say it for a reason.

Find fresh water, refill water containers, collect rain water, or produce it from air humidity or salt water.

## **Body temperature**

High temperatures and dry air increase water loss, while low temperatures can cause sickness or even the body to shut down. Adapt or be left behind.

Shelter from cold or intense sun. Wear clothes to protect from rain, sun or to warm up. Relocate if suited by season.

## **Simulation: A true model of nature**

### **Planet rotation**

Earth tilt, spin and rotation simulation defines sun altitude, allowing for a great diversity of survival locations by latitude. Survive near Equator for a permanent summer, or close to the Pole to survive nights that last an entire season.

### **Weather cycle**

From water evaporation to cloud formation, thunderstorms, hail, atmospheric pressure differences, dried rivers or snow. The robust Weather cycle simulator recreates true, ever changing climatic conditions to put your instincts to test.

### **Fauna**

Fishes and small land animals grow and reproduce. Animals can get pregnant, overpopulate or get extinct. Sustainable survival is key for yourself, the environment, and yourself again.

### **Flora**

Photosynthesis, water absorption, fertilization, hibernation. Plants react to sun and soil humidity as you would expect. Plant, care and harvest fruits for a slower paced, safer, long term survival.

### **Fire**

Fire burns fuel, based on fuel quantity, wind speed and humidity. Fire increases ambient temperature of small caves. Fire and heat behaves realistically to make conscious choices based on real life behaviors.

### **Body temperature**

Temperature assimilation and air dissipation rate based on air humidity, wind speed and temperature. The body will Shiver or Sweat to regulate its temperature, and keep the skin moist if hot dry air rips it away.

## **On going development**

The game is out there and finished. Yet, it isn't "finished".  
Now more than ever we want your feedback on balance, new features and content. We want to make the game of your dreams.

**Learn more at [unveilgame.com](http://unveilgame.com)**

- [Features overview](#)
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Title: Unveil  
Genre: Indie, Simulation  
Developer:  
Particle Studios  
Publisher:  
Particle Studios  
Release Date: 19 Apr, 2016

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**Minimum:**

**OS:** Windows XP

**Processor:** 2.0 GHz

**Memory:** 2 GB RAM

**Storage:** 500 MB available space

English







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nice little arcade game to play to kill some time. Great potential.

It has very very very few features but the dev's seem active.

I hope to keep seeing updates and will update this review.

. It hurts. I quite enjoy minimalistic puzzle games, but I just can't recommend this one due to a large number of factors that just led to the game being unenjoyable for me (specifically visuals, audio, 'missing' features, and level design). My primary grievance was just the aesthetic of the game itself. While the whole neon theme of 'Glowing Sokoban' seemed neat in theory, in practice when coupled with the moving background it just hurt to look at after just a few consecutive levels. They did add options to disable the moving background, which I quickly toggled and left off, but this doesn't affect the title screen. Even with this off though the neon colors of the elements with a flat background hurt to look at if I played for too long in one sitting, and this detracted a lot from the game's experience.

The music also didn't help at all. Although the game boasts '13 soundtracks', they are all fairly short loops that sound very similar and quickly became annoying. What made the music unbearable to me was the fact that a different track would be selected every time you beat a level or restarted, and it did so by very harshly cutting off the previous track and beginning the new one. On top of that, the background color scheme changes at the same time, which furthers the visual grievances I mentioned above. When I turned off the dynamic backgrounds, I also muted all the music of the game.

The game is also lacking in a few gameplay features that I would have expected. There is no level select option, each level just leads to the next. If you load up a save once you've beaten all the levels it just takes you to the end game screen from where you can only return to the main menu, so at any time you can only ever access the next level in an existing save or create a new save. The game had a reset level option (bound to 'r', as seemed natural), but there was no button to step back a single move (which I would have expected on 'backspace'). To make that issue worse, not every input would be registered, so when moving along a long path, I would often stop too early and ruin the level because some key presses were lost, and without a backspace option I was forced to then restart the level. When completing a level, it would sometimes take a few seconds to register the victory, and during that time if you moved a piece you could be forced into a state where you have to start completely over (this happened once to me). And while the game describes itself as "You need to place all the blue rings on the red squares at the least number of moves", the number of moves taken is completely irrelevant. It does track how many move you make, but there is no incentive to minimize that, unless you want to go back and one-up yourself (which you'll need to start a new playthrough and beat all levels up to that point to even attempt).

The levels design also seemed lacking. The levels were of a huge variety of difficulties, and mildly difficult levels would be sometimes followed with several trivially easy ones. Among the 60 levels, a few were at least mildly challenging, and a single one had me stumped for around 20 minutes. Even the hard levels didn't feel satisfying to complete, the difficulty just felt like an annoyance. Many of the levels would also have portions that were pointless, like pieces that started in their goal position and never moved or unusable areas of the map. This led to levels that have numerous possible solutions, and many where the solution was visually obvious from the moment the level was presented. Take for example level 27:

<http://steamcommunity.com/sharedfiles/filedetails/?id=1132003033> The one square at the top is completely unusable, but so is the entire section to the right of the map. Not only is it pointless, but with the mechanics of the game, it is fundamentally unusable. Things like these lead most levels to have sections that just go unused and don't add to the game in any way.

With the dynamic background and audio disabled, it is a passable puzzle game, and the fundamental mechanics do work, despite the missing features that one would expect from a game such as this, so it is probably best to give this game a pass. Even though it is cheap, your money could be spent much better elsewhere.

For more puzzle game and platformer recommendations, check out my Curator page. At the beginning I was not so convinced - another mobile game porting.

But then I had to admit, this game is really cute. Good soundtrack, good writings. Turn-Based/Combat mechanics is fun (despite a little random about tactics cards you will get), story a bit cliché but definitely entertaining.

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Maybe full price is a bit too much, but bought with 40% and definitely I don't regret I bought it :). This game takes a huge step forward from its original predecessor, Time Tenshi. It took everything we perverted fans loved and added more to it!

I'm a big fan of BE, so I was very happy to see a lot of it in TT2. However, it would've been nice to see some variance to this already rare genre. Slower growth process going on throughout the story would be great or perhaps having the BE overlap from one time trip to another. I'd love to read a scene that talks about the girls not being able to go back to the size they were before. Just a suggestion :) The warping of the drawings in the first few time travel scenes was a notable first step towards a needed animation upgrade. My hopes are that your budget will improve enough so that the possible TT3 will have more drawings that describe the BE process and 'motion' of their assets :)

In regards to the size of these girl's chests, well, Silver Cow Studios doesn't hold back at all in that regard. They did a great job illustrating their story as an indie company. Dare I say that I hope in Time Tenshi 3 they get... even bigger?! This fan wishes so!

My hopes in the future are that we can receive a game with more overall quality animation involved, more scenes where the girls talk more about their bodies(because it's just plain sexy), and of course even more BE and bigger curves!

Great job, Silver Cow Studios!. essence of the storm)

7V10. Capcom give us DMC 2!!.. Surprisingly fun, it's simple but altogether with all the dynasties it has a lot of variety. Easy to begin and so entertaining, once you start playing you just can't stop.

Pros: It is really a lot of fun, it has a lot of different characters with their own style of playing each one and the all stars mode is just terrific.

Cons: It is more enjoyable with a controller, you can play it and have a lot of fun with the keyboard. But if you do have a controller you should use it in this game.. I started and dropped the game a long time ago. But now I returned and found a lot of improvements. Updates are frequent, balance is tuned for PC requirements, much less grinding left, hotkeys added, etc. Game is really developing and I enjoy it a lot now. Gameplay became awesome. So I definitely recommend it.

As for mechanics - it's plain classic Tower Defense. Set guns, kill hordes, earn money, upgrade towers, return to the first step. If you are a fan of genre - it's right what you need.



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Great game, but recently this expansion refuses to open, but aside from that, it's awesome :D. its in the bunker storage guys. HOI4 was supposed to simplify combat from previous versions of the HOI series and concentrate on the grand strategy.

Man the Guns turned sea warfare in HOI4 into a needlessly over-complicated and micro-management system.

In the right setting this would be an interesting concept, but now you have to micromanage your fleet composition and the new rules are completely un-intuitive. You need to spend some time just figuring out how the system works. This is a stark contrast to the rest of the game.

Some of the reworks in the update are good, but sea management system is a romp in over thinking an expansion by the developer.. I have barely touched this game, but from the short time I have played it is obvious how much effort the developer put into the game. The game is riddled with glaring spelling and grammar mistakes as well as overly simplified dialog. I have already spotted no less than 7 of them and I am in the first area with monsters. The UI is poorly designed as well. Some buttons require you push only a small area of it (or outside it). Their attempt to be more unique put them on the wrong path with their UI. I will continue to play the game since I bought it. If I see improvements I will update, but until then I do not recommend this game. You can get better quality games for free.

There don't even have an option to close the program.... I love the achievements. :)

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