
Summer Times Afternoon Ativador Download [hacked]



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About This Game

Into the "Summer times Afternoon", the VR game world, you will be back through time and space 90 years of China, intuitive to see the customs at the time, you can move freely in the scene, to watch TV, read a book, or track hidden clues to understand a story

Title: Summer times Afternoon
Genre: Action, Adventure, Casual
Developer:
Accenthd
Publisher:
Accenthd
Release Date: 23 Dec, 2016

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Minimum:

OS: Windows 7 SP1, Windows 8.1 or later, Windows 10

Processor: Intel i5-4590, AMD FX 8350

Memory: 4 GB RAM

Graphics: Nvidia GeForce GTX 970, AMD Radeon R9 290

Storage: 4 GB available space

English,Simplified Chinese







summer times afternoon

I really liked this. I play lots of Chinese VR apps, and this one was particularly Chinese - in a good way. The price is reasonable as well. The environment is nice, and there are some puzzles, I guess. It was hard to tell what was going on in the game, because of the Chinese symbols (I think that is their language). It's some kind of escape room, I did not complete it, but I got to the night scene. *There's a lady in the prior scene. I just prefer to poke around in these games anyway. The Unreal Engine TSAA crap fog was really thick in this one, and it ran fairly crappy. As per usual, this trashed my experience. Developers: please stop using the Unreal Engine for VR games.* https://www.youtube.com/watch?v=5_yT98abX4U. This is a VR game set in a room in contemporary China. You advance from every decade from the 1980s thru the present day, and the room progressively changes. It's based on the memories of those who were students in the 80s and 90s, and grown ups in the 2000s and 2010s. There's a love story attached, but non-Chinese speakers won't be able to grasp much of it. The real appeal for the player who doesn't speak Chinese are the sights and sounds of the room.

Based on translations of the Chinese reviews, some of this simulation isn't entirely historically accurate. Some of the magazines are the wrong date, et cetera....But in general, you get a very good feel of how things were in China each decade. It's been a period of extremely rapid modernization, which shows thru the game.

The game is entirely in Chinese, but it's very easy to figure out. I got to the second level on my first try, and the third level on my second try. All you can do is pick up things, move them, and touch them. A good portion of the time, a shining light will tell you what to interact with next.

The game is buggy and easy to screw up. Keys are frequently used, and if you lose the key....well, tough luck. It might slide under the bed and leave you stranded on a certain level. The level is big, so if your playspace is too small, you can't play. No teleportation, unfortunately.

There's really only about an hour to two hours of gameplay here when it's all said and done. The most disappointing thing is that the TV and Radio do not work. I think it may be due to links to video or audio that only work in China, but that's just a guess. I do not believe Chinese players had the same problem.

That being said, I don't regret the purchase. Being able to explore another culture for that short amount of time was really refreshing compared to the other VR experiences. One of my favorite early titles, for sure.

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